

WHERE NO MAN HAS GONE BEFORE



*A d20 Modern game in the final frontier, a place where men are men,
women are women and Klingons have smooth foreheads.*

Created by Mike Berkey, in a drunken stupor while on leave on Rigel IV.

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Please don't sue the crap out of me.*

Captain's Log, Stardate 1.0: Introduction

"Space, the final frontier. These are the voyages of the starship Enterprise, her five-year mission to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no man has gone before."

This is a game about a five year mission, a world where special effects never progressed beyond painted Styrofoam blocks and cheap double-exposures. The 70's were still The Future and Klingons had smooth foreheads. The idea of a Star Trek movie was a laughable proposition and nobody thought twice about planets full of Nazis and space hippies.

Adventures take place in Episodes, over the course of a Season. If you're comfortable with the Shatnerian school of acting, can spontaneously hum snippets of the original soundtrack during appropriate scenes and have no problem with outrageous accents, this is the place for you.

The goal of this game is to create something relatively quick and dirty, simple to set up and fast to run, using the d20 Modern system for accessibility and to allow access to the vast amount of pregenerated d20 content. Hopefully, it strikes a balance between camp and grit: while much of this game is pretty silly, much of it isn't. This is, after all, a television show that brought us both "The City On The Edge Of Forever" and "Spock's Brain."

Thanks to a post by Gorillacus on Rpg.net for the idea that sparked this conversion--until that point not only was I stuck on how to handle character types in an intuitive way that remained true to the spirit of the show, I also had no idea I even wanted to do a d20 conversion of this sort in the first place.

For sources, I've poured over Franz Josef's original Starfleet Technical Manual, the Daystrom Institute of Technology (ditl.org), Okuda's Star Trek Encyclopedia and Memory Alpha for information. I've even spent time mining the Klingon Academy instruction manual for ship combat ideas (the "Changing The Rules" section, in particular, will look hauntingly familiar to fans of the computer game).

In the end, though, this game is based largely on my mostly hazy (but fond) memories of watching the show as a kid. If I can briefly, if only for a second, catch the spirit of those thrilling Sunday afternoons, then this game will have been a success.

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Captain's Log, Stardate 2.0: Characters

This game uses the d20 Modern rule set by Wizards of the Coast, (mostly) freely available online. It might also occasionally make use of material from D&D 3.5 where it makes sense and saves work to do so.

Characters in *Where No Man Has Gone Before* are bridge crew on a Federation vessel. The default starting level is 3rd level or higher and characters are typically built using the three new basic classes listed below--Blue Shirt, Red Shirt, or Yellow Shirt. As with d20 Modern, there is no multiclassing penalty.

1st or 2nd level characters would be Star Fleet Cadets, which in itself would make for an interesting series, but would probably be out of place on a front-line ship.



While it is certainly possible for non-Star Fleet characters to exist as player characters, it would require some sort of back story to explain why someone outside the normal command structure would be allowed to remain on board ship on a semi-persistent basis. Such characters would be built using the standard d20 Modern classes.

Characters are typically built using the elite array or floating reroll.

Advancement can be handled in one of two ways: classic d20, in which the players are awarded experience for their actions and advance normally from adventure to adventure, or using a story-based system. In story-based advancement, the characters are offering promotions periodically as a reward for outstanding service or as a story concern.

Whether or not they accept the promotion, they still gain the extra level. In this case, advancement will typically be fairly slow, say one or two levels per season, so the GM may have to think of other rewards, such as medals and commendations, to compensate.

- *Accepting a rank higher than Captain usually involves moving the character to a desk job and out of the series. A character can opt to simply remain a Captain when advancing beyond 9th level.*

Level	Rank
1	Green Cadet
2	Cadet
3	Green Ensign
4	Ensign
5	Lieutenant Junior Grade
6	Lieutenant
7	Lieutenant Commander
8	Commander
9	Captain
10	Commodore*
11	Rear Admiral*
12	Vice Admiral*
13	Admiral*
14	Fleet Admiral*

Unarmed Combat

Unarmed combat damage is treated as per the D&D 3.5 rule set, as nonlethal damage and does not use d20 Modern's all-or-nothing damage system.

Wealth

Wealth is not really applicable to this setting, although it would be a viable attribute outside of Star Fleet. For player characters, simply assume that any necessary item within reason can be requisitioned or manufactured as needed.

Rank

To simplify matters, Rank is largely a function of total character level. While it is certainly possible to be promoted ahead of your abilities, it is uncommon. It is also not uncommon to have a Rank that is lower than indicated by your level, whether it's through ineptitude or a deliberate choice to not be promoted past your superior officers (in order to remain on the same ship, for example).

Starting Feats

Remember that in d20 Modern, the game assumes that everybody's human. In *Where No Man Has Gone Before*, this is not the case. Characters receive only 1 bonus feat at first level, plus whatever feats they gain from their class. Humans gain one additional feat beyond that.

Action Points and Moral High Ground

Action points are treated exactly the same as in standard d20 Modern. However, whenever a character or group of characters make a difficult moral decision or behave in risky ways consistent with Starfleet behavior, they regain 1 action point, up to their full amount. If they are already at their full total, then the point must be spent by the end of the Episode or it will be lost.

Some examples of Moral High Ground:

- *Allowing an enemy the first strike in starship combat to fully ascertain their intentions.*
- *Following the Prime Directive even though it would be a lot easier to circumvent it.*
- *Refraining from taking life needlessly, even if it is an enemy.*

Background

Where No Man Has Gone Before doesn't use the standard d20 Modern Occupations system to determine the character's background. Instead, choose a Background from the following list.

A Background represents a defining characteristic of your upbringing or early training. While deep back stories for your character are not required--in fact, are strongly discouraged--for this game, knowing a few basic facts about your character can go a long way towards setting tone.

Where is your character from? Earth? A colony? An alien planet? Where are your ancestors from? Are you a Scotsman? An Alpha Centaurian of Asian descent? A womanizing corn fed Iowan? Answering at least a few of these questions can give your character a role-playing hook. Just as characters in a television show are fleshed out throughout the season, it is not particularly necessary to have your character's whole life mapped before play--just give him or her the broad strokes and move on.



Choose one of the following background traits as a bonus:

- **Ethnic Pride.** You have Ethnic Pride as a bonus feat (see Feats for details).
- **Harsh Homeworld.** You come from a colony world noted for its extreme environment. Pick one extreme environment. From now on Survival is always a class skill for you and you gain a +2 competence bonus to all survival roles in that environment.

- **Hobby.** You can choose one skill as a permanent class skill with a +2 competence bonus, to reflect a personal interest.
- **Life Of Riley:** You live a charmed life. Your character is treated as 5 levels higher when rolling Action Points. In other words, if you are 3rd level, you roll 2d6 instead of 1d6 when you spend an Action Point. If this puts you above 20th level, then you roll 4 dice.
- **Networked.** Was there anybody you **didn't** meet when training at Starfleet Academy? You gain 1 contact for every point of Charisma bonus. You can use a contact to call in favors or find out information, assuming it's something they could reasonably know about or do. You can gain more contacts as your charisma score increases. You do not have to define them all right away--you can define a contact in mid-adventure.
- **Notoriety.** For some reason your character is famous, or at least more well-known than normal. +3 reputation.
- **Shady Beginnings.** You grew up in a rough environment, among the criminal element. But you rose above it all and are now Starfleet material. You can have either one brawling feat or Streetwise as a permanent class skill, with a +2 competence bonus.
- **Spacer.** You were born in space and are only truly at home when you are amongst the stars. You gain Starship Operation as a bonus feat.
- **Up and Coming.** You have much promise. Add +1 to any two stats.

Races

The Federation is made up of many member races, but most can be treated as variants of human beings —albeit human beings with odd makeup effects such as prosthetic foreheads and ears. To simplify things, treat half-breeds (i.e. Spock) as the non-human race, only with more angst. Half-breeds between two non-Human races are simply treated as one of the races either at random or by player/GM choice, again with more angst.

Andorians

- +2 Con, -2 Cha.
- Medium: As Medium creatures, Andorians have no special bonuses or penalties due to their size.
- Andorian base land speed is 30 feet.
- Cold Adapted: +2 racial bonus on arctic Survival rolls, Andorians also subtract 40 degrees Celsius from all temperatures before applying cold weather penalties (as per the d20 Modern SRD under Environmental Effects).
- Sharp Senses: +2 racial bonus to Listen, Search and Spot. Range of hearing is far superior to humans, both low and high frequencies are detectable.



Humans

- Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.
- Human base land speed is 30 feet.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.

Tellarites

- +2 Con, -2 Cha.
- Medium: As Medium creatures, Tellarites have no special bonuses or penalties due to their size.
- Tellarite base land speed is 30 feet.
- Fur Coat/Thick Hide: +2 natural armor.
- Culture of Engineering: +2 racial bonus on all skill rolls involving Engineering (such as certain types of Craft, Knowledge and Repair rolls).
- Argumentative.

Vulcans

- +2 Int, -2 Cha.
- Medium: As Medium creatures, Vulcans have no special bonuses or penalties due to their size.
- Vulcan base land speed is 30 feet.
- Bonus feats: Psionic, Alien Strength (Level 1)
- Logical: +2 racial bonus on Knowledge and Concentration skills.
- Desert Adapted: +2 racial bonus on desert Survival rolls and a general immunity to the effects of blinding light.
- Level Adjustment: +1.

Other Races

Most other alien species in Star Trek tend not to vary too far from the human norm. Oddly shaped ears or strange skin colorations notwithstanding, they can often be treated as identical to human beings, with all the usual bonuses and limitations.

Quite a few of them vary enough from the human norm, though, that it sometimes pays off to make a new racial template.

If there is a need to stat a new alien race out, use the following guidelines, which will produce a race with no level adjustment.



Step 1. Take a +2 to one or two different ability scores, while taking a similar -2 to one or two other abilities. Adjustments must balance out to 0. Bonuses may not be combined to make +4 to one stat. Penalties, however, can be combined to one stat to make a -4. There need not be any racial adjustments at all if the race is comparable to humans in general capabilities.

Step 2. Give the race two special abilities. Examples of special abilities:

- One bonus feat, usually predetermined. **Note:** The Alien Strength feat is bought in levels, Alien Strength 1 counts as one special ability, Alien Strength 2 counts as two.
- +2 racial bonus to a predetermined statistic without the need for balancing (e.g. in order to allow a race to have +2 Str, +2 Con and -2 Wis). This can stack with the adjustments above (but never to more than +4 total) or be used to negate racial penalties.
- +2 to a few related skills or a +2 bonus in a general category of skills (e.g. all rolls related to Engineering). If these skills are overly narrow and/or useless, an additional minor ability can be added on as long as it's relevant (an example would be Andorians and their cold resistance).

- Innate armor (+2 Def).
- An enhanced sense.
- A +10' per round movement bonus.

This is not an exhaustive list--new abilities, however, should be in the same general ballpark as above.

All members of your new race will now have these base abilities. The only real limitation is that the race has to have some role-playing hook and the group must agree to it (it's their world, too, after all).

Example: One of the players really wants to play a Deltan. The GM and the other players are okay with that, so the player creates a new racial template. Deltans are a highly charismatic race but slight of build (+2 Cha, -2 Str). For the two special abilities, the player chooses two bonus feats: Psionic, to reflect the Deltans' inherent telepathic powers and a new special ability called Pheromones, which will give the character the ability to subliminally influence other humanoid beings.

Classes

The three classes correspond to the three classical Star Fleet personnel divisions: Blue Shirts are in the **Sciences** Division, Red Shirts are **Operations** and Yellow Shirts are **Command**. For a more serious campaign, those names can be substituted for the class names.

Blue Shirt

Blue shirts are the brains of Starfleet and are in the business of knowing things. Whether it's the intricacies of star formation in a globular cluster or the inner workings of the human heart, they are the best at what they do.

There are two primary branches: Medical and Science, but these two branches cover such a broad area and have such overlap that, in game terms they are largely considered identical.

Examples: Spock, McCoy.



Game Rule Information:

Abilities

Blue Shirts typically have excellent Intelligence and Wisdom scores. Medical specialists often have a high Charisma and Wisdom.

Hit Die

1d6 hit points per level for Blue Shirts. First level characters have maximum hit points for their die.

Action Points

5 points + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills

Blue Shirts have the following class skills:

Computer Use, Concentration, Craft, Decipher Script, Knowledge, Profession, Repair, Research, Search, Spot, Treat Injury, plus two other skills as personal specialties.

Skill Points At 1st Level: (8 + Int modifier) x 4

Skill Points At Each Additional Level: 8 + Int modifier

Starting Feats

1 feat of the player's choice, Simple Weapons Proficiency, Energy Weapons Proficiency and either Surgery (Treat Injury must still be at 4 ranks) or Educated.

Class Features

Talents

Blue Shirts have access to the following Talent trees:

Insight

You have remarkable insight into practical psychology. You understand the motives of sentient beings at an almost visceral level.

Empathy: You have a knack for being sensitive to the feelings and thoughts of others without having those feelings and thoughts communicated in any objectively explicit manner. This innate talent provides a +2 bonus on checks involving interaction skills (Bluff, Diplomacy, Handle Animal, Intimidate, Perform, and Sense Motive), provided you spend at least 1 minute observing your target prior to making the skill check. Every 5 levels in Blue Shirt increases this bonus by +1.

Bedside Manner: Your bedside manner has earned you a deserved reputation for good advice. Once per Episode, if you have a few moments to speak alone with someone you may grant them a morale bonus to an upcoming action of their choice equal to your Wisdom bonus. If they do not use this bonus by the end of the Episode, it is lost.

Improved Aid Another: Your bonus on attempts to aid another increases by +1 on a successful aid another check. This talent can be selected multiple times, each time increasing the bonus by +1.

Prerequisite: Empathy.

Behavioral Analysis: If you have used Empathy on a target, you can make a Knowledge (Behavioral Sciences) roll to predict their likely future behavior. The target DC will be 15 + the target's Will Save. The GM may modify this number up or down depending on circumstances. For example, if the target is behaving unusually erratically due to outside influence, the GM might assess an additional +2 to the DC.

Succeeding on this roll will allow you to ask the GM one question for every 5 points you succeeded by. The answer will only be given in a yes/no/undecided format.

Prerequisite: Empathy, 5th level.

Logic

Your intellect is honed by many years of practice.

Exploit Weakness: After 1 round of combat, you can designate one opponent and try to find ways to gain an advantage by using brains over brawn. You use a move action and make an Intelligence check (DC 15) with a bonus equal to half your Blue Shirt level. If the check succeeds, for the rest of the combat you use your Intelligence bonus instead of either Strength or Dexterity bonus on attack rolls as you find ways to out think your opponent and notice weaknesses in your opponent's fighting style.

Prerequisite: One talent from the Research Talent Tree.

Plan: Prior to a dramatic situation, either combat- or skill-related, you can develop a plan of action to handle the situation. Using this talent requires preparation; a character can't use this talent when surprised or otherwise unprepared for a particular situation.

Make an Intelligence check (DC 10) with a bonus equal to half your level. The result of the check provides you and your allies with a circumstance bonus. You can't take 10 or 20 when making this check.

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

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

Prerequisite: One talent from the Research Talent Tree.

Pure Logic: Your mental discipline and training allow you to plan ahead and see straight to the heart of troubles with startling clarity. Once per Episode you can substitute your Intelligence score for any d20 roll, be it skill, save or attack.

Prerequisite: Plan, 5th level.

Medical

You have specialized in the field of medicine.

Healing Knack: You have a knack for the healing arts. You receive a +2 bonus on all Treat Injury skill checks.

Healing Touch 1: Your ability to restore damage with a medical kit or perform surgery with a surgery kit increases by +2 hit points.

Prerequisite: Healing knack.

Healing Touch 2: Your ability to restore damage with a medical kit or perform surgery with a surgery kit increases by +2 hit points, which stacks with healing touch 1 for a total of +4 hit points.

Prerequisites: Healing knack, healing touch 1.



Research

You are a skilled scientist, widely read and capable of ferreting the most obscure information out of a database.

Savant: Select one of the skills listed in the following paragraph. You get to add a +2 bonus when making checks with that skill. You can take this talent multiple times; each time it applies to a different skill.

Computer Use, Craft (any single skill), Decipher Script, Knowledge (any single skill), Repair, Research, Search.

Recollection: You have read a vast amount of material on every subject conceivable. When confronted by a mystery, once per Episode, you can recall to memory a vague hint leading to more information on the situation at hand, if the GM allows it. Acting on the hint will require access to a respectably diverse library (computer or otherwise) and a Research roll. The DC of the Research roll will be 20 or higher, depending on the obscurity of the information sought. The resulting information will always be useful in some way, perhaps even essential.

Example: S'Vek, Science Officer of the U.S.S. Bridger is at his station when his ship encounters the pulsating cloud of ions. He finds the pattern of lights hypnotic, reminding him

of...something. Rushing to the science console's viewfinder, he begins the search. A few minutes later, he finds what he is looking for—a footnote in an engineering journal published several years ago by one Walter Bradley, noting the tendency of vented warp plasma to condense in areas of space with weak subspace cohesion.

Behind the scenes, S'Vek's player asked the GM if he could invoke this talent. The GM agreed, allowing a Research roll vs DC 25 to recall the pertinent information.

Minor Breakthrough: You receive credit for a minor scientific breakthrough that earns you the recognition of your peers. Choose any of the Knowledge skills you have ranks in and then choose a field within that Knowledge skill. When dealing with others with at least 1 rank in the same Knowledge skill, you gain a +2 bonus on Reputation checks. When dealing with any situation pertaining to that field of knowledge, you may spend an Action Point, gaining 1d6 points to allocate as a bonus to any applicable skill rolls to anyone who is capable of listening to and following your advice, including yourself. These points disappear once used.

This talent may be chosen more than once, each time applying to a different field or subfield.

Prerequisite: Savant or Recollection, 5th level.

Example: S'Vek has made a life study of Warp Field Theory, a subfield of Physical Sciences. When at a convention of Star Fleet sciences personnel, it's likely that anyone with any knowledge of Physical Sciences will seek him out for discussion.

Later on in the campaign, the Bridger is caught in a field of destabilized space. The ship's warp drive itself is causing the fabric of reality to unravel. S'Vek and the ship's engineer are in the Jeffries' tube attempting a last ditch effort to recalibrate the warp coils to let them escape. S'Vek, a noted expert in Warp Field theory, spends 1 Action Point to activate Minor Breakthrough. The 1d6 roll comes up 4. He allocates all 4 points to the Chief Engineer's Repair roll.

He could just as well have allocated 2 of those points to the Engineer and the remaining 2 to himself for a separate skill roll dealing with the situation, but opted against it.

"Commander Tavek, if you integrate the space-time curvature of this region with the energy signature of the warp baffles, I believe..."

Major Breakthrough: You have discovered a major new principle in your field of knowledge, single-handedly revolutionizing the field. Your reputation bonus from Minor Discovery increases to +4 and your ability to give 1d6 worth of bonus points is increased to 1d10.

This talent may also be chosen more than once, each time applying to a different Minor Breakthrough.

Prerequisite: 8th level, Minor Breakthrough.

Bonus Feats

At alternate levels, Blue Shirts may choose a bonus feat. Any feat within reason may be chosen.

Table: Blue Shirt Advancement

Level	BAB	Fort	Ref	Will	Class Features	Def Bonus	Rep Bonus
1	+0	+0	+0	+2	Talent	+0	+1
2	+1	+0	+0	+3	Bonus Feat	+1	+1
3	+1	+1	+1	+3	Talent	+1	+1
4	+2	+1	+1	+4	Bonus Feat	+1	+2
5	+2	+1	+1	+4	Talent	+2	+2
6	+3	+2	+2	+5	Bonus Feat	+2	+2
7	+3	+2	+2	+5	Talent	+2	+3
8	+4	+2	+2	+6	Bonus Feat	+3	+3
9	+4	+2	+2	+6	Talent	+3	+3
10	+5	+3	+3	+7	Bonus Feat	+3	+4
+1 lvl	--	--	--	--	Progression continues as above for higher levels.	--	--

Red Shirt

The Red Shirt is the heart of a Federation vessel--he is the engineer that keeps the ship running and the security guard that keeps peace on board ship. They are stalwart and dependable when needed, the backbone of Starfleet.

Red Shirt has two separate career paths, treated as completely different classes. Whenever a level of Red Shirt is gained, the player has to choose which career path is taken. These paths are:

Engineering
Security

Examples: Scotty, Uhura, the endless stream of disposable muscle in each episode.

Game Rule Information:

Abilities

Red Shirts usually have good scores in Constitution. Engineering staff typically have high intelligence; Security typically have excellent physical statistics.

Hit Die

1d8 hit points per level for Engineering, 1d10 for Security. First level characters have maximum hit points for their die.

Action Points

5 points + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills

Engineering specialists have the following class skills:

Computer Use, Concentration, Craft, Demolitions, Disable Device, Knowledge (Physical Sciences, Technology), Profession, Repair, Research, Search, Sense Motive, Spot



Skill Points At 1st Level: (6 + Int modifier) × 4
Skill Points At Each Additional Level: 6 + Int modifier

Security specialists have the following class skills:
Climb, Hide, Jump, Listen, Move Silently, Survival, Swim, Intimidate, Investigate, Sense Motive, Knowledge, Profession, Search, Spot

Skill Points At 1st Level: (4 + Int modifier) × 4
Skill Points At Each Additional Level: 4 + Int modifier

Starting Feats

1 feat of the player's choice, Simple Weapons Proficiency and Energy Weapons Proficiency.

Class Features

Talents

Red Shirts have access to the following Talent trees:

Stalwart

Red Shirts have a reputation for toughness and you are living proof of that.

Damage Reduction 1/-: You ignore 1 point of damage from melee and ranged weapons.
Prerequisite: One other talent from the Stalwart Talent Tree.

Remain Conscious: You gain the ability to continue to perform actions when you would otherwise be considered unconscious and dying. When your hit points reach -1, you can perform as though you were disabled, making either an attack action or a move action every round until you reach -10 hit points (and die) or your hit points return to 1 or higher. You may choose to succumb to unconsciousness if you think that doing so might prevent you from taking more damage.

Resistance: You ignore an amount of either acid, cold, electricity, fire or sonic/concussion damage equal to your Constitution modifier. Every time this feat is selected, choose one type of damage for this feat to apply to.

Tactical

You've been through the best close combat training Starfleet offers.

Intuition: You have an innate ability to sense trouble in the air. You can make a Will saving throw (DC 15). On a successful save, you get a hunch that everything is all right, or a bad feeling about a specific situation, based on the GM's best guess relating to the circumstances. This talent is usable a number of times per day equal to half of your Red Shirt level.
Prerequisite: At least 1 level of Security Red Shirt.

Uncanny Dodge: You retain your Dexterity bonus to Defense regardless of being caught flat-footed or struck by a hidden attacker. (You still lose your Dexterity bonus to Defense if you are immobilized.)
Prerequisite: At least 1 level of Security Red Shirt.

Opportunist: You may spend 1 Action Point to use this talent. Once the point is spent, you can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as your attack of opportunity for that round. Even a Red Shirt with the Combat Reflexes feat can't use this talent more than once per round.
Prerequisite: Uncanny Dodge.

Improved Reaction: You gain a +2 competence bonus on initiative checks.
Prerequisite: Uncanny Dodge, 5th level.

Starfleet Commendation: Your acts of bravery under fire have earned you recognition and you serve as an example to others. Choose an event in which you demonstrated your skill—it need not be something that actually occurred in the campaign. You can “retcon” events that occurred before the Series began. Describe the event briefly for future reference.

You now have a +1 bonus to Reputation due to your heroism and skill. When dealing with any situation resembling the events that earned you your commendation, you may spend an Action Point, gaining 1d6 points to allocate as a bonus to any applicable skill rolls to anyone who is capable of listening to and acting upon your advice, including yourself. These points disappear once used.

Note: This behaves exactly the same as the various Breakthrough talents, except the Reputation bonus applies to everyone and not just those with a rank in the appropriate Knowledge skill.

Prerequisite: At least 5 levels of Security Red Shirt.

Technology

You understand technology on such a fundamental level that acquaintances occasionally accuse you of having warp plasma for blood.

Jury-Rig: A Red Shirt with this talent gains a +2 competence bonus on Repair skill checks made to attempt temporary or jury-rigged repairs. Every 5 levels in Engineering Red Shirt increases this bonus by +1.

Prerequisite: At least 1 level of Engineering Red Shirt.

Savant: Select one of the skills listed in the following paragraph. You may add a +2 bonus when making checks with that skill. You can take this talent multiple times; each time it applies to a different skill.

Computer Use, Craft (any single skill), Knowledge (any single skill), Repair, Research, Search.

Prerequisite: At least 1 level of Engineering Red Shirt.

Breakthrough: You receive credit for an engineering breakthrough that earns you the recognition of your peers. Choose any of the Craft skills you have ranks in and then choose a field within that Craft skill. When dealing with others with at least 1 rank in the same Craft skill, you gain a +2 bonus on Reputation checks. When dealing with any situation pertaining to that field of knowledge, you may spend an Action Point, gaining 1d6 points to allocate as a bonus to any applicable skill rolls to anyone who is capable of listening to and acting upon your advice, including yourself. These points disappear once used.

This talent may be chosen more than once, each time applying to a different field or subfield.

Prerequisite: Savant or Jury-Rig, 5th level.

Steadfast: When making a Repair or appropriate Craft skill check, you can take 10 even if stress and distractions would normally prevent you from doing so.

Prerequisite: One other talent from the Technology tree, 5th level or higher.



Bonus Feats

At alternate levels, Red Shirts may choose a bonus feat. Any feats within reason may be chosen.

Table: Red Shirt Advancement

Level	BAB ¹	BAB ²	Fort	Ref	Will	Class Features	Def Bonus	Rep Bonus
1	+0	+1	+2	+0	+0	Talent	+1	+0
2	+1	+2	+3	+0	+0	Bonus Feat	+2	+0
3	+2	+3	+3	+1	+1	Talent	+2	+1
4	+3	+4	+4	+1	+1	Bonus Feat	+3	+1
5	+3	+5	+4	+1	+1	Talent	+3	+1
6	+4	+6/+1	+5	+2	+2	Bonus Feat	+3	+2
7	+5	+7/+2	+5	+2	+2	Talent	+4	+2
8	+6/+1	+8/+3	+6	+2	+2	Bonus Feat	+4	+2
9	+6/+1	+9/+4	+6	+2	+2	Talent	+5	+3
10	+7/+2	+10/+5	+7	+3	+3	Bonus Feat	+5	+3
+1 lvl	--	--	--	--	--	Progression continues as above for higher levels.	--	--

¹Engineering.

²Security.

Yellow Shirt

Yellow Shirts are a varied lot. Commanders, pilots, and diplomats make up the bulk of this class and are therefore the most visible branch of Star Fleet. They tend to be fast on their feet, mentally and physically.

Examples: Kirk, Chekov.

Game Rule Information:

Abilities

Yellow Shirts usually have good Charisma. Command staff tend to have decent all-around physical skills and above average mental stats. Pilots require high Dexterity scores.

Hit Die

1d8 hit points per level for Yellow Shirts. First level characters have maximum hit points for their die.

Action Points

5 points + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills

Yellow Shirts have the following class skills:

Bluff, Computer Use, Concentration, Diplomacy, Intimidate, Knowledge, Navigate, Pilot, Profession, Search, Sense Motive, Spot, plus two other skills as personal specialties.



Skill Points At 1st Level: (5 + Int modifier) × 4
Skill Points At Each Additional Level: 5 + Int modifier

Starting Feats

2 feats of the player's choice, Simple Weapons Proficiency and Energy Weapons Proficiency. It's highly recommended at least one of these feats be Starship Operation, although it's not strictly necessary.

Class Features

Talents

Yellow Shirts have access to the following Talent trees:

Action

You take a direct approach to solving problems.

Evasion: If you are exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, you suffer no damage if you make a successful saving throw. Evasion can only be used when wearing light armor or no armor.

Physically Fit: Choose any skill that you have at least 1 rank in, as long as it uses Strength, Dexterity or Constitution as its base attribute. From now on, you gain a +2 on any rolls involving this skill. You can take this talent multiple times; each time it applies to a different skill.

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

You must spend 1 action point to use this talent. Once the point is spent, you make a Reflex saving throw (DC = damage dealt). If the save succeeds, you take only half damage. You must be able to react to the attack to execute a defensive roll—if you are immobilized, you can't use this talent.

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

Prerequisites: Evasion.

Opportunist: As per the Red Shirt talent.

Prerequisite: Evasion.

Starfleet Commendation: As per the Red Shirt talent.

Prerequisite: At least 5 levels of Yellow Shirt.

Command

You have a gift for leadership and diplomacy.

Coordinate: You have a knack for getting people to work together. When you can spend a full round directing your allies and make a Charisma check (DC 10), you provide any of your allies within hearing range a +1 bonus on their attack rolls and skill checks. The bonus lasts for a number of rounds equal to your Charisma modifier. You can coordinate a number of allies equal to one-half of your Yellow Shirt levels, rounded down (to a minimum of one ally). This bonus can stack with Inspirational Speech.

Negotiator: You are no stranger to the treaty table. You may add a +2 bonus to any Diplomacy or Bluff checks you make. This bonus increases by +1 every 5 levels.



Forceful Presence: Once per scene, you can immediately gain the attention of everyone nearby for one round. For that duration, they will stop what they are doing and pay attention to you. Your next action, as long as it happens within that round and is of a social nature, will be at +2. Afterwards, what happens is largely dependent upon the results of your actions.

Prerequisite: Negotiator.

Master Teamwork: Your ability to Coordinate improves greatly. Every time you take this you may choose one of the following benefits:

- +1 to Coordinate bonus, or
- +3 additional Allies affected, or
- An additional 3 rounds of duration.

Prerequisite: Coordinate.

Measure of a Man: You are an accurate judge of character. Once per Episode, you may study one individual. This process takes several minutes. After that point, at any time during that Episode that you must make a skill or attack roll versus that individual, you gain a +2 bonus.

You may also make a Sense Motive roll once per scene to read their intentions and general capabilities. The target DC will be 15 + the target's Will Save. The GM may modify this number up or down depending on circumstances. For example, if the target is behaving unusually erratically due to outside influence, the GM might assess an additional +2 to the DC.

Succeeding on this roll will allow you to ask the GM one question for every 5 points you succeeded by. The answer will only be given in a yes/no/undecided format.

These bonuses disappear at the end of the Episode.

Prerequisite: Coordinate.

Strategy

The gears of your mind grind exceedingly fine and deep.

Military Historian: You gain a +2 bonus to Knowledge (Tactics). In situations dealing with military history or identifying military technology, you gain an additional +2 bonus.

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

To play a trick on a target, you must use a full-round action and make an Intelligence check (DC 15), adding one-half of your Yellow Shirt levels as a bonus. If the Intelligence check succeeds, the target can try to think quickly and ignore the trick.

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

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

Plan: Save for the prerequisite, this Talent is identical to the Blue Shirt Plan talent.

Prerequisite: One other talent from the Strategy Talent Tree.

Unorthodox Maneuver: The things you do in ship-to-ship combat situations tend to become named

after you and taught in Starfleet Academy.

Assuming you have time to prepare an unorthodox plan of action, you may spend an Action Point and make a Knowledge (Tactics) skill vs skill roll against your opponent. If successful, you automatically gain a surprise round on your enemy. For every additional 5 points you beat your opponent's roll by, you gain one additional benefit from the following table. These benefits stack.

- +1d10 damage (or +1 per die of damage, whichever is greater) on the first strike against your opponent, but only if that shot is taken during the surprise round.
- +2 SR or +20% SR versus the first shot the enemy takes upon you
- +4 to pursuit maneuver rolls. The surprise round can constitute a considerable lead when determining success conditions.

Example: Jefferson Gomez, captain of the U.S.S. Abu Bekr, has been harried by the Romulans for the last two days. Cornered in a dense asteroid field, he devises a desperate plan: he modifies the warp signature of a photon torpedo to resemble that of his ship. His plan is to fire the torpedo out of the asteroid field in such a way that it resembles his ship fleeing to safety. When the Romulan vessel attempts to ambush the "ship", Gomez will turn the tables, blindsiding them.

He gains GM approval and spends 1 Action Point. His Tactics roll comes up 23. The Romulan rolls 16. Now when combat begins, the Abu Bekr will swoop in, seemingly from nowhere, and gain a surprise round on the Romulans. Since he rolled 7 points over his opponent on the Tactics roll, he gains one bonus. Gomez' player decides a damage bonus would be most appropriate for his plan--the Abu Bekr gains a +1d10 bonus to its attack.

If you are not using the ship combat system included with this game, then assume a flat +2 bonus or +10% effect for every 5 points over, depending on which is more appropriate.

This Talent may only be used once per Episode and the trick used will usually only work once, ever. The GM has final say in whether or not a new Maneuver is crazy enough to actually work. In any case, you get to name the maneuver.

Prerequisite: Plan, 5th level Yellow Shirt.

Bonus Feats

At alternate levels, Yellow Shirts may choose a bonus feat. Any feats within reason may be chosen.

Table: Yellow Shirt Advancement

Level	BAB	Fort	Ref	Will	Class Features	Def Bonus	Rep Bonus
1	+1	+1	+1	+1	Talent	+1	+1
2	+2	+2	+2	+2	Bonus Feat	+2	+1
3	+3	+2	+2	+2	Talent	+2	+1
4	+4	+2	+2	+2	Bonus Feat	+3	+2
5	+5	+3	+3	+3	Talent	+3	+2
6	+6/+1	+3	+3	+3	Bonus Feat	+3	+2
7	+7/+2	+4	+4	+4	Talent	+4	+3
8	+8/+3	+4	+4	+4	Bonus Feat	+4	+3
9	+9/+4	+4	+4	+4	Talent	+5	+3
10	+10/+5	+5	+5	+5	Bonus Feat	+5	+4
+1 lvl	--	--	--	--	Progression continues as above for higher levels.	--	--

Skills

For the most part, *Where No Man Has Gone Before* uses the standard d20 Modern skill system. Unless noted below, assume skills not listed are unchanged.

Computer Use

Advanced computers in Star Trek are surprisingly rare. When they do appear, they're usually self-aware and thus require social (or combat) skills to reprogram (or destroy).

There are, however, lesser computer systems available, mostly in the form of mainframes or sensor systems.

In addition to the usual programming and hacking, Computer Use allows one to **use sensors**, whether on a ship or with a tricorder.

Using Computer Use to scan for information operates similarly to the Research skill, in that the more specific the information sought and the more analysis required, the higher the DC and the longer it will take to puzzle out the information.



In order to...

- Scan for **general information** (presence/non presence of life, breathable atmosphere, etc), the DC is 15, and is a standard action.
- Scan for **specific information** (composition of atmosphere, number and location of life forms), the DC is 20, and may take several actions up to a minute.
- Scan for **detailed information** (ecological analysis, analysis of cultural development), the DC is 25, and may take several minutes up to an hour.
- Scan for **exacting information** (planetary history, detailed cultural survey), the DC is 30, and may take several hours to several days.

Common modifiers:

Environmental interference (ion storms, weird nebula, etc), +5 DC/type of disturbance

Range, +5 DC for long range (one or two million kilometers), +10 DC at distant (several light years).

Rush Job, +5 DC to take half the time listed above. +10 DC to take one quarter the time listed above.

Special: if a scan takes longer than a standard action, 5 ranks or more in Research grants a +2 synergy bonus to the Computer Use check.

Craft

Craft is mostly unchanged from d20 Modern. The follow areas are available to Star Fleet personnel:

- **Chemical:** Mostly unchanged from d20 Modern.
- **Devices:** Tricorders, weapons, just about any portable piece of technology filled with small fiddly bits.
- **Systems:** Shipboard systems, computers.
- **Medical:** Pharmaceuticals, medical technologies.
- **Structural:** Big things that don't have many fiddly bits. Hull modifications. Buildings.
- **Visual art:** Mostly unchanged from d20 Modern.
- **Wild Card:** Pick something not covered elsewhere on this list.
- **Writing:** Mostly unchanged from d20 Modern.

Special: In certain cases, a +2 synergy bonus can be gained from having 5 or more ranks in an appropriate knowledge skill.

Knowledge

Knowledge is mostly unchanged from d20 Modern. The follow areas are available to Star Fleet personnel.

Each type of knowledge has a sample of its typical subfields—these sub-entries are by no means inclusive.

- **Art:** Fine arts and graphic arts, including art history and artistic techniques. Antiques, modern art, photography, and performance art forms such as music and dance, among others.
- **Behavioral Sciences:** Psychology, sociology, and criminology.
- **Civics:** Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.
- **Current Events:** Recent happenings in the news, sports, politics, entertainment, and foreign affairs.
- **History:** Events, personalities, and cultures of the past. Archeology and antiquities.
- **Life Sciences:** Biology, botany, genetics. Medicine and forensics.
- **Physical Sciences:** Astronomy, chemistry, mathematics, physics, and engineering.
- **Planetology:** Geology, climatology and paleontology.
- **Popular Culture:** Popular music and personalities, genre films and books, urban legends, comics, science fiction, and gaming, among others.
- **Procedure:** Bureaucratic procedures and how to navigate them. Business procedures, investment strategies, and corporate structures.



- **Streetwise:** Street and urban culture, local underworld personalities and events.
- **Tactics:** Techniques and strategies for disposing and maneuvering forces in combat.
- **Technology:** Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices.
- **Theology and Philosophy:** Liberal arts, ethics, philosophical concepts, and the study of religious faith, practice, and experience.
- **Wild Card:** Pick something not covered elsewhere on the list.

Research

In addition to its normal uses, this skill allows one to retrieve data from computer and tricorder databases.

Special: if a computer is being used for the research, then a +2 synergy bonus is granted if a character has 5 or more ranks in Computer Use.



Feats

Part of the "design philosophy" (such as it is) of this game is to keep the "stock" setting fairly vanilla and straight-faced, allowing the GM the option of bolting on as much silliness as he or she desires. Most of this silliness occurs in two sections: the Optional Rules at the end of this document and the Feats section. Feel free to disallow any of the following feats that don't fit the tone of your series.

In cases where a Feat appears here that already appears in the SRD, use this version instead.

Advanced Small Group Tactics

You can forge any small squad into a tight-knit military machine.

Prerequisite: Duck and Cover, Small Group Tactics, Red Shirt, Yellow Shirt, 5th level.

Benefit: Your Small Group Tactics feat is now upgraded: you may now make a Tactics roll and, if successful, you can share one of your combat feats with anyone in a position to listen to and obey your commands for the duration of a combat. The same limitations on number of people affected apply to this feat as they do to Small Group Tactics.

If you want to change this allocation, you'll have to make another Tactics Roll and the benefit of the previous feat is lost. This will work on multiple allies simultaneously. Anyone affected by this feat must remain within hearing and sight distance as long as they continue to use the bonus feat.

Alien Strength

Prerequisite: Must either be part of a racial template or given with GM permission only.

Benefit: Alien Strength comes in two levels. Neither level gives a direct bonus to Strength--that should come as part of the racial template. Instead, it gives the character greater ability to manipulate the environment.

- Level one is equivalent to a Vulcan. The ability to crumple a monitor with a punch or lift gates that a human wouldn't be able to budge. Assume an alien with level one has the ability to affect twice as much weight as a human with a similar strength score could affect. Task rolls involving strength are increased by +2.
- Level two is equivalent to a Gorn. The character can pick up a rock the size of a refrigerator and toss it twenty or thirty feet. Assume a character with level two alien strength to be able to affect five times more weight than a human with a similar strength score. Task rolls involving strength are increased by +4.

Rationale: Strength behaves oddly in TOS Trek.

Often the ability to affect the environment with your strength doesn't translate directly into combat ability. This feat is meant to reflect this.

Born Diplomat

You are a born diplomat. You have an innate knack for finding the common ground in any situation.

Prerequisite: Yellow Shirt, Cha 13+.

Benefit: +2 to all skill rolls involving negotiations of any sort whether they are Bluff, Diplomacy, Sense Motive or otherwise.



Builder

You have a knack for putting things together.

Benefit: Pick two of the following skills: Craft (chemical), Craft (devices), Craft (systems), and Craft (structural). The character gets a +2 bonus on all checks with those skills.

Catch Phrase

"Simply logical."

Benefit: The character has one catch phrase ("Dammit, Jim. I'm an x, not a y!") that he can utter once an episode. Doing so will allow the character to regain one spent Action Point, so long as the catch phrase can reasonably be used in context and refers to the situation in which the Action Point was spent. This feat can also be used while spending the Action Point.

A character can't have more than one catch phrase except with GM permission. Optionally, the GM can allow the character to change his catch phrase throughout the season, although care should be taken to not allow catch phrases to be changed often. After all, a catch phrase that is changed every episode is not a catch phrase--it's dialogue.

Duck and Cover

You've been in far too many engagements to be comfortable sticking your head out.

Prerequisite: Security Red Shirt or Yellow Shirt.

Benefit: If you have any cover at all, you are treated as the next better category. If you have no cover or are already at the maximum level of cover, you gain no benefit.

Energy Weapons Proficiency

You are proficient with all types of energy weapons, such as phasers or disruptors.

Benefit: You can fire energy weapons without penalty.

Normal: Characters without this feat take a -4 penalty on attack rolls made with energy weapons, assuming they can even operate the device without disintegrating themselves. Silly primitives.

Special Note: Dead Aim, Far Shot, Point Blank Shot, Precise Shot, Quick Draw, Shot On The Run all work with energy weapons. Unless noted elsewhere in this feat section, other ranged feats will not work with these weapons. Energy Weapons may not be used to Autofire, unless the Strafe feat is taken.

Ethnic Pride

"By Grabthar's Hammer, we will be avenged!"

Prerequisite: An ethnicity other than vanilla Caucasian. Preferably one that allows the occasional tacky costume, accent and cabin decorations. Examples include Scottish, Alpha Centauran, Vulcan, Japanese, Texan the sky is pretty much the limit here.

Benefit: Not all people of a given ethnic group have this feat, but those that do can harness their ethnic pride gaining +2 to an ability score of their choice at character creation if that bonus can be justified within their ethnic stereotype. Possessing this feat almost always requires bad accents and tacky set furnishings for the character's living quarters.

"He's Dead, Jim."

You've let one slip by you. It won't happen again, by God.

Prerequisite: Medical Expert, Blue Shirt, 5th level.

Benefit: You can spend an Action Point when using Treat Injury and gain either a +5 bonus to your skill check or double the hit points restored.

Inspirational Speech

"Never give up. Never surrender!"

Prerequisite: Cha 13+, Yellow Shirt, 3rd level.

Benefit: Once per Episode, you can make an Inspirational Speech about a single topic ("Let's kick these alien bastards back across the Neutral Zone!", "The value of sacrifice", etc).

The speech takes at least a couple of minutes and those affected must be within earshot. Any nearby allies gain a +2 morale bonus on one skill check, save or attack roll of their choice. If not used by the end of the Episode, this bonus will be lost. For every 5 levels of Yellow Shirt, the number of times this bonus may be used per audience member increases by +1 additional use.



Inspire Greatness

Your very presence inspires heroism and legendary deeds. You are the center of your crew.

Prerequisite: Cha 15+, Inspirational Speech, Yellow Shirt, 8th level.

Benefit: Once per Episode, you can make a short speech. At the end of the speech, you spend 2 Action Points. At that point, any allies within earshot regain 1 Action Point, up to their maximum amount.

Manly Chest/Long Legs, Short Skirt

People with a beau in every port are nothing compared to you.

Prerequisite: Cha 13+

Benefit: If the "Woman On Every Planet" optional rule from the Appendix is being used, members of the opposite sex will be at +5 DC penalty to save against your charms. If the "Woman On Every Planet" optional rule is NOT being used, it applies to your character (but without the DC bonus). You can also spend an Action Point to seduce an appropriately-gendered NPC, causing them to make a roll vs your charms.

Medical Expert

When it comes to medicine, you wrote the book.

Prerequisite: Blue Shirt.

Benefit: The character gets a +2 bonus on all Craft (medical) checks and Treat Injury checks.

Mind Meld

"Open your mind; we float together... each of us sharing the same thoughts..."

Prerequisite: Psionic, Vulcan.

Benefit: Given a minute of uninterrupted time with a willing target and a successful Concentration check vs DC 15, you can perform a Mind Meld, reading surface thoughts and conveying your own thoughts to the subject.

During consecutive minutes, you can perform additional actions with a Concentration check at DC 20. Each minute that passes beyond that--due to failed rolls or multiple actions--adds 5 to the DC.

Possible actions include reading deep thoughts (either subconscious or repressed memories), implanting or editing a memory,* transferring your katra to a friendly target, or other actions as considered appropriate by the GM.

If the target is fighting the mind meld, the DC is increased by the target's Will save and any bonuses from the Psionic feat.

Drastically failed skill rolls can potentially harm the target or the character performing the mind meld.

** The more involved the memory, the more rolls and minutes this process will take. Adding a minor childhood acquaintance would be one roll and one minute taken. Completely removing the events of the past three days might require 3 or 4 rolls and minutes, depending on how dramatic the events.*

Miracle Worker

"Do you always multiply your repair estimates by a factor of four?"

"How else to maintain my reputation as a miracle worker?"

Prerequisite: 3rd level, Engineering Red Shirt.

Benefit: Spend an action point and a repair action takes half the time it normally would. Take this feat twice, and you can spend 2 action points to take a quarter of the time. If this reduction in repair time would reduce repair time to less than 1 round, then the Red Shirt can repair the damage with one action.

Overload Phaser

In emergency situations, you can coax startling power from your phaser bursts.

Prerequisite: Wisdom 13+, Energy Weapons

Proficiency, Rake, Strafe.

Benefit: When using an energy weapon with at least five charges left in the clip, the character may overload his weapon and fire a powerful burst against a single target. The character receives a -4 penalty on the attack roll, but deals +2 dice of damage. Overloading your phaser expends five charges and can only be done if the weapon has five charges or more left.



Phaser Expert

Prerequisite: Weapon Focus (Phaser), 5th level.

Benefit: +1 to hit bonus with any kind of hand-held phaser, including Rifles. This bonus stacks with Weapon Focus.

Pinpoint Accuracy

You display unnerving accuracy with your ship's weapon systems.

Prerequisite: Dex 13+, Starship Operation, Yellow Shirt, 5th level.

Benefit: +2 to all to hit rolls when targeting systems.

Pride of the Fleet

Your ship is your first and foremost love, more of a child to you than your own children.

Prerequisite: At least 8 levels of Engineering Red Shirt, Worried Engineer and Miracle Worker.

Benefit: Any ship that you've been in charge of for more than a few weeks increases in capability. Choose one of the following benefits:

- Active Defense and Maneuverability Ratings increased by +1 due to your constant tuning and tweaking (i.e. a Constitution class ship has its maneuverability raised from 0/+2 (0) to 0/+3 (+1)).
- Your warp engines are unrivaled in performance by anything of its class in Starfleet —when engaged in high warp pursuit, the rolls for pushing past maximum warp increment at .2 instead of .1.

- All weapons damage increased by +1 per die.
- Maximum SR increased by 20% or +2, whichever is greater.
- All sensor rolls boosted by +2.

These benefits are lost after a few weeks if you leave. This benefit is also temporarily lost if the ship is reduced to less than 1/2 SHP. Every time this feat is selected beyond the first, choose another benefit. These benefits can all be active at the same time.

Psionic

"I could hear the death scream of 400 Vulcan minds crying out over the distance between us."

Prerequisite: Either part of a racial template or with GM permission.

Benefit: The character can open himself to psychic impressions. In practice, this amounts to the GM informing the character of psychic impressions from the environment or as part of a plot point. It also gives the character a +2 bonus to resist psionic attack and manipulation.

Psychic Ability

You have access to abilities that science cannot begin to explain.

Prerequisite: Psionic, GM approval.

Benefit: Each time you take this feat, your character gains one ability. The effect of such an ability will usually be similar to one or more spells from the SRD and must be a) approved by the GM and b) have an appropriately Star Trek feel to it. The GM might make adjustments to fit the feel of the show.

For example, Fireball would never be appropriate, but a Cure Wounds ability would, particularly if the character took 1 point of damage for every 2 points healed. If the ability is more powerful than a 0th level spell effect, then a Concentration check should be required for successful use; the DC would be at +2 to +10 depending on how powerful and dramatic the effect.

Rake

You can rake a target with phaser or disruptor fire for maximal damage.

Prerequisite: Dexterity 13+, Strafe.

Benefit: When using an energy weapon with at least two charges left, the character may use two charges as a single attack against a single target. The character receives a -2 penalty on this attack, but deals +1 die of damage with a successful hit. Using this feat fires two charges and can only be done if the weapon has two charges left.

Red Shirt

"You're not gonna die on the planet, Guy."

"I'm not? Then what's my last name?"

"It's, uh, uh---I don't know."

"Nobody knows! Do you know why? Because my character isn't important enough for a last name, because I'm gonna die five minutes in."

"Guy, you have a last name."

"Do I?! DO I?! For all you know, I'm 'Crewman Number Six'!"

Prerequisite: Security Red Shirt.

Benefit: If your character is killed by alien monsters or heroic sacrifice, he will be replaced in the next appropriate scene by a character with exactly the same stats, skills, feats, equipment and experience but with different physical features and name.



Essentially, if your character is eaten by that Mugato, you can pencil out his name and description on your character sheet and continue on in the next scene that a replacement could reasonably be beamed or shipped in as if nothing happened. For accounting purposes (e.g. accumulated experience for a session), both PC's can be considered to be the same character.

Ripped Shirt

The only thing more frightening than you in a drunken brawl, is you in a drunken brawl with a ripped shirt.

Prerequisite: Charisma 13+.

Benefit: Once per fight, and no more than once per episode for every 5 levels (round up), the character can either deliberately rip a revealing article of clothing or take advantage of a revealing rip in an article of their clothing and gain +4 to Strength and Constitution. Temporary hit points and ability score bonuses disappear at the end of combat.

Shield Expert

You can maneuver the ship to take hits on the shield's strongest points.

Prerequisite: Dex 13+, Starship Operation, Yellow Shirt, 5th level.

Benefit: If you are at the Helm, you can hold an action to respond to incoming damage. If the ship is hit, make a Pilot check vs DC 25. If you make it, your ship's SR is increased by either +1 or 10%, whichever is greater. If the ship can not maneuver, this feat can't be used.

Small Group Tactics

People who follow your advice in combat tend to survive.

Prerequisite: Duck and Cover, Red Shirt, Yellow Shirt, Int 13+, 3rd level.

Benefit: If you are in a position to bark orders and your team will obey you, you make a Tactics roll and one person for every point of your Intelligence bonus in a position to listen to and obey your commands also gains the benefits of Duck and Cover. The number of people potentially affected by this feat increases by +1 for every 5 levels.

Space Jockey

The ship is an extension of your body--you are a virtuoso at the helm.

Prerequisite: Dex 13+, Starship Operation, Yellow Shirt, 7th level.

Benefit: You gain one of the following terrain benefits:

In Harm's Way: Not only can you avoid obstacles, you can do so in such a way that those pursuing you are endangered. In any terrain with a lot of floating space hazards, if any ship pursuing you rolls 5 or more less than you, they hit an obstacle with penalties as noted under the Asteroid Belt entry on the Space Terrain table.

Hazard Pay: You thrive in dangerous environments--the effects of being in damaging space terrain(terrain that does persistent damage from round to round) are lessened by one half for your ship while you are piloting.

Shadow: You can manipulate low visibility situations to your advantage. In areas such as murky planetary atmospheres and nebula, you effectively have a full cloaking device at your disposal--you are unaffected by the randomness of the terrain and you may engage or disengage the effects at will.

Speed Demon: your nearly prescient ability to avoid obstacles allows you to fly faster safer

(or so you say). In any situation where you must fly slower to avoid taking maneuverability penalties, these penalties are halved.

Every time you retake this feat, choose another terrain benefit. Each benefit takes 1 Action Point to activate and remains in effect until the end of the scene.

Specialist

You know a field of study better than anyone else.

Prerequisite: Educated.

Benefit: Choose one area of study. It should be fairly specific--appropriate examples would be "Viral Medicine", "Warp Field Physics", or "Xenoculture". All Knowledge or Craft checks within that specific field will be at +2. Taking this feat multiple times will allow multiple specialties.

Starch

You have unparalleled concentration when performing your job.

Prerequisite: 5th level or higher.

Benefit: Choose one skill. The character can take 10 with this skill no matter how adverse the environment.

Starship Operation

You have the training required to pilot a starship.

Prerequisite: Pilot 4 ranks.

Benefit: You take no penalty on Pilot checks or attack rolls made when operating a starship.

Normal: Characters without this feat take a -4 penalty on Pilot checks made to operate a starship, and are mostly incapable of effectively making offensive or defensive actions in ship combat (-10).

Stiff Upper Lip

In the right circumstances, you're unstoppable.

Prerequisite: Security Red Shirt

Benefit: You can spend 1 action point and add 1 DR and +2 DEF for the rest of the scene.

Strafe

Prerequisite: Energy Weapons Proficiency

Benefit: You can cause a phaser or other energy weapon to deliver a strafing attack to several opponents in one lingering shot. When using a phaser or other energy weapon, you can affect an area four 5-foot squares long and one square wide (that is, any four squares in a straight line). The rules work exactly as for Autofire, replacing "shots" with "charges" in the description and with no penalty to the attack roll.

Vulcan Nerve Pinch

You know the secrets of the Vulcan Nerve Pinch.

Prerequisite: Vulcan.

Benefit: If your opponent is flat-footed and you are behind them, you can force them to make a Fortitude save vs a DC of your Strength score plus your level.

Failing the roll results in loss of consciousness for a few hours.

Worried Engineer
 "She can't take any more, captain! She's giving it all she's got!"
Prerequisite: At least 5 levels of Engineering Red

Shirt and Miracle Worker.

Benefit: When Routing Energy during combat or emergency situations, you can spend an action point to gain twice the benefits (+2 maximum warp, +50% phaser damage, 50% shield damage restored, etc).

The Random Red Shirt Table

Sometimes the fatality rate staggers the imagination. When you find yourself at a loss for Red Shirt details...

Roll (d10) for each column	First Name	Last Name	Skin	Hair	Major Personality Trait	Hobby
1	John	Smith	Pale	Red	Resigned	Guns
2	Jane	Johnson	Pale	Red	Stern	Chess
3	Jim	Williams	Tanned	Blond	Aggressive	Music
4	Sally	Jones	Tanned	Blond	Boisterous	Drinking
5	Tom	O'Connell	Olive	Brown	Intellectual	Sports
6	Nancy	Brown	Olive	Brown	Innocent	Hiking
7	Gene	Davis	Light Brown	Brown	Paranoid	Fencing
8	Mary	Miller	Light Brown	Black	Melancholy	Gambling
9	Michael	Wilson	Dark Brown	Black	Braggart	Travel
10	Alice	Moore	Dark Brown	Black	Cheerful	Knitting



Captain's Log, Stardate 3.0: Equipment

Communicators

A true marvel of future technology. A small hand-held device that allows one to communicate with an orbiting space ship or one's fellow shipmates.



Disruptors

Disruptors are primarily used by villainous alien types. They mostly seem to work exactly like Phaser mark II's, except they look more sinister and while they do have stun settings, they generally aren't set for stun.



Medical Gadgets

Federation doctors have a wide array of medical gadgets such as hyposprays, anabolic protoplasers, hand-held medical scanners and a variety of laser scalpels and miracle drugs.

- Assume that long-term care restores three times the normal rate of hit points per day if the doctor has a fully stocked sick bay. If only a small variety of items are available or the doctor is in the field (but relatively well-stocked), then use a lower rate such as x1 or x2.
- Surgery restores twice the hit points, but takes the same amount of time.
- Treat Diseases and Poisons is at +5, unless it's something truly exotic.
- Assuming a doctor is well-prepared, even in the field Restore Hit Points will restore a base of 1d10 hit points. In a fully-equipped Sick Bay, Restore Hit Points will restore 2d10 hit points.

Finally, hyposprays can inject all sorts of useful drugs even through clothing and light armor. Powerful sedatives, tranquilizers and antidotes are all possible payloads.



Phasers

Phasers have two primary settings. They can be set to stun or to kill.

If set on stun, a successful hit forces the target to make a Fortitude check vs DC 20 or go unconscious for a significant length of time (whatever works for the story, minutes to hours). Whether the target makes the Fortitude save or not, they still take the listed amount of damage as subdual damage.

If set on kill, a phaser hit will immediately disintegrate unimportant NPC's. Everyone else takes the listed damage and dodges out of the way. If this damage would take them below -10 hit points, then and only then are they disintegrated.

Phasers can also be used as a welding device, to heat rocks and can be set to overload and explode as a grenade (5d6 damage, 30 ft radius, DC 15 Reflex save for half). At their most minimum setting, they produce a sharp jolt, sufficient enough to break up fights without causing lasting harm.

For the most part, it's safe to ignore ammo capacity on phasers, unless you really enjoy exercises in accounting. When that sort of thing comes into play, it's more useful to just think of it as a plot device. For example, you're stranded on a deserted planet with only 10 shots in your phaser left and must survive until the ion storm ends and your ship can return...

Side note: Ship phasers can also be set on stun. A salvo from a ship can render an entire city block unconscious almost instantly.



Phaser, Mark I



Phaser, Mark II

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Shot Capacity	Size	Weight
Mark I	1d10 + special	N/A	Energy	80 ft	S, A	50	Small	1 lb
Mark II	2d10 + special	N/A	Energy	120 ft	S, A	100	Small	3 lbs
Rifle	3d10 + special	N/A	Energy	200 ft	S, A	150	Medium	10 lbs

Phaser Cannon

A less-powerful and mobile version of the ship's phaser banks. No damage or statistics are listed--this is primarily a siege weapon and usually only has one of two effects: it either makes a hole in something that you're trying to enter or has no effect at all, in order to show how superior alien technology is. If one somehow comes into play during ship-to-ship combat, treat it as a phaser bank with a very short range and only 1d6 damage.



Transporter Beam

Allows one to move up to six characters and cargo from one place to another nearly instantly. It requires one round to dematerialize at the source and rematerialize at the destination end. A Federation transporter has a maximum range of 25,000 kilometers or so, can not be used at warp speed and is easily blocked by force fields.

Certain other environmental characteristics can also seriously reduce a transporter's effectiveness at the GM's option, extending the time of the transport over several rounds and several uses of the Craft (Systems) (or Computer Use) skill.



Tricorders

Allows the user to perform sensor scans (see Computer Use) on a local level. It can also store a massive amount of information, whether from a scan or uploaded from the ship's computer banks.

There are several different varieties of tricorders, each optimized for its specific field of study: medical, psychology and science. Using a non-science tricorder for a purpose it wasn't optimized for gives a -2 to the skill roll. For scans within its field of specialty, it gives a +2 bonus.



Universal Translator

A shiny metal baton only hauled out when questions arise of just how, exactly, one is managing to communicate with an alien race. At the GM's option, certain languages may be difficult to translate accurately, or at all.



Mysterious Alien Devices

Occasionally devices surface that boggle the mind. Enigmatic remnants of long extinct alien races, they follow scientific principles centuries beyond anything Starfleet is capable of reproducing. They are often the seeds of great adventures; their very alienness producing a unique window into the psyche of your ship's crew.

Of course, you can also make them up completely at random.

Roll d10 for each column:

d10	How big is it?	What is it shaped like?	What is it doing?
1	Ring-sized	Blocky/pillar/cube	Nothing
2	Hand-held	Amorphous	Surrounded by sparkles
3	Loaf of bread	Spherical	Hovering
4	Toaster	Ring-shaped	Playing Random Images
5	Television	Blocky with a window or door	Transparent
6	Refrigerator	A Ray Gun/Cannon	Making Noises
7	Car	A Vehicle	Emitting A Low Hum
8	House	A Pyramid	Blinking Lights
9	Mansion	A Door	Emitting heat
10	Skyscraper	A Pit	Roll Twice

1d20 What does it do when turned on?

- 1 Nothing
- 2 Goes "ping"
- 3 Creates a force field
- 4 Allows time travel
- 5 It's an alien computer, probably quite intelligent
- 6 Transmogrification (changes things into other things):
 - Roll 1d6:** It transmogrifies...1-2 People, 3-4 Objects, 5-6 Energy.
 - Roll 1d6 again:** 1-3 Just one type of transformation (and back), 4-6 Many types.
- 7 It's a beacon
- 8 Weapon system designed to hunt down intruding life forms
- 9 Controls the aging process
- 10 Can send or retrieve people from the Mirror Universe
- 11 It eats things.
- 12 Emits smoke and loud noises.
- 13 It melts (Roll 1d6: 1-3 itself, 4-6 other things)
- 14 Can upgrade or repair machinery
- 15 Creates androids
- 16 Controls the speed of time
- 17 Warps the fabric of space
- 18 Modifies the mind:
 - Roll 1d8:** 1-2 mind control, 3-4 possession by alien identity, 5-6 switches peoples' minds, 7-8 inserts alien knowledge
 - Roll 1d6:** 1-3 permanently until specifically reversed, 4-6 for an hour.
- 19 Replicates itself
- 20 Roll Twice

...and is this a good thing or a bad thing?

1d6 Well, is it?

1-3 Yeah, great.

4-6 Good lord, no.

Sample item:

The various d10 rolls come up (4) Size of a toaster, (2) amorphous, (8) covered in blinking lights (6), has powers of transmogrification, (5) can transform energy (5) into many different types of energy. Good thing or bad thing? (3) Good thing.

The away team is investigating an odd energy pattern on the surface of Cestus XII. Buried beneath the rubble of an ancient temple, it finds a depression filled with a strange fluid, covered in drifting red lights. Attempting to discern the material's composition, they hit it with a very light phaser beam. The alien device transforms the energy of the phaser beam into a pleasant tone and a cascade of warm light.

Later, on board the ship, they discover that touching the various drifting lights allows the transformation of any type of energy into any other type of energy, almost without loss.

Second example:

The various d10 rolls produce... (3) Size of a loaf of bread, (1) blocky, (10, then 8) covered in blinking lights, (and 4) plays random images. (10) Can send or retrieve people from the Mirror Universe. Good thing? (5) Not good.

The ship is shaken by an unknown force when traveling past a time-space anomaly. With a flash of light, an object appears on the floor of the bridge. It's roughly the size of a loaf of bread, composed of a strange metal and is covered with blinking lights and buttons. A screen near one end plays random images, scenes of conquest and war.

When disturbed, it randomly sends 1d6 nearby people to the Mirror Universe. Will they come back? Who knows.

Captain's Log, Stardate 4.0: Ship Combat

The following rules are fairly detailed--if they ever wind up slowing the game down too much, feel free to hand-wave the details if it keeps the plot moving.

Terminology

Combat Round: As with individual combat, a ship combat round is 6 seconds long.

Defensive DC: This is the target number required to hit a ship in combat. The exact value of this number is determined by the ship's range from its attacker plus additional bonuses based on the ship's maneuverability rating and the occasional environmental factor.

Hull Breach: An area of the hull blows wide open in a random area within a given department. Anybody within close proximity to the Hull Breach takes 3d10 damage with a Reflex Save vs DC 20 dropping the damage to 1d8.

Unless the GM has a reason to be specific about who is close to the Hull Breach, just assume a 50% chance that 1d6 crew members are nearby (use a smaller dice range for ships with less crew than a Constitution class starship).

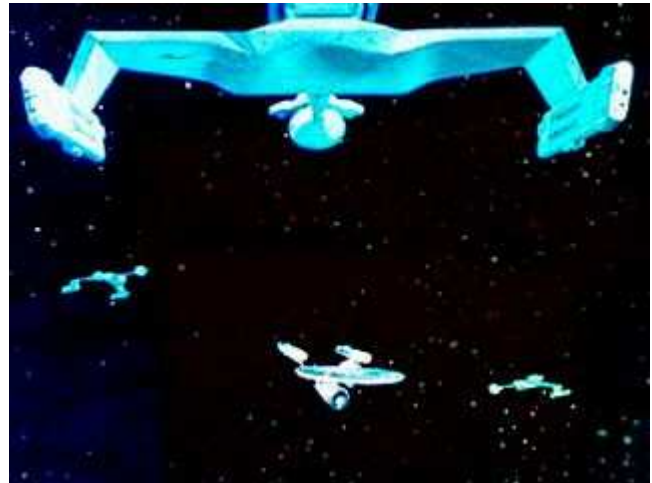
If steps aren't taken to fix the hull breach, all air in that section bleeds into space within 2d6 minutes. Anybody within the same room as the Hull Breach is immediately Grappled by an effective Strength of 3d6. Failing to overcome the Grapple on a given turn drags that character 10' closer to the hole. If they pass through the hole, they have been shot into the vacuum of space and without adequate protection will begin to die in the usual ways.

Maneuverability: The ability of the ship to turn sharply and to maneuver. Each ship has a maneuverability listing, for example "0/+1 (+2)". The first number is called **Passive Maneuverability (PM)** and adds to the DC required to hit a ship before the pilot's initiative score (analogous to being flat-footed in melee combat). The second is called **Active Maneuverability (AM)** and adds to the ship's defense DC after the pilot's action has come up. The third number is used as a bonus or penalty when making maneuver rolls.

Shaken: Any time the ship takes a certain amount of damage, every "on screen" character has to make a Reflex save or fall down. Anybody not on screen will be assessed the usual -2 Shaken penalty (as per the SRD) for the round after on any roll that might reasonably be affected by the Shaken off-screen actors.

The DC for the Reflex save for on screen characters is 10 during a normal shield hit or 20 for more serious damage. If a character fails by 10 or more, he takes an additional 1d8 falling damage. It should be noted that it takes time and effort to get back to your console, particularly if you have injuries...replacement crew might also have to be used if somebody loses consciousness/dies.

This rule is used instead of the d20 Modern Shaken condition during ship combat situations.



Ship Hull Points (SHP): This number reflects how much physical damage a ship may take before being destroyed. Each ship has a **SHP/DR** rating (such as "80/1"). The number before the slash is the number of **SHP**. The number after the slash is the ship's **DR** and represents the ship's hull armor and/or inherent toughness. The DR is subtracted from any SHP damage the ship takes.

When a ship is reduced to more than three-quarters its total SHP, it is considered to be lightly damaged. When it's reduced to less than half its total SHP, it's moderately damaged. If its SHP drops below 1/4, it is severely damaged. A ship dropped below 0 is destroyed. If SHP are reduced to an amount below 0 equal to its maximum SHP, it is reduced to its component particles and completely obliterated.

Shields: Shields start at 100% and degrade during combat situations. After a solid minute where no damage is being taken, Shields regenerate 10% per minute up to their normal maximum of 100%.

Shield Rating (SR): The strength of a starship's forcefields.

Stations: Each member of the bridge crew holds a position with certain responsibilities.

A typical bridge crew might have a **Captain** who issues orders, coordinates attacks and negotiates with other vessels, a **Helmsman** who maneuvers the ship and dodges incoming attacks, a **Navigator** who uses the weapons systems to attack enemy vessels, plots courses, and nervously notes how much the shields have been drained by an attack, a **Science Officer**, a

Medical Officer, a **Chief Engineer**, **Communications Officer** and **Chief of Security**. All of these characters can contribute in various ways during combat situations.

Of course, if you want to be truly geeky, you'll have each player sit in a chair that approximates their character's bridge position and then act out each hit on the ship, down to the exploding consoles and shaky cam. A few props, such as a chalkboard or TV as the view screen, could greatly enhance the experience.

Each station is assumed to be connected to the systems that it governs. If there is serious damage to a system to combat, the console governing that station may explode, causing damage to the person manning that station.

How Ship Combat Works

Step 0: The ship's defensive DC is based on the range of the ship. During combat, a ship is considered "dead in the water" before the Helmsman gets his action. A "dead in the water" ship gains the first number listed under its Maneuverability rating as a bonus or penalty to its defensive DC. After the helmsman's action has come up, the second rating replaces it.

Step 1. The Surprise Round. If a ship is unaware of its attacker (for example, because of a Cloaking Device or unorthodox tactics), in addition to being dead in the water, a surprise round is gained by the attacker.

Step 2. Roll initiative for all characters involved in the fight. To save time, you may opt to roll initiative only once for all NPC's on enemy vessels.

Step 3. Choose Actions.

At this point, resolve actions in order of initiative. See the Maneuver list in the following section for the sorts of things bridge crew can do to make themselves useful. Actions can be held until the end of the round. If an action is not taken by then, it is lost and the initiative order starts again. It is a pretty good idea to hold your action instead of spending it immediately to take care of emergencies--such as incoming photon torpedoes or bandaging fallen crew members.

Step 4. Roll to hit.

Roll the Navigator's Pilot skill versus the enemy ship's defensive DC. For every 10 points (rounded down) the Navigator beats the target DC, either add 1d10 to the damage or add +1 for every die of damage your ship normally does--whichever is greater.

Bonus damage to a volley of photon torpedo only applies to the first torpedo strike and NOT to all of them.

Side Note: Limited fire arcs: some ships have limited fire arcs either due to the ship's design or because specific weapon systems (such as phaser banks) have been knocked out.

Before they can fire at an enemy, the Helmsman must turn the ship to bring the enemy within a fire arc. If the ship is Medium range or farther away, this takes a single action and is automatic. At closer ranges, this requires a skill vs skill check between the Helmsman and the enemy Helmsman. Assume that a given weapon system, unless noted, has a fire arc of 120 degrees (horizontally and vertically). Also note that even though ships typically have several banks of phasers/photon torpedoes, only one attack per round is usually allowed.

Range	DC
Point Blank (<10 km)	10
Short (10 km - 100k km)	15
Medium (100k km - 500k km)	20
Long (500k km - 2500k km)	25
Distant (2500k km +)	30

Special Considerations

Multiple Shots: If the ship has multiple phaser banks or photon torpedo tubes capable of targeting

multiple enemies then the Navigator can attack multiple targets. The DC penalty is +5 for every target past the first, applied to all attack rolls. You can't attack more targets than you have available weapons and you can't attack a target that's not in one of your current fire arcs.

In any event, unless the GM specifically allows it (i.e. you are bristling with phaser banks and torpedo tubes...and everybody agrees that it would be really, really cool...) you can't attack more than 3 targets at once.

Targeting Systems: Specific systems can be targeted for a +10 DC penalty. Instead of rolling random location on the **Section Damage Table**, just assume the first damage roll hits the system targeted.



Phasers: Phasers are effective only up to medium range, but are only at +5 DC when targeting specific systems.

Photon Torpedoes: Torpedoes take an initiative count of 0 to hit at point blank range, 1 at short, 2 at medium, 3 at long and 4 at distant.

In other words, if the order to fire happens on initiative count 7 and the other ship is at medium range, then the torpedo will reach the target on count 5, giving anybody on the target vessel with an initiative count between 5 and 7 a chance to react.

If the enemy pilot has an action that he can use during this time, then he can attempt evasive maneuvers. Otherwise, it's assumed the target ship is bracing for impact.

Evasive maneuvers can be taken to avoid a torpedo strike. Roll Pilot + the ship's maneuverability rating (in parentheses) vs the enemy's attack roll. The winner of

the roll modifies the attack roll by the number of points they won by.

Example: Lieutenant Cray, the Helmsman of the U.S.S. Exeter, is dodging a volley of photon torpedoes from a Klingon D-7. In order to hit the Exeter at medium range, the D-7 has to equal or beat a DC of 22 (Medium range = 20, +2 for the Constitution class ship's Active Defense). The Klingon Navigator rolls a total of 28. This would normally be enough for both torpedoes to hit.

Cray performs Evasive Maneuvers, rolling his Pilot skill of +14. His total is 32, 4 more than the Klingon attack roll. The effective attack roll is reduced by 4 to 24. The Exeter dodges out of the way of one torpedo, only to be hit by the second.

Note: When calculating hull damage, Photon Torpedo volleys are totaled before DR is deducted.

Step 5. Determine Damage

Roll the weapon's damage, factoring in any bonus damage from a high attack roll.

Damage Against Shields

Assuming a ship has its shields up, divide the damage by its Shield Rating (SR). Multiply the result by 10. This is how many percent the target's shield is reduced by.

If a ship takes more than 10% in a single hit, everyone aboard is Shaken.

If a ship takes more than 25% shield damage from a single attack, then one-third of the damage rolled goes straight to the ship's SHP. Everyone aboard is Shaken. This is known as a **Shield Pierce**.

Example: The U.S.S. Hektor, a Saladin Class destroyer, fires upon a Klingon D-7, the I.K.S. Gro'loch. The Navigator scores exceptionally well, rolling 12 points over the required number.

The phasers rake across the D-7's flank, doing 3d10+1d10 damage. The damage roll comes up 28. The D-7's SR is 8. 28/8 is 3.5, which is then multiplied by 10. The D-7's shields drop in strength by 35%.

Since this is more than 25%, the D-7 is Shaken and one-third of the rolled damage (9 points, less the 2 points for the D-7's AR for a total of 7) goes straight to the D-7's hull. The crew cheers as the phasers pierce the Klingon vessel's shields, causing hull plating to boil into space, spraying sparks and fire into the void.

If a hit reduces shields to less than 0%, then apply the amount under 0% as a percentage to the damage rolled, up to a maximum of 100%. This amount is then applied to the Hull.

Example: The infamous Andorian pirate ship, the Sh'Kal, has ambushed the USS Lowell. Photon torpedoes slam into the hapless Federation vessel, doing 47 points of damage. It's enough to reduce shields to -25%. 25% of 47 damage is roughly 12 points. The ship takes 12 points of Hull damage.

Damage Against The Hull

Damage vs the Hull is rolled as per normal, subtracting the ship's DR from the total. Every time the hull takes damage (and this includes shield pierces), all on board

are Shaken. In addition, check the following table for how many rolls to make on the **Section Damage Table**:

This is in addition to any of the other effects of hull damage, as noted in the definitions entry for SHP damage.

Fraction of Total SHP	Damaged Systems*
3/4 to Full	1d2-1
1/2 to 3/4	1d3-1
1/4 to 1/2	1d4-1
<1/4	1d6-1

* Minimum of 0.

Damage Severity

Level	Damage	Damage Rolls Start At	Chance of Hull Breach*
Full - 3/4	Unimpaired	Damage Level 1	0%
3/4 - 1/2	Light	Damage Level 1	0%
1/4 - 1/2	Moderate	Damage Level 1	25%
1 pt - 1/4	Severe	Damage Level 2	50%
0 - -SHP	Destroyed	Not applicable	Not applicable
Less than -SHP	Obliterated	Not applicable	Not applicable

* Roll randomly for section.

Unimpaired: Cosmetic damages, scratches and dents.

Light: Light damage, stressed systems, funny noises, lights flicker when hit.

Moderate: Moderate damage, some smoke and fire, lights dimmed.

Severe: Severe Damage, smoke and fire severe enough to cause a -2 on applicable rolls, emergency lighting, ship is in terrible shape.

Destroyed: Ship destroyed, all on screen crew members must make a DC 20 reflex save to avoid 3d10 worth of damage from exploding equipment. If successful, they only take 1d8 damage. For off-screen character casualties, roll 1d6x10 for percentage of crew injured, half that number will be casualties. Entire ship begins to depressurize (treat it as having a hull breach in every section of the ship). -2 to -5 penalties on most rolls due to severe chaos on board. Ship is completely scrapped.

Obliterated: All onboard perish, ship reduced to component atoms.

Section Damage Table:

Roll d10 on the following table once for each damaged system and then consult "Exploding Consoles":

Reroll insane results (*in other words, if you know for a fact that there's no way an enemy strike could hit impulse engines, then roll again*).

For systems with multiple components, such as Phasers, roll randomly to see which one has been hit, if it's not clear already from context.

Duplicate Rolls: If the same system is rolled twice in while calculating the effects of one hit, then it is upgraded to the next level of damage.

(Areas with consoles):

1. Helm (Roll again--d6: 1-2 Warp*, 3-4 Impulse*, 5-6 Maneuvering Thrusters)
2. Navigation (Roll again--d6: 1-3 Computer, 4-6 Sensors)
3. Weapons (Roll again--d6: 1-2 phaser bank damage*, 3-4 photon torpedoes, 5-6 shield generators)
4. Science (Roll again--d6: 1-3 Computer, 4-6 Scanners)
5. Communications
6. Engineering (Roll again--d6: 1-2 Warp*, 3 Impulse*, 4 Tractor Beam, 5 Transporters, 6 Life Support)
7. Environmental (Life Support)

(These areas have no consoles):

8-10. Random Deck (casualties)** #

* Possible radiation leak. This chance is 25% for a level 2 hit and 50% for a level 3 hit. Characters in the vicinity take 1d6-2 Con damage per round of exposure. This number is 1d6-4 with a full hazmat suit.

** Roll a dice range that roughly approximates however many decks are on your ship, assign a corresponding letter to that result (1 = A, 2 = B, 3 = C, etc). What's on any given deck depends on the ship. Deck A is usually the bridge. If you don't have anything specifically noted, then just announce something along the lines of "reports of casualties on Deck E" and move along.

Roll 1d6 for every 200 crew members you have. If you've taken level 1 damage, those are injuries. If level 2, 3/4 are injuries, 1/4 are casualties. At level 3, those are casualties and the roll is doubled.

Note: *But wait, I don't want to have to roll on this big complicated table!* Well, the answer is, you don't have to. The logic behind the table above is to assign one number to each bridge station, round robin. Pick a die bigger than the number of bridge stations--any result larger than the highest station number is a random deck (which may or may not hit something interesting, depending on what's on the deck hit). When a station is hit, roll again to randomly pick one of that station's subsystems. It's actually not that hard to wing.

Exploding Consoles and System Damage

If a roll on the **Section Damage Table** hits an area with a console, the system governed by that console will be damaged and the console may explode. The lower the ship's current hull points, the higher the damage inflicted, the more degraded that system's performance will be and the higher the Reflex save to avoid or lessen damage from the explosion. A system that's hit twice (or more) upgrades to the next level of damage regardless of hull damage.

Damage Level 1: Console does not explode, but ship system is knocked down to half functionality until repaired or jury rigged.

Damage Level 2: Console explodes for 1d8 damage, with a possible Reflex save vs DC 20 for half damage. Person at station thrown out of chair. Person at station is Stunned unless a DC 15 Fortitude save is made. Ship system is critical and completely nonfunctional until repaired. Repairs on that system will reduce the damage level to damage level 1.

Damage Level 3: Console explodes, 3d6 damage, Reflex save vs DC 25 for half damage. Person at station is thrown several feet and is knocked out unless a DC 20 Fortitude save is



made. Ship system destroyed, extensive repairs required.

Generally speaking, if a system takes damage, roll 1d6 for every 200 crew members you have. If you've taken level 1 damage, those are injuries. If level 2, $\frac{3}{4}$ are injuries, $\frac{1}{4}$ are casualties. At level 3, those are casualties and the roll is doubled.

If the GM notes heavy personnel casualties/injuries in any given department any rolls involving that function take a -2 penalty due to the lack of qualified personnel. If it's a system that doesn't normally require dice rolls, then feel free to add glitches or outages to add color ("Captain, our transmissions keep cutting out...").

General System Failures:

In the event that a system fails by some method other than collision, explosion or enemy attack, then simply take it to the appropriate damage level without the pyrotechnics and personnel damage. In any other respect, it is treated exactly the same with regards to repair and game effects. This is mostly likely to come into play due to plot devices, such as when aliens are tinkering with the various systems.

Repairs

Any system at **damage level 1** can be fixed in one of two ways:

Jury-rigging: With a Repair roll at DC 20, it can be jury-rigged in 1d6 combat rounds. The jury-rigging will last until the end of the scene and then it must be fixed fully at the normal time rate. Any jury-rigged system that is hit again will immediately move to damage level 3 instead of 2. There is a 50% chance that it can be implemented from the bridge without having to go to the section in question.

Repair: A system at damage level 1 can be repaired fully in 3d6 minutes, at DC 15. For a full repair, access to the bridge station and the area of the ship housing the system is required.

Systems at **damage level 2** can also be fixed by Jury-Rigging or Full Repair.

Jury-Rigging a damage level 2 system will restore the system to half functionality until the end of the scene, after which it will require full repair. A damage level 2 Jury-Rigged system that is hit again will immediately go to damage level 3 and then cause another 1d3 Section Damage Rolls. Jury-Rigging a damage level 2 system requires a Repair roll vs DC 25 and 4d6 combat rounds once the affected system is reached. Jury-rigging a damage level 2 system will always require going to the source of the damage and may involve navigating some serious obstacles, such as radiation-flooded Jefferies Tubes or crossing the exposed hull of the ship...oftentimes during pitched combat. This maneuver at this level is not for the faint of heart.

Repair of a damage level 2 system requires a DC 20 Repair roll and 2d6 hours of time to restore it to damage level 1. At the GM's option, even then it might not be possible to repair it to full functionality without a trip to a star dock or for supplies.

A **damage level 3 system** cannot be Jury-Rigged and even Full Repair might be impossible--the system is simply obliterated. The more vital ship functions such as Life Support can be repaired in 3d6 hours. Other functions such as warp might only be repairable at a suitably-equipped star dock.

Specific System Notes:

Computers: All ship-related skill rolls that require use of a computer or console interface will be at -2 when the computer systems are at damage level 1. At damage level 2 or higher, the whole computer system goes down, requiring manual control and increasing the skill penalties to -5. Some actions, at GM discretion, may be impossible. Optionally, at damage level 1, there may be no penalty but the system may randomly (50% chance) refuse to comply with any request.

Life Support: In most situations, Life Support damage at damage level 1 is not serious. The sudden glitchiness might affect delicate environments on board ship or occasionally make the grav plating act up, but then again it may not. At higher levels, assume the ship has 3d6 hours worth of life support before everyone on board will begin to die. Because of ship redundancy, even damage level 3 can be repaired reasonably quickly, unless the GM rules there are far too many holes in the ship to make this process easy.

Maneuvering Thrusters: Maneuvering thrusters at damage level 1 cause a -4 to all maneuvering rolls and AM is reduced by -2 (but may never be lower than PM). At damage level 2 or greater, the ship can not be steered until thrusters are brought back on line—the ship will maintain heading unless stopped until the systems are repaired. Since the ship cannot be maneuvered, it only gets its PM bonus in combat.

Shields: Damaged shields will run at $\frac{1}{2}$ SR at damage level 1. If shields go down completely, they can be repaired, but will be restored at only $\frac{1}{2}$ SR. Jury-rigged shields are also notoriously unreliable--on any given hit, they have a 1 in 6 chance of not stopping the impact.

Repairing Hull Points: If a ship has not been reduced below $\frac{1}{2}$ its full SHP, then it can be fully repaired without dry dock facilities. If it has been reduced below $\frac{1}{2}$, then there is simply too much damage--it can only be repaired up to $\frac{2}{3}$'s maximum. For a full repair, dry dock facilities must be found.

Repairing Hull Breaches: Hull Breaches can be repaired either by sealing the affected section off (which might have adverse effects such as making certain systems and parts of the ship inaccessible) or by repairing the breach directly. Sealing the section off only requires an action. Repairing a breach requires several crew members and 3d6 combat rounds once the crew members reach the rupture.

Sensors: Sensors at damage level 1 can be quite glitchy. For any given scan, roll 1d6 for the penalty. Play up the static and unreliability. At higher levels, they are simply unavailable. Many systems are very difficult to operate without effective sensors—most notably piloting, navigation and weapon targeting. Apply a -2 penalty to these at damage level 1. At damage level 2 or higher, this penalty increases to -5. Some actions may even be impossible.

Transporters: You don't want to try to use transporters at damage level 1. Assume a 25% that something goes dreadfully wrong if you do try, 25% that they work properly and 50% that they flat-out fail.

Cascade Effects

At the GM's option, any time a critical system takes level 2 or greater damage, there will be a 1 in 6 chance of a Cascade Effect. A Cascade Effect will cause 1d6 additional rolls on the section damage table and do another 3d6 points of Hull Damage. Stopping a Cascade Effect will require the ship's engineer to go to the source of the problem and attempt to fix the problem in some arbitrary time limit, such as 5 minutes, while risking life and limb.

Maneuvers:

Aid Another

Who Can Do It: Anyone, given a reasonable pretext. For example, a Science Officer could scan the enemy's shields for weaknesses and, if successful, grant the Navigator a +2 bonus on his next attack roll.

How It Works: Unchanged from the d20 Modern SRD.

Beam Over A Boarding Party

Who Can Do It: Chief of Security or Chief Engineer.

How It Works: If the enemy ship's shields go down, the order can be given to send over a boarding party. A boarding party typically consists of a number of Red Shirts or PC bridge crew.

A typical transporter bay has 6 pads and it requires one round to send a party through it. If more than 6 people need to be sent, it will take consecutive rounds to send them all; should the ship's shields go back up during that time, only a partial boarding party will be sent.

Beyond that point, the boarding party will either be handled "off-screen" as considered appropriate by the GM, or will be handled as a typical adventure location.

Changing The Rules ("Let's Lose Them In This Nebula")

Who Can Do It: The Helmsman

How It Works: Nobody ever said you can't choose your battleground. If a fight's going against you, you can attempt to flee into a nearby environment (see the "Run Away" section to determine if you can actually make it there). Once there, you get to deal with/take advantage of an entire array of environmental effects. Refer to the "New Terrain" table on the following page for specifics.

"The Corbomite Maneuver"

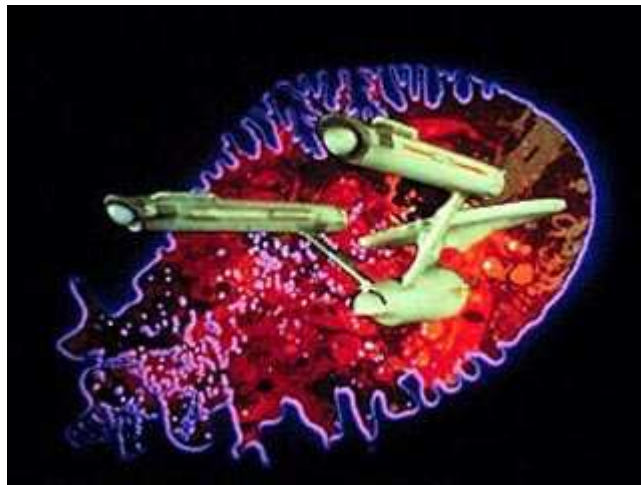
Who Can Do It: The acting captain

How It Works: Standard Bluff rules. Mad bonus points for bald-faced audacity.

Emergency Maneuvers ("Full stop!")

Who Can Do It: The Helmsman

How It Works: The Captain can order an emergency maneuver to temporarily give the Helmsman a +4 maneuverability bonus on his Pilot skill roll. This is a free action, but must be declared before the Pilot roll to have any effect. The first time an Emergency Maneuver bonus is ordered in an Episode, roll 1d6: on a result of 1, the ship loses 10% of its total SHP in damage and suffers a potential roll on the Section Damage Table. Each additional time in an episode an Emergency Maneuver is declared, this chance increases by 1 in 6 to a maximum of 5 out of 6 times.



Get Tactical

Who Can Do It: The acting captain.

How It Works: The Captain can attempt to gain an insight into the mind of his opponent. Both sides, the Captain and the enemy Captain, roll their Knowledge (Tactics) skill. If the Captain wins, he gains a +2 bonus for every 5 points he wins by. He can allocate this bonus to any of his crew members' next skill rolls, assuming they follow his orders. Once used, these points are gone.

It is often a good idea to hold actions to make this work more efficiently ("Wait for it...wait for it...a few more seconds...fire NOW!").

If he fails the roll the enemy captain gains a similar bonus to use against them.

"Open A Hailing Frequency."

Who Can Do It: Captain or Communications Officer

How It Works: Opens a line of communications to a ship accepting calls. Useful in the rare occasions when diplomacy or tact happen to occur to the bridge crew.

Pyrrhic Victory

Who Can Do It: Chief Engineer.

Adds effectiveness when Routing Energy. In exchange for twice the Route Energy Bonuses, the ship takes a serious "hit" (say, 10% of its SHP damage or 1d3 random other systems immediately take a level of damage).

New Terrain	Effects
Nebulae	Ships within a nebula are treated as if they have a partially effective Cloaking Device due to the shifting nature of the gases and clouds. Unlike true Cloaking Devices, the DC to detect the presence of a ship is only 10. The DC to gain a lock on a ship is 20 (instead of 20 and 30, respectively). There is also a 25% each round the clouds part enough that for 1d4 rounds, the Cloaking effect disappears for all ships within Point Blank range of each other. In addition to these effects, Cloaking Devices are disabled and Shields are at 1/2 SR due to the ionization. Divide all range category distances and impulse speeds by 10 to reflect the lack of visibility and the random system interference. Using a Repair skill to boost the sensor array will Aid the Navigator's sensor rolls by +2 for the duration of the scene.
Stars	This environment causes damage every round. 2d10 if in the outer fringes of the corona, 4d10 deeper within. When very deep within the corona, the shields take 8d10 damage per round. Once the shields go down, hull damage is inflicted, plus the entire ship is flooded with radiation (see the foot note at the bottom of the Section Damage table). Due to the energy interference, energy-based weapons are halved in range and ships are more difficult to detect by +5-+15 DC depending on how deep inside the corona the ship stays. The energy interference may also cause systems to intermittently go to damage level 1 temporarily or until fixed--assume a flat 1 in 20 chance per round that this happens.
Planetary Atmospheres	Warp drive can't be engaged in an atmosphere, and all ship maneuverability rolls will be at -2. Ship movement at impulse speeds is slowed by a factor of 10,000. Engaging full impulse will cause 3d10 damage due to friction. Divide all range category distances by 100. Cloaking Devices are reduced in effectiveness by 5 DC.
Gas Giants	The same effects as a planetary atmosphere, but with the added effects of a nebula environment. Ship movement at impulse speeds is slowed greatly and all ship maneuverability rolls will be at -4. Engaging more than half impulse will cause 4d10 damage per round due to friction. The thick gases and turbulence halve the damage of energy weapons. Explosions within a gas giant will have greatly increased area of effects--any ship nearby will take half the rolled damage as well. Divide all range category distances by 100 and all impulse speeds by 10,000.
Asteroid Belts	Maneuvering through an asteroid belt is tricky. Every time the ship needs to make a maneuver of any sort, roll 1d4x5 to determine the base DC of the maneuver due to different areas having different asteroid density. If the ship is moving at 1/4 impulse, there is no modification to this DC. 1/2 impulse adds +5 DC, 3/4 impulse +10, and full impulse +15. Failing a Pilot roll here causes 1d6 10-sided dice of damage, doubled at half speed, tripled at 3/4's and quadrupled at full impulse. Divide all range categories and impulse speeds by 100.
Planetary Rings	All the fun of an asteroid belt, plus the sheer joy of a nebula. It is, however, very difficult to stay within the rings as they are usually only a few dozen kilometers thick.

Ramming Speed!

Who Can Do It: The Helmsman

How It Works: You do an amount of damage equal to your ship's total SHP to your opponent while taking your opponent's total SHP to your own ship. If successful, your opponent's SR is divided by 10 before calculating damage but you must take 1d6 Section Damage Rolls.

The enemy ship must be within point blank range and the Pilot must succeed in a Pilot vs Pilot skill check

against the enemy ship. If the GM deems the enemy to caught by surprise, this roll will be at +4.

Reinforce Fore/Aft Shields

Who Can Do It: The Navigator.

How It Works: Choose which part of the ship's shields to reinforce—the shields will deflect attacks from that direction at either +2 rating or +20%, whichever is greater. Attacks from any other directions, however, will be defended at -2 or -20%, whichever is greater. This can stack with Shield Expert.

"Route Energy From (x) to (y)"

Who Can Do It: Chief Engineer.

How It Works: Points can be routed from one system to another with a successful Repair check. Use the DC's for Concentration as a guideline to difficulty--it's assumed the difficulty of such an operation is more of a matter of working under stress than the difficulty of the task itself. Use the following conversion levels:

Any ship's system taken to a Level 1 damage state for the rest of the encounter = 25% of shield total restored, +25% bonus to one phaser damage roll, +1 Maximum Warp or +5 to any one emergency maneuver roll. If the system is already at Level 1 or worse, it can't be used to Route Energy.

25% of shield total drained = +25% bonus to phaser damage, +1 Maximum Warp, or +5 to any one emergency maneuver roll.

Systems moved to a higher damage level via this maneuver are treated as General System Failures (see the appropriate section) and not as fully damaged systems.

"Run away!"/"Follow him!"

There are actually two separate systems to deal with pursuit situations. At impulse speeds, the situation is handled by the GM, calling for a test of skills between the Helmsman of every ship involved with the chase, factoring in the maneuverability bonus of their ships. The number of points between each skill roll is accumulated by the winner from round to round until the total equals or betters an arbitrary amount predetermined by the GM.

Applicable Bonuses:

- A significant speed advantage (e.g. .75c capable Impulse vs .5c) gives a +5 bonus to its rolls.
- A crushing speed advantage (.75c capable Impulse vs .25c, for example), gives a +10 bonus.
- A warp-capable ship racing against a sublight-only vessel will always have a crushing speed advantage.

Generally speaking, if racing to a specific object (for example, attempting to escape to a nebula several hundred thousand kilometers away), make an estimate of how long it would take to reach in rounds based on how fast the Pilots are going (full impulse/half impulse, etc), then multiply that number by 10. This is the number of lead points that the winning Pilot must accumulate to succeed. If no specific goal is being

sought, then the first to reach 20 lead points wins the chase (either the target gets away or the pursuer catches the target).

The second chase situation is when two or more vessels are racing at warp speeds. Instead of a contest between pilots, it becomes a test of nerves and of the ships' capabilities--who can go to the highest warp speed for the longest time without burning out their ship's drive systems.



Going to warp is an action with an initiative count of 2, dropping out of warp doesn't take any appreciable amount of time.

The ship being pursued has to gain a margin of 10 to evade the pursuers; the chase starts with the lead at 1. Every round the pursued ship is running at a warp faster than its pursuers adds 1 to the lead. Every round where the pursuers are faster reduces the lead by 1. If the lead drops to 0, the pursuers are within weapons range (short distance) and may fire. If the lead hits 10, the pursued starship may escape.

If a ship stays at maximum warp, there is a 1 in 10 chance per round that the ship's warp engines move immediately to damage level 2. Every .1 increment past maximum warp increases the odds by 1 in 10. So, if a ship capable of Warp 8 is holding 8.2, then there is a 3 in 10 chance per round that the engines take damage and drop the ship out of warp--1 in 10 for maximum warp, plus an extra 2 in 10 for the .2 over maximum warp.

Discount hull breaches and other side effects of damage. If the GM is feeling particularly cruel, assume an additional 2 in 6 chance of losing 10% of its remaining SHP damage and a random damaged system.

Technology

Cloaking Devices

Engaging or disengaging a cloaking device takes two initiative counts and immediately disables the ship's shields and weapon systems. Detecting the presence of a cloaked vessel requires a DC 20 roll with sensor equipment--however, this sensor roll must specifically be made, it is not automatic. Getting a precise enough reading to enable an attack roll is far more difficult--DC 30 or higher. At that point, an attack roll can be made with a +5 DC penalty.

Photon Torpedoes, Mod 2

An archaic form of torpedo launcher, considered long out of date. Regardless of how many banks are on board ship, only one torpedo may be launched at once.

Photon Torpedoes, 2nd Class Photon Torpedo Tube

The current standard. A ship armed with this type of tube may fire 1 torpedo per bank. On a successful roll, one torpedo hits. For every 5 points the to-hit roll beats the target DC, an additional torpedo hits. As noted under the combat section, when calculating SHP damage, all torpedo damage from a given attacker is totaled before DR is subtracted. No matter how many torpedoes are launched, only one target can be attacked at a time.

Plasma Torpedo, Heavy

A plasma torpedo is a Romulan invention, a blast of shaped plasma capable of locking on to and tracking a moving target. While powerful at close ranges, it rapidly dissipates after launch. The force required to launch a plasma torpedo requires that the launching ship drop out of warp and disengage its cloaking device.

Only one plasma torpedo may be launched at a time and it is not effective beyond Medium range. Once launched, it behaves like a photon torpedo in terms of travel speed, initiative counts and targeting capabilities. However, the attack roll will always be at +5 to hit due to its ability to lock on to its target. Unlike normal weapons, a high roll will NOT increase the damage of the plasma torpedo.

If the Helmsman of the targeted vessel has a held action or his normal action falls during the travel time of the plasma torpedo, he may attempt evasive maneuvers. Evasive maneuvers are treated as a Pilot

skill check with normal maneuver bonuses vs the Romulan's unmodified attack roll (that is, the +5 to hit bonus from the plasma torpedo is disregarded).

If successful, the damage from the plasma torpedo is reduced by 1d10 for every point the evading vessel beats that roll. If not successful, the plasma torpedo hits for full damage. A successful evasion attempt will take up one full round. An unsuccessful attempt will take up the same amount of time, only with a really big explosion at the end.

A heavy plasma torpedo does 6d10x2 damage at Point Blank range, 5d10x2 at Short range and 8d10 at Medium range.

Example: The USS Cygnus is on patrol along the Neutral Zone when a Warbird decloaks at short range and fires. The Warbird's initiative count is 7. At Short range, the plasma torpedo has an initiative count of 1 and will do 5d10x2 damage on a successful hit. If the Helmsman can act on count 6 or 7 or has a held action, he can attempt to take evasive maneuvers. In this case, he had a held action ready.

The Navigator of the Warbird rolled a 26. With the +5 bonus for being a plasma torpedo, this is modified to a 31 hit roll, meaning it could easily hit the Saladin class ship. The Cygnus' Helmsman rolls his own pilot roll, using his ship's maneuverability bonus. He rolls a 33, 7 points over the Romulan's attack roll (26--the 5 point bonus is disregarded for purposes of evasive maneuvers) and enough to reduce the damage by 7d10, for a total of 3d10 damage.

Had the Warbird fired at Point Blank range, the plasma torpedo would have done a base of 6d10x2 damage and would have had an initiative count of 0, meaning the Cygnus' Helmsman could only dodge if he had a held action or his action fell on initiative count 7.

Tholian Web

The amount of time required to weave a Tholian web depends on the number of Tholian ships. For every Tholian ship working on the web, add 1 to a running total at the end every round. The web is completely woven when this total reaches 20.

If the target ship attempts to leave before the web is woven, roll a d20. If the result is less than or equal to the points accumulated, the ship takes 5d10x4 damage, but is free.

If the web is fully woven, this number increases to 5d10x8.

At the GM's option, a small ship can attempt to leave the web by flying between its strands. This would take a maneuvering DC of 30, with damage resulting as above if the roll is failed.

Once the web is woven, the ship is completely immobilized and can be towed wherever the Tholians desire at any speed the Tholian ship is capable of. At the Tholians' option, the web can also be contracted doing damage as above every round until the ship is destroyed.

The web itself can be considered to have an SR of 40 and 1/1 SHP. Using photon torpedoes on a Tholian Web will damage the captive ship. The captive ship can easily be fired upon from outside. To fire from inside out, the defenses of the web must be overcome.

Tractor beams

Tractor Beams are used to move objects in space around. They are only effective at **Point Blank** range and are **mostly used only at impulse speeds**.

If the target isn't resisting and its engines are disabled (or nonexistent), you can tractor an object up to your ship's mass and move it about at impulse speeds. Doing so will completely negate that object's defensive bonus from its maneuverability rating (if any) and your ship will not be able to use its Active Defense. In addition, extreme maneuvers will be out of the question.

Going to warp with a tractor beam link requires precise matching of velocities and the target ship can't have its warp or impulse engines on (Pilot and Navigation rolls vs DC 20 are required). Failure to turn them off causes both of the ships' warp engines to move immediately to damage level 2, discounting hull breaches and other side effects of damage. The ship also immediately loses 10% of its remaining SHP damage and takes a roll on the section damage table, discounting hull breaches.

Tug-of-War: If the target object has its impulse engines on and you want to move it at impulse speeds, you must either disable them somehow or overcome them every round that you want to move the ship while its engines are on. To see if you can overcome a ship,

roll d20 for the tractorship and the target. Add +5 to the tractorship's roll if the target ship is half the tractorship's mass, +10 if it's a quarter of the tractorship's mass. High roll wins. Losing the roll causes the tractorship to lose tractor lock, with a 1 in 6 chance of the ship taking damage (as above for going to warp).

If the target actively resists, things become a bit more complicated.

Step 1. You must first acquire a lock on the target.

Assuming you are Point Blank range, the Helmsman makes a normal Pilot roll, using his own ship's maneuverability score as a bonus or penalty. The target DC is equal to 20 plus the defending ship's Active Maneuverability plus their ship's maneuverability rating.

If the roll is successful, you have locked Tractor Beams on to the target ship.

While you have a tractor lock, your ship may not use its Active Defense. If the locked ship has active impulse engines, you can not maneuver without engaging in a Tug-of-War.

Step 2. Fun things with your new acquisition:

If the target ship is significantly less massive (<50%) than the ship using the tractor beam, the target ship can be turned at will at one facing per round, potentially restricting its fire arcs. It is completely immobilized (only the Passive Defense rating used, at -5).

If the target ship is more than 50% and equal to or less than 100% of the mass of the ship using the tractor beam, it is immobilized (only PD used, at -5).

If the target ship is 100% - 150% of the mass of the ship using the tractor beam, the target ship's defense rating is reduced by -5 until it shakes the tractor beam off (either by disabling the tractor beam with weapons fire or by performing a maneuver roll vs DC 15).

Ships larger than that are mostly unaffected by the added mass and break free almost instantly. At the GM's option, their defense ratings may be reduced by -2 for two initiative counts.

Multiple ships can attempt to use tractor beams--their masses are cumulative, but this requires careful coordination.

Federation Vessels

Constitution Class Heavy Cruiser

Size: 600 kilotons, 289m long, 127.1m wide, 72.6m high, 21 decks.

Typical Crew: 430 total, 9th level Yellow Shirt Captain, bridge crew 6-8th level, bulk of crew 3-5th level

Cruise Speed: Warp 6

Emergency Warp: Warp 8

Impulse: .5c maximum impulse (900,000 km/round)

Maneuverability: +0/+2 (0)

SHP/DR: 110/1, Standard Monotanium Double hull.

Shield Rating: 18

Armament: 6x Type VI phaser banks (4d10, lower front, left, right fire arcs), 2x 2nd class photon torpedo tubes with 120 rounds (5d10).



Federation Class Dreadnought

Size: 900 kilotons, 320m long, 140m wide, 87m high, 16 decks.

Typical Crew: 500 total, 10th level Yellow Shirt Captain, bridge crew 6-9th level, bulk of crew 4-5th level

Cruise Speed: Warp 8

Emergency Warp: Warp 10

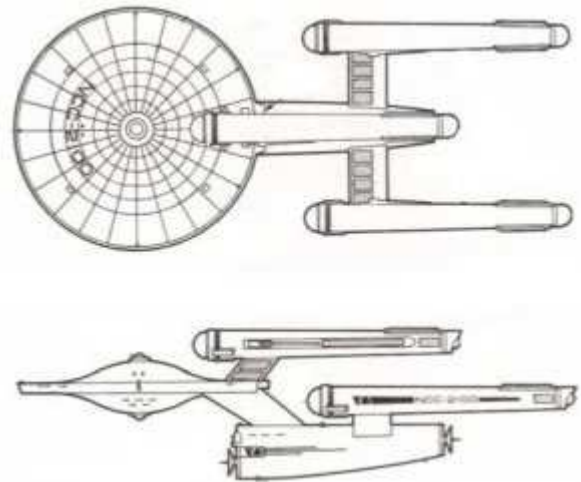
Impulse: .5c maximum impulse (900,000 km/round)

Maneuverability: +0/+2 (0)

SHP/DR: 243/2, Heavy Monotanium Double hull.

Shield Rating: 23

Armament: 10x Type VII phaser banks (7d10, full fire arcs, double front), 4x 2nd class photon torpedo tubes with 190 rounds (5d10).



Hermes Class Scout

Size: 295 kilotons, 242.5m long, 127.1m wide, 60m high, 16 decks.

Typical Crew: 195 total, 7th level Yellow Shirt Captain, bridge crew 5-6th level, bulk of crew 3-5th level

Cruise Speed: Warp 6

Emergency Warp: Warp 8

Impulse: .65c maximum impulse (1.17m km/round)

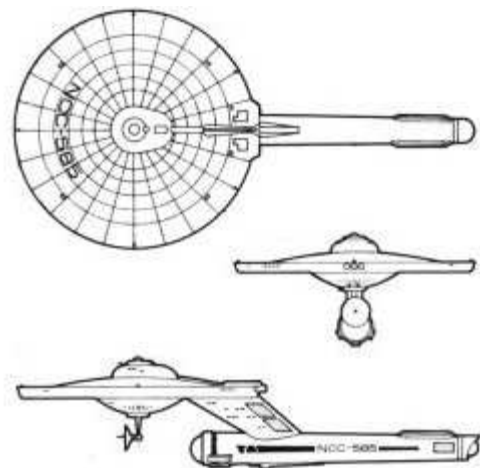
Maneuverability: +1/+4 (+4)

SHP/DR: 80/1, Standard Monotanium Single hull

Shield Rating: 5

Armament: 2x Type VI phaser banks (1d10, lower front fire arc).

Notes: Enhanced Sensor Array--+2 to all sensor rolls. With an hour of persistent work, sensors can be optimized for a specific situation. The bonus to sensor rolls increases to +5, but all other types of rolls receive no bonus until the optimizations are removed.



Miranda Class Medium Cruiser

Size: 520 kilotons, 230m long, 127.1m wide, 51m high, 8 decks.

Typical Crew: 220 total, 8th level Yellow Shirt Captain, bridge crew 6-8th level, bulk of crew 3-5th level

Cruise Speed: Warp 5

Emergency Warp: Warp 7

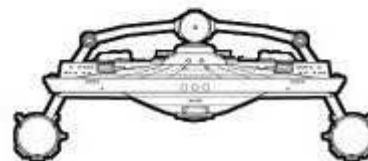
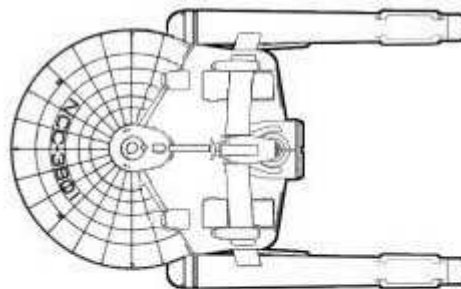
Impulse: .55c maximum impulse (990,000 km/round)

Maneuverability: +0/+3 (+2)

SHP/DR: 100/1, Standard Monotanium Single hull.

Shield Rating: 14

Armament: 6x Type VII phaser banks (3d10, lower front, left, right fire arcs), 2x 2nd class photon torpedo tubes with 40 rounds (5d10).



Saladin Class Destroyer

Size: 300 kilotons, 242.5m long, 127.1m wide, 60m high, 16 decks.

Typical Crew: 200 total, 8th level Yellow Shirt Captain, bridge crew 6-8th level, bulk of crew 3-5th level

Cruise Speed: Warp 6

Emergency Warp: Warp 8

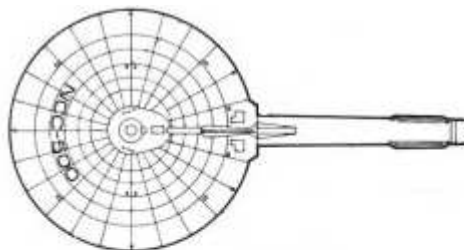
Impulse: .60c maximum impulse (1,080,000 km/round)

Maneuverability: +1/+3 (+2)

SHP/DR: 80/1, Standard Monotanium Single hull.

Shield Rating: 10

Armament: 6x Type VI phaser banks (3d10, lower front, left, right fire arcs), 2x 2nd class photon torpedo tubes with 30 rounds (5d10).



Ptolemy Class Transport/Tug

Size: 274 kilotons, 222m long, 127.1m wide, 66m high, 12 decks.

Typical Crew: 220 total, 7th level Yellow Shirt Captain, bridge crew 5-6th level, bulk of crew 3-5th level

Cruise Speed: Warp 6

Emergency Warp: Warp 6.5

Impulse: .40c maximum impulse (720,000 km/round)

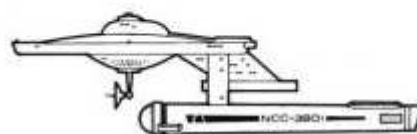
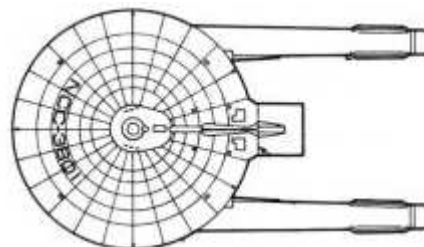
Maneuverability: +1/+2 (0)

SHP/DR: 80/1, Standard Monotanium Single hull.

Shield Rating: 5

Armament: 4x Type VI phaser banks (2d10, lower front and upper rear)

Note: containers tend to weigh an additional 10-200 kilotons each and add additional crew depending on type. A Tug typically can carry only one or two at a time (multiples are chained together, end to end). For purposes of tractoring, consider this ship to have 3 times its mass.



Shuttlecraft

Size: 5.45 tons, 7.32m long, 3.2m wide, 2.44m high
Crew: 7 max before overloading
Impulse: .25c maximum impulse (450,000 km/round)
Maneuverability: +2/+4 (+4)
SHP/DR: 5/0, Standard Duranium Single hull
Shield Rating: 3
Armament: Usually none.



Gorn Vessels

Gorn Destroyer

Size: 350 kilotons, 168m long, 102m wide, 54m high, 6 decks.
Typical Crew: 75 total, Seasoned Gorn Commander, bridge crew 6-8th level, bulk of crew 3-5th level.
Cruise Speed: Warp 6
Emergency Warp: Warp 8
Impulse: .60c maximum impulse (1,080,000 km/round)
Maneuverability: +1/+2 (+0)
SHP/DR: 128/3, Heavy Duranium Double hull plus 5 cm High density armor.
Shield Rating: 12
Armament: 8x Type VI phaser banks (3d10, front, left and right fire arcs). May have 2 banks of photon torpedoes (5d10) or the equivalent of a Heavy Plasma Torpedo.
Note: If you look very, very closely in the picture to the right, you can see the Gorn ship's appearance in "Arena".



Klingon Vessels

D7 Class Cruiser

Size: 307 kilotons, 228m long, 160m wide, 60m high, 18 decks.
Typical Crew: 430 total, Seasoned Klingon Commander, bridge crew 6-8th level, bulk of crew 3-5th level
Cruise Speed: Warp 6
Emergency Warp: Warp 8
Impulse: .50c maximum impulse (900,000 km/round)
Maneuverability: +1/+3 (+2)
SHP/DR: 108/2, Heavy Monotanium Double hull plus 5 cm High density armor.
Shield Rating: 10
Armament: 10x Mark 7 disrupter cannons (6d10, full fire arcs, double front), 2x 2nd class photon torpedo tubes with 260 rounds (5d10).
Note: May have cloaking device, depending on how early in the series it appears.



Romulan Vessels

"Bird of Prey" Class Cruiser

Size: 200 kilotons, 192m long, 180m wide, 51m high, 5 decks.

Typical Crew: 75 total, Seasoned Romulan Commander, bridge crew 5-8th level, bulk of crew 3-5th level

Cruise Speed: Warp 3.6

Emergency Warp: Warp 4

Impulse: .50c maximum impulse (900,000 km/round)

Maneuverability: +1/+4 (+4)

SHP/DR: 45/0, Light Monotanium Single hull.

Shield Rating: 5

Armament: No beam weapons, 1x heavy plasma torpedo launcher (6d10x2).

Note: Has cloaking device. The improvised nuke used in the episode "Balance of Terror" would do roughly 5d10. Real nuclear bombs do a lot more damage (roughly 8d10x10 or higher for a "typical" one and 6d10x40 for the biggest hydrogen bombs).



Romulan Warbird (D-7)

Size: 307 kilotons, 228m long, 160m wide, 60m high, 18 decks.

Typical Crew: 430 total, Seasoned Romulan Commander, bridge crew 6-8th level, bulk of crew 3-5th level

Cruise Speed: Warp 6

Emergency Warp: Warp 8

Impulse: .50c maximum impulse (900,000 km/round)

Maneuverability: +1/+3 (+2)

SHP/DR: 108/2, Heavy Monotanium Double hull plus 5 cm High density armor.

Shield Rating: 10

Armament: 10x Mark 7 disrupter cannons (6d10, full fire arcs, double front), 2x 2nd class photon torpedo tubes with 260 rounds (5d10).

Note: Has a cloaking device and may optionally be armed with a heavy plasma torpedo launcher instead of photon torpedoes.



Tholian Vessels

Tholian Ship

Size: 25 kilotons, 42m long, 16m wide, 12m high, 1 deck.

Typical Crew: 3 total, Unexceptional Tholian Commander, remaining crew 6-8th level.

Cruise Speed: Warp 5

Emergency Warp: Warp 7

Impulse: .40c maximum impulse (720,000 km/round)

Maneuverability: +2/+4 (+3)

SHP/DR: 53/2, Heavy Hyper-Lineated Crystalline Lattice.

Shield Rating: 5

Armament: 6x Type V Tholian phasers (1d10, front fire arc), Tholian Web.

Note: Behold the terrifying Tholian shuttlecraft.



Miscellaneous

Generic Civilian Ship

Size: 74 kilotons, 80m long, 22m wide, 39m high, 7 decks.

Typical Crew: 25 total, Unexceptional Commander, bridge crew 4-5th level, bulk of crew 2-4th level

Cruise Speed: Warp 4

Emergency Warp: Warp 5

Impulse: .40c maximum impulse (720,000 km/round)

Maneuverability: +2/+3 (+1)

SHP/DR: 23/0, Light Monotanium Single hull.

Shield Rating: 4

Armament: Usually none. Depending on function of ship may have a bank of outdated phasers (1d10) or other such weapons.



Federation Space Station (K-7)

Size: 451 kilotons, 815m diameter, 200m high, 50 decks.

Typical Crew: 800-1000, Commanding officers is a Captain rank Yellow Shirt, commanding crew 5-8th level, bulk of crew 3-5th level

Maneuverability: -5/-5 (n/a) (doesn't maneuver at all so defense rating can not change)

SHP/DR: 68/1, Light Monotanium Single Hull.

Shield Rating: 6

Armament: 4x Type VI phaser banks (5d10, equidistantly spaced)

Note: This is a small, relatively lightly armed outpost. Other stations can be quite heavily armed and armored.



Federation Starbase (Starfleet Headquarters)

Size: 12 million tons, roughly 1500m diameter.

Typical Crew: 6000 - 7000, Commanding officer ranges from an Admiral to Fleet Admiral Yellow Shirt, commanding crew 7-12th level, bulk of crew 3-6th level

Maneuverability: -7/-7 (n/a) (doesn't maneuver at all so defense rating can not change)

SHP/DR: 3240/65, Heavy Monotanium Double Hull, 5cm high density armor.

Shield Rating: 45

Armament: 16x Type VII phaser banks (6d10x2, equidistantly spaced), 4x 2nd class photon torpedo tubes with 30 rounds (5d10).

Note: This is a more heavily defended Federation Starbase, the military hub of a sector.

Captain's Log, Stardate 5.0: Enemies and Allies

Races and Templates:

Android

- **Type:** Construct. No Constitution score. Medium sized Androids gain 10 bonus hit points; Small and Large-sized Androids gain 5 or 20 bonus hit points, respectively. Androids gain all immunities listed for Constructs and are repairable. They are also subject to all effects that computers are subject to in this setting (such as being damaged by logic puzzles if the "This Does Not Compute" optional rule is being used). Androids do not need to eat or breathe, but may require recharging. Androids can not swim unless specifically designed to do so.
- +8 Str, +2 Dex, +4 Int, -2 Wis, -4 Cha.
- **Damage Reduction:** 3/Energy.
- **Bonus Feat:** Alien Strength (Level 2)
- **Computerized Brain:** +2 racial bonus on Knowledge, Craft and Repair skills. Androids also have eidetic memory--they do not forget things once experienced. In cases when a specific piece of information is essential to a skill check, Androids gain a +2 synergy bonus.
- **Naïve:** Androids show a woeful lack of understanding about human beings and what drive them. This can be a minor flaw to crippling, depending on the situation.
- Level Adjustment: +2.



Augments

Survivors of the Eugenics War, these are genetically modified humans, bred to be the ultimate warriors--stronger, faster, smarter, tougher than even the best humanity has to offer. A flaw in their DNA makes them naturally aggressive and violent.

For these reasons, genetic engineering has been banned for several centuries.

- +4 Str, +2 Dex, +4 Con, +2 Int, +2 Cha.
- Medium: As Medium creatures, Augments have no special bonuses or penalties due to their size.
- Base land speed is 40 feet.
- **Acute Senses:** +2 to Spot, Search and Listen rolls.
- **Aggressive and short-tempered:** This can be a very minor flaw to extremely crippling, depending on how much the GM wants to play this up.
- **Arrogant:** -4 to social rolls where arrogance would be a negative factor.
- **Bonus Feat:** Great Fortitude.
- Level Adjustment: +2.



At the GM's option, it might be possible to genetically engineer a partial Augment, with a few boosted statistics, but none of the dangerous down-sides of Khan's people.

A partial Augment may have a +4 racial bonus to a primary ability score, a +2 racial bonus to a secondary ability score, one free Feat/Ability related to those two scores (within reason) and a Level Adjustment of +1 with no other abilities or flaws.

Gorn

- +4 Str, +2 Con, -2 Dex, -2 Cha.
- **Medium:** As Medium creatures, Gorns have no special bonuses or penalties due to their size.
- Gorn base land speed is 20 feet.
- **Bonus Feat:** Alien Strength (Level 2)
- **Armor:** Gorns have thick hide (+4 natural armor).
- Level Adjustment: +1.



Highly-Evolved

- +6 Int, +2 Wis, -4 Str, -4 Con.
- **Medium:** As Medium creatures, HE's have no special bonuses or penalties due to their size.
- Although HE's have a base land speed of 30 feet, they never run.
- **Bonus Feats:** Psionic, one additional Psychic Ability
- **Superior Technology:** HE's usually have access to technology far in advance of Starfleet.
- Complete inability to fathom humanity's motives.
- +2 Racial Bonus on Knowledge, Craft and Repair.
- Level Adjustment: +1.



Klingon

- +2 Con, -2 Wis.
- **Medium:** As Medium creatures, Klingons have no special bonuses or penalties due to their size.
- Klingon base land speed is 30 feet.
- **Aggressive:** Klingons have +2 to all initiative rolls.
- **Violent Culture:** Bonus Feat--either Brawl or Exotic Melee Weapon Proficiency with a Klingon weapon of choice.
- Note: These are for smooth-foreheaded TOS Klingons. If you insist on having TMP-era or later Klingons, then add +2 Str and -2 Cha to the stat adjustments and replace the Aggressive special ability with Brak'lul (Vital Organ Redundancy). A character with Brak'lul is considered "Dying" until they reach -15 hit points instead of -10.



Prehistoric

This template devolves the species in question into a caveman state. They get bigger, bumpier and more ill-tempered.

- +4 Str, +4 Con, -4 Int, -2 Wis, -2 Cha.
- **Choose one:** Claws/Fangs which give a natural attack of 1d6 (plus Str bonus, lethal), or Gregarious (once per encounter, a group of these can call in an additional 2d6 tribe members--these tribe members will not have the Gregarious ability available for that encounter).
- **Tough Hide:** +2 natural armor (cumulative with other natural armor).
- **Bonus Feat:** Alien Strength (Level 1)
- +2 Racial Bonus on Climb, Jump, Survival, if appropriate.
- Level Adjustment: +1.



Tholian

- +2 Dex, -2 Con.
- **Medium:** As Medium creatures, Tholians have no special bonuses or penalties due to their size.
- **Alien Physiology:** Tholian physiology is based on a mineral composition, existing at very high temperatures (177 Celsius or 350 Fahrenheit). If exposed to low temperatures for too long, they take damage and their carapace cracks.

Exposure to temperatures around the boiling point of water has the same effects as Cold exposure in the SRD. Temperatures below 50 Celsius or so are treated as extreme cold.

This does, however, convey the benefits of Resistance 10 (Fire), Resistance 5 (Energy) and



immunity to temperatures up to 700 to 800 Celsius.

- **Darkvision, 60'.**
- **Hard Carapace:** +4 Def
- **Hexaped:** Tholians have six legs, giving them a base land speed of 40 feet.
- **Radiation Emitters:** Tholians can emit radiation naturally, allowing them to communicate at long distances as if they have a built-in communications device.
- **Xenophobic, Alien Mindset.** Tholians are known for three cultural traits: punctuality, xenophobia and inscrutability. All social rolls with other races are at -2. All social rolls dealing with Tholians will be at -2.

Romulan

- No ability adjustments.
- **Medium:** As Medium creatures, Romulans have no special bonuses or penalties due to their size.
- Romulan base land speed is 30 feet.
- **Bonus Feat:** Alien Strength (Level 1).
- **Xenophobic:** Due to their xenophobic nature, Romulans take a -2 penalty on most social rolls with other races and most social rolls dealing with Romulans will be at -2. This penalty does not necessarily apply to all situations--for example, some social situations such as Intimidation or certain types of Bluff might not be affected by Xenophobia.
- **Duplicitous:** +2 on skill checks where a natural proclivity towards deceit and trickery could come into play, such as many situations where the Bluff, Move Silently, Hide, Diplomacy and Tactics skills would be used.
- **Hierarchy:** Coming from a highly stratified social system, Romulans are adept at working within bureaucracies, +2 to Civics and Procedure skills.



Stock Characters

The following NPC's are designed to be as generic as possible, in order to speed game preparation. Need a Klingon Thug? Take the Low Rent Goon, apply the Klingon racial template and off you go. You've wandered into Andorian space and need an Andorian starship captain? Take the Commander and apply Andorian stats. Attacked by a bunch of 1950's style claw-fingered metal robots? Take a Run-of-the-Mill Goon, apply the Android and Prehistoric templates and off you go. Simple.

Another good source of aliens would be the various Monster Manuals. Just because the original Star Trek didn't have the budget to have a fifty foot long plasma-breathing lizard doesn't mean your game can't have one. And if you change enough surface details your players will never know. Sure, you know the Kalendian Vaprak is a displacer beast, but your players never will, seeing that it's a seven foot long amoeba with spider legs and a single eye on the end of a tentacle...

Alien, Generic

Need some color to fill out a crowd or to flesh out a new civilization when the details aren't particularly important? Roll away.

Roll (d10) for each column	Makeup Effects	Wardrobe	Cultural Traits
1	Funny shaped ears	Togas/Silk Robes	Warlike and Aggressive
2	Odd skin color	Starfleet Type Uniforms	Pacifist
3	Antennae or Horns	Hooded Robes	Epicurean
4	Scales or Thick Fur	Tribal	Paranoid
5	Feathers	Leather	Logical
6	Funky hair	Chain mail and tunics	Friendly and Outgoing
7	Tail	Furs	Weaselly
8	Extra limb(s)	20th century-type business suits	Arrogant
9	Bumpy forehead	Middle-eastern	Aristocratic
10	Roll Twice	Silver/Metallic jumpsuits	Inquisitive

Cloud Monster/Alien Foozle

Cloud Monsters and Alien Foozles tend to be more plot devices than anything else. For the most part, assume that standard attacks do nothing to them. They'll have one or more additional powers related to their nature and an Achilles' heel which must be discovered and exploited if they're ever to be stopped.

A properly designed Cloud Monster/Alien Foozle, however, does more than just menace--it points out human foibles. Whether it allows the plot to address Melville-esque obsession, explore the folly of prejudice and hatred or questions the role of humanity in the universe, a Foozle is more than just a block of numbers to overcome during the course of an adventure.



Of course, you could always just roll one up randomly instead:

Oh my God, what the hell is this thing?!**(Roll d10)**

- 1 Crystallized hatred
- 2 The soul of an ancient criminal
- 3 Naive alien
- 4 Robot
- 5 Computer
- 6 Space-Time Anomaly
- 7 Beyond human ken
- 8 Strange visitor from another galaxy
- 9 The vanguard of an invasion force
- 10 The psychically-fueled figment of a random cast member's subconscious mind

Sweet Jesus, It's... (Roll d6)

- 1 Tiny
- 2-3 Man-sized
- 4 Enormous (bigger than man-sized, but smaller than...)
- 5 Colossal (starship scale)
- 6 Beyond Description (can change size as needed)

What in the world is it doing here? (Roll d6)

- 1 It feeds on emotion
- 2 Protecting something or someone
- 3 Searching for something
- 4 On a quest for knowledge
- 5 Beyond human ken
- 6 Hunger/Devours All Before It

It has amazing powers of...(Roll d20)

- 1 Emotion control
- 2 Read and Control Minds
- 3 Feeds on energy
- 6 Assimilation (can absorb a random substance)
- 7 Possession
- 8 Telekinesis
- 9 Warping space
- 10 Warping time
- 11 Control/Modify Machinery
- 12 Can Destroy Anything It Can Swallow
- 13 Death Ray
- 14 Can Summon Help
- 15 Advanced Scientific Knowledge
- 16 Hitting Things Really Hard
- 17 Can create evil clones of crew members
- 18 Can shift target into an out-of-phase state which disables them for a period of time
- 19 Cuteness
- 20 Roll Twice

Is it intelligent? (Roll d6)

- 1 Nope
- 2 Slow-witted
- 3-4 Human level
- 5 Yes
- 6 Extremely

Commander

He's the commander of his vessel, a leader of men (or aliens), a diplomat and a warrior. Use this stock character for a non-Starfleet Commander. For a Star Fleet Commander, stat up a typical Yellow Shirt. Unless noted otherwise, like other minor NPC's, Commanders are Ordinaries.

Commander, Unexceptional

Aggressive (Strong 7): CR 6; HD 7d8+14; hp 49; Mas 14; Init +1; Defense 15, touch 15, flat-footed 14 (+1 Dex, +4 class); BAB +7; SV Fort +6, Ref +3, Will +1; AP 0; Rep +1; Str 16, Dex 13, Con 14, Int 10, Wis 8, Cha 12.

Skills: 10 ranks (plus stats) in core skills, 5 ranks in secondary skills.

Feats: Simple Weapons Proficiency, Starship Operation, Energy Weapons Proficiency, Brawl, Improved Brawl, Power Attack, Weapon Focus (Phaser).

Talker (Dedicated 7): CR 6; HD 7d6+7; hp 34; Mas 12; Init +0; Defense 14, touch 14, flat-footed 14 (+0 Dex, +4 class); BAB +5; SV Fort +5, Ref +2, Will +5; AP 0; Rep +3; Str 9, Dex 10, Con 12, Int 14, Wis 13, Cha 15.

Skills: 10 ranks (plus stats) in core skills, 5 ranks in secondary skills.

Feats: Simple Weapons Proficiency, Starship Operation, Alertness, Attentive, Educated, Energy Weapons Proficiency, Trustworthy.

Commander, Seasoned

Aggressive (Strong 6/Tough 4): CR 9; HD 6d8+14 plus 4d10+8; hp 75; Mas 14; Init +1; Defense 17, touch 17, flat-footed 16 (+1 Dex, +6 class); BAB +9; SV Fort +7, Ref +4, Will +2; AP 0; Rep +2; Str 17, Dex 13, Con 14, Int 10, Wis 8, Cha 12.

Skills: 13 ranks (plus stats) in core skills, 6 ranks in secondary skills.

Feats: Simple Weapons Proficiency, Starship Operation, Energy Weapons Proficiency, Brawl, Improved Brawl, Improved Initiative, Power Attack, Strafe, Weapon Focus (Phaser).

Talker (Dedicated 6/Charismatic 4): CR 9; HD 10d6+10; hp 48; Mas 12; Init +0; Defense 14, touch 14, flat-footed 14 (+0 Dex, +4 class); BAB +6; SV Fort +6, Ref +4, Will +5; AP 0; Rep +5; Str 9, Dex 10, Con 12, Int 14, Wis 13, Cha 16.

Skills: 13 ranks (plus stats) in core skills, 6 ranks in secondary skills.

Feats: Simple Weapons Proficiency, Starship Operation, Alertness, Attentive, Energy Weapons Proficiency, Iron Will, Educated x2, Trustworthy

Commander, Grizzled

Aggressive (Strong 8/Tough 5): CR 12; HD 8d8+16 plus 5d10+10; hp 93; Mas 14; Init +1; Defense 18, touch 18, flat-footed 17 (+1 Dex, +7 class); BAB +11; SV Fort +9, Ref +3, Will +2; AP 0; Rep +2; Str 18, Dex 13, Con 14, Int 10, Wis 8, Cha 12.

Skills: 16 ranks (plus stats) in core skills, 7 ranks in secondary skills.

Feats: Simple Weapons Proficiency, Starship Operation, Energy Weapons Proficiency, Brawl, Improved Brawl, Improved Damage Threshold, Improved Initiative, Power Attack, Rake, Strafe, Weapon Focus (Phaser).

Talker (Dedicated 8/Charismatic 5): CR 12; HD 13d6+13; hp 61; Mas 12; Init +0; Defense 16, touch 16, flat-footed 16 (+0 Dex, +6 class); BAB +8; SV Fort +8, Ref +5, Will +7; AP 0; Rep +6; Str 9, Dex 10, Con 12, Int 14, Wis 14, Cha 16.

Skills: 16 ranks (plus stats) in core skills, 7 ranks in secondary skills.

Feats: Simple Weapons Proficiency, Starship Operation, Alertness, Attentive, Energy Weapons Proficiency, Improved Initiative, Iron Will, Educated x2, Trustworthy, Weapon Focus (Phaser)

The purpose of a vessel has a great influence on what sort of commander is in charge. The captain of a ship dedicated to medical research is going to have a very different knowledge base than the commander of a Klingon battlecruiser.

The following are suggestions only. Feel free to swap skills back and forth between the lists as necessary. For example, if you're using a Talker for the commander of a Military vessel, it would be entirely appropriate to move two or three skills up from the secondary list to the core list. Likewise, the skill list in the Science/Research vessel assumes a commander interested in planetary and physical sciences--a type with different interests might be more appropriate for a vessel doing a cultural survey of a new civilization.

Purpose of Vessel	Core Skills	Secondary Skills
Criminal	Bluff, Hide, Knowledge (Streetwise), Move Silently, Pilot	Intimidate, Listen, Navigate, Search, Sense Motive, Sleight of Hand, Spot
Diplomatic	Bluff, Diplomacy, Knowledge (Civics, History), Sense Motive	Gather Information, Investigate, Knowledge (Behavioral Sciences, Current Events, Procedure, Theology), Research
Humanitarian	Craft (Medical), Diplomacy, Knowledge (Life Sciences), Research, Treat Injury	Computer Use, Craft (Chemical), Gather Information, Knowledge (Behavioral Sciences, Current Events)
Military	Intimidate, Knowledge (Tactics)	Bluff, Concentration, Diplomacy, Investigate, Pilot, Repair, Sense Motive
Merchant	Bluff, Diplomacy, Knowledge (Current Events), Sense Motive	Knowledge (Popular Culture, Technology), Navigate, Pilot
Police	Gather Information, Investigate, Search, Sense Motive, Spot	Concentration, Diplomacy, Knowledge (Behavioral Sciences, Civics, Current Events, Tactics), Listen
Science/Research	Computer Use, Knowledge (Physical Sciences, Planetology, Technology), Research	Craft (Devices, Systems), Disable Device, Repair

Face In The Crowd

The Face In The Crowd. It might be a civilian, a random bystander or a noncombatant. It's a catch-all for any number of non-heroic types. When you need a bunch of civilians and you need them fast, this is where you go.

Scrub (Dedicated 3): CR 2; HD 3d6-3; hp 9; Mas 8; Init +0; Defense 12, touch 12, flatfooted 12 (+0 Dex, +2 class); BAB +2; SV Fort +1, Ref +1, Will +2; AP 0; Rep +1; Str 10, Dex 9, Con 8, Int 12, Wis 11, Cha 13.

Skills: 6 ranks (plus stats) in 3 core skills, 3 ranks in secondary skills and the rest of the Core skills.

Feats: Simple Weapons Proficiency, Choose 3 feats from Acrobatic, Alertness, Athletic, Attentive, Brawl, Builder,* Cautious, Confident, Creative, Deceptive, Dodge, Educated, Endurance, Energy Weapons Proficiency, Gearhead, Medical Expert,* Meticulous, Renown, Run, Starship Operation,* Stealthy, Studious, Surgery, or Vehicle Expert.

Normal (Dedicated 3/Smart 3): CR 5; HD 6d6; hp 21; Mas 9; Init +0; Defense 13, touch 13, flatfooted 13 (+0 Dex, +3 class); BAB +3; SV Fort +3, Ref +2, Will +4; AP 0; Rep +2; Str 10, Dex 9, Con 9, Int 12, Wis 11, Cha 13.

Skills: 9 ranks (plus stats) in 3 core skills, 4 ranks in secondary skills and the rest of the Core skills.

Feats: Simple Weapons Proficiency, Choose 5 feats from Acrobatic, Alertness, Athletic, Attentive, Brawl, Builder,* Cautious, Confident, Creative, Deceptive, Dodge, Educated, Endurance, Energy Weapons Proficiency, Gearhead, Medical Expert,* Meticulous, Renown, Run, Starship Operation,* Stealthy, Studious, Surgery, or Vehicle Expert.

Experienced (Dedicated 5/Smart 5): CR 9; HD 10d6; hp 35; Mas 9; Init +0; Defense 15, touch 15, flatfooted 15 (+0 Dex, +5 class); BAB +4; SV Fort +4, Ref +2, Will +7; AP 0; Rep +4; Str 10, Dex 9, Con 9, Int 12, Wis 12, Cha 13.

Skills: 13 ranks (plus stats) in 3 core skills, 6 ranks in secondary skills and the rest of the Core skills.

Feats: Simple Weapons Proficiency, Choose 8 feats from Acrobatic, Alertness, Athletic, Attentive, Brawl, Builder,* Cautious, Confident, Creative, Deceptive, Dodge, Educated, Endurance, Energy Weapons Proficiency, Gearhead, Medical Expert,* Meticulous, Renown, Run, Starship Operation,* Stealthy, Studious, Surgery, or Vehicle Expert.

* Denotes a feat from *Where No Man Has Gone Before*.

Choose one of their aptitudes on the following table, or roll randomly:

d10	Occupation	Core	Secondary
1	Scientist	Knowledge, Computer Use, Craft, Research	Decipher Script, Disable Device, Profession, Repair
2	Diplomat	Bluff, Diplomacy, Sense Motive	Gather Information, Investigate, Knowledge, Perform, Profession
3	Weaselly Bastard	Bluff, Diplomacy, Gamble, Hide, Move Silently, Sleight of Hand	Escape Artist, Forgery, Gather Information, Intimidate, Knowledge, Listen, Sense Motive
4	Entertainer	Balance, Bluff, Climb, Disguise, Jump, Perform, Profession, Ride, Tumble	Diplomacy, Knowledge, Gamble
5	Merchant	Bluff, Craft, Drive, Pilot, Profession, Research, Sense Motive	Computer Use, Diplomacy, Forgery, Gather Information, Knowledge, Repair, Sleight of Hand
6	Lawyer	Bluff, Diplomacy, Sense Motive, Gather Information, Investigate, Profession	Intimidate, Knowledge, Research
7	Administrator	Diplomacy, Profession, Sense Motive	Bluff, Computer Use, Gather Information, Intimidate, Knowledge, Investigate
8	Medic	Craft, Knowledge, Profession, Research, Treat Injury	Computer Use, Decipher Script, Handle Animal, Investigate, Ride, Sense Motive
9	Paper-shuffler	Profession	Computer Use, Concentration, Knowledge
10	Laborer	Balance, Climb, Demolitions, Drive, Handle Animal, Pilot, Profession, Ride, Survival, Swim	Craft, Gamble, Intimidate, Jump, Knowledge, Repair, Treat Injury

Generic Crew member

If it's Starfleet personnel, choose an appropriate rank in the proper class (Blue Shirt, Red Shirt, Yellow Shirt). Assume average hit points, the non-elite array for characteristics (plus bonus points for their level, maximum rank for their level in any three class skills the character should be good at, half that number in any of the other class skills. Generic Crew members don't have talents but will have any appropriate feats related to their job.

If you need to assign them quickly, then choose the Feats from an appropriate Goon, Commander or Face

of similar level, adding to or subtracting from the list as necessary.

Exceptional (but still generic) crew members will use the elite array for statistics.

Example: Captain Smith and his bridge crew have beamed down to Tau Ceti V's smaller moon to investigate the unexplained loss of power at a scientific research station. Ensign Rho from Security is accompanying them. Since ensigns are typically 4th level according to the table at the beginning of

Chapter 2, Rho is a 4th level Security Red Shirt. She has average hit points (26) and the following statistics: Str 12, Dex 14, Con 11, Int 10, Wis 8, Cha 9 (non-elite array and +1 Dex for her level).

She has 7 ranks in three appropriate class skills (Spot, Investigate and Listen all seem likely), which she probably won't have time to use before the cloud monster eats her in scene one.

If she somehow survives longer than that, she'll have 3 ranks in the other Security Red Shirt class skills.

Crew members of other vessels, such as alien races or non-Star Fleet personnel, can usually be designed as Faces or Goons. As with the generic Starfleet personnel, they'll have their class level plus 3 ranks in any skill they should be good at, half that in any other appropriate skills.



God

Any alien entity sufficiently advanced can be indistinguishable from a god. Some have followers, some are merely enigmatic beings roaming the galaxy seeking knowledge.

For the most part, Gods can be built in two steps: Determine what the God appears as and stat that out, then layer on additional powers and abilities as appropriate from below. Give the God 10 base levels in a d20 Modern core class that matches its dominant trait and then give it another 5 levels in a secondary trait--a towering Greek god, for example, may have 10 levels of Strong and 5 levels of Charismatic.

In some cases, it might make sense to override its base physical attributes--for example, if it's a giant glowing pyramid that speaks in a thunderous voice, stat it out like a starship with mental attributes (and tough enough to challenge or overwhelm the PCs' ship). In contrast, a God might instead show up as a small child. Physically, it would only be level 1 or 2, but it would have awesome powers in addition to its relatively weak physical form.

Finally, pick some powers from the following page and then adjust accordingly.

Powers:

Alter Set. As a standard action, the God can change the set from anything to anything. If you were in a cave, you're now in a castle. If you were on the bridge of your starship, you're now in a jungle. Note that this does not necessarily mean that your location has changed, only the scenery.

Alter Prop. As a standard action, the God can transmute an object into something else. A phaser becomes a poisonous viper, a Starfleet uniform becomes a lovely silk gown, you name it.

Cunning. The God is a trickster. Add 30 points to the God's Intelligence, Wisdom and/or Charisma in any combination desired.

I Know Things Beyond Mortal Ken. The God has technology so advanced, it's nearly magical. A warp drive the size of a walnut, the ability to create a force field strong enough to hold off an attacking fleet without letting even the slightest bit of radiation go through, moving planets across entire galaxies--if it's impressive, the God knows how to do it.

Impressive Soliloquy. The God can fascinate audiences as per the Bard ability of the same name. The skill used can be any of the God's social abilities instead of just Perform.

Followers. The God has followers: for the most part, they amount to 2d6x10 Faces (roll randomly for aptitudes, if necessary). It can be assumed 1/10th of these Faces are actually low-rent Goons.

Grow. The God can enlarge itself. Every standard action increases the God to the next higher size category. For every increase in size, add +4 ranks to the God's Intimidate skill.

Drones. Basically, the same as normal followers, except they can't be reasoned with, are completely mindless and have some sort of gimmick. For example, robots, demons, clones, brainwashed followers, zombies, whatever.

Invulnerable. Whether it's due to a force field surrounding the God, armored skin, insubstantiality or something even stranger, this God cannot be killed by hit point damage, only by plot considerations. Nuking this guy from orbit will only make him laugh now--the PC's will have to be subtle.

Mighty. The God is truly a titan. Strength and Constitution are both increased by 20 points and the God has an additional 3 points of DR.

Mind Control. The God can use any of the Dominate or Charm Spells at will, as appropriate to the plot. He is also usually (but not necessarily) fully telepathic, being able to read and send thought.

Innocuous. For some reason, nobody considers this God a physical threat--perhaps the God is a child, a beautiful woman, or a harmless old man. Whenever someone attempts to attack the God in physical combat, they must overcome a DC 30 Willpower check or they can't bring themselves to do it.

Parlor Tricks. Miscellaneous abilities, usually duplicating spells from the SRD as needed. They can be true magic, abilities granted by super-science or psionic in nature as appropriate.

Shapechange. The God can be anything or anyone it wants, changing itself as a standard action. Its hit points, defenses and vulnerabilities remain unchanged, but it gains new abilities as appropriate to the form it is in. Depending on the nature of the God and the necessity of the plot, a detailed sensor scan may or may not detect the transformation.

Teleport Self or Others. The God can, as a standard action, transport itself or any others within line of sight (including vessels) anywhere as required by the plot.

Zap. If it can be seen, it can be smitten with furious anger. 3d6 damage, ranged touch attack. Range is line of sight. If the target is a ship, then count it as a phaser attack with an appropriately huge number of dice (say, 8d10 for a Constitution-class vessel, 6d10 versus a Hermes-class scout, etc). The special effects can be pretty much anything: a giant hand shaking the ship, a lightning bolt, a death ray, whatever.

God, Almighty

Typically appears as a giant floating head. Stat out as a starship with better stats than the PC's ship, but with skills and non-physical attributes as a 10th level Smart hero/5th level Dedicated. Has the following Powers: Cunning, I Know Things Beyond Mortal Ken, Impressive Soliloquy, Mind Control, Teleport Self or Others and Zap.

God, Irritant

One of a large class of advanced beings that enjoys plaguing starship captains with conundrums and puzzles. Vulnerable enough to outwitting that it's surprising there's not a class on how to do it in Starfleet Academy. Powers may include Alter Set/Prop, Invulnerable, Parlor Tricks, Shapechange, and Teleport Self or Others.

God, Metal

For some reason, alien civilizations often build their own gods. Invariably, when their civilizations collapse, their metal gods remain behind to guide and control. Usually a physical construct with 10 or more levels of Smart and a notable lack of insight into the human motivations. Powers may include Cunning, Followers, Drones, I Know Things Beyond Mortal Ken and Zap, with the occasional display of Mind Control or Invulnerability.

God, Petty

The classic God, loud-mouthed, wears togas and demands worship. Usually 10 levels of either Strong or Charismatic plus another 5 levels of Tough or Fast. Powers usually include Grow, Mighty, Impressive Soliloquy, Parlor Tricks, Teleport Self or Others and Zap.

Goon

Security guards, Klingon muscle, mafia thugs, goose-stepping Nazis, hired alien mercenaries or barbarian warriors--a Goon is all these things and more. When you need muscle, and you need it now, the Goon's your man.

The following statistics assume a generic alien guard with access to modern technology who uses his fists to subdue his foes. Other types of Goons might require feat substitutions so they can properly use Tommy guns, Mausers, or exotic melee weapons.

Low Rent (Strong Ordinary 2/Tough Ordinary 1): CR 2; HD 1d8+2 plus 1d10+2; hp 14; Mas 15; Init +1; Defense 14, touch 14, flat-footed 13 (+1 Dex, +3 class); BAB +3; SV Fort +5, Ref +1, Will +0; AP 0; Rep +0; Str 14, Dex 12, Con 15, Int 13, Wis 10, Cha 8.

Skills: Climb +6, Intimidate +3, Knowledge (Streetwise) +5, Knowledge (Tactics) +5, Spot +4, Survival +2, Swim +4

Feats: Simple Weapons Proficiency, Brawl, Power Attack, Energy Weapons Proficiency

Run-of-the-Mill (Strong Ordinary 3/Tough Ordinary 3): CR 5; HD 3d8+6 plus 3d10+6; hp 45; Mas 15; Init +1; Defense 15, touch 15, flat-footed 14 (+1 Dex, +4 class); BAB +4; SV Fort +6, Ref +3, Will +2; AP 0; Rep +1; Str 15, Dex 12, Con 15, Int 13, Wis 10, Cha 8.

Skills: Climb +7, Intimidate +8, Knowledge (Streetwise) +5, Knowledge (Tactics) +7, Spot +6, Survival +3, Swim +5

Feats: Simple Weapons Proficiency, Brawl, Power Attack, Energy Weapons Proficiency, Improved Bull Rush

Burly (Strong Ordinary 5/Tough Ordinary 5): CR 9; HD 5d8+15 plus 5d10+15; hp 80; Mas 18; Init +1; Defense 17, touch 17, flat-footed 16 (+1 Dex, +6 class); BAB +8; SV Fort +8, Ref +3, Will +2; AP 0; Rep +2; Str 16, Dex 12, Con 15, Int 13, Wis 10, Cha 8.

Skills: Climb +10, Intimidate +12, Knowledge (Streetwise) +7, Knowledge (Tactics) +14, Spot +6, Survival +4, Swim +6

Feats: Simple Weapons Proficiency, Brawl, Power Attack, Energy Weapons Proficiency, Improved Brawl, Improved Bull Rush, Improved Damage Threshold

Nemesis

This is the Khan to your Kirk, an opponent worthy of your crew. He's always a little (or a lot) better than you but has an Achilles' heel that will prove to be his downfall.

- A Nemesis will always be a PC grade character with Action Points and Talents. He will often have followers, a mixture of tough Goons and Faces, all built with the elite array.
- **Level:** The Nemesis' level is always 2 higher than the highest leveled character.
- **Fatal Flaw:** choose a fatal flaw for this character. arrogance, two-dimensional thinking, greed, whatever. Whenever a skill check or attack roll comes up related to this flaw, treat the dice roll as the worst possible result. This will only work 1d6 times during an episode, so don't take it for granted.
- **Ability Scores:** Each of the Nemesis' ability scores will be equal to the highest score possessed by any of the PC's. One score is linked to the Nemesis' Fatal Flaw--that score will be equal to the average of the PC's scores. So, if there are 4 PC's, the Nemesis has a Fatal Flaw of "arrogance" (linked to Charisma) and the PC's have the following statistics:
 - 18 Str, 14 Int, 10 Wis, 8 Dex, 12 Con, 8 Cha
 - 10 Str, 16 Int, 14 Wis, 10 Dex, 10 Con, 14 Cha
 - 8 Str, 10 Int, 12 Wis, 16 Dex, 14 Con, 16 Cha
 - 12 Str, 12 Int, 16 Wis, 12 Dex, 8 Con, 8 Cha



...their Nemesis will have 18 Str, 16 Int, 16 Wis, 16 Dex, and 10 Cha and he will be two levels higher than the Captain.

These scores are before any modifications due to templates, race or level.

Captain's Log, Supplemental: Optional Rules

Not all ideas are created equal. Here's a grab bag of optional rules that might or might not be fun to include in play. Warning: even though the base game assumes a certain base-line of camp, these additions will nudge the game into parody if overdone.

A Small Selection Of Star Trek Tropes

A Woman On Every Planet. Whenever an alien race is encountered in an episode, the opposite sex member with the highest Charisma must make a Will save or fall madly in love with the first player character she meets. The DC is equal to 10 + the character's Charisma modifier plus level. If that save is made, go round-robin around the bridge crew (as appropriate) until she falls for that character or resists all party members. If there are female party members, repeat the process for them with male aliens.

Ratings And The Rule Of Those Who Must Be Obeyed.

After every episode, roll a die to find out how the show did in the ratings war, or simply assign one based on a snap value judgment or show of hands: 1d6, 1 - Terrible (-4), 2 - Poorly (-2), 3 - 4 Average, 5 - Successful (+2), 6 - Smashing Success (+4). Then roll again with a d20 to find out if the Network Executives plan to do something about it, adding in the bonuses given in parentheses.



If the roll is greater than 19 or less than 2, roll on the table (d20) below to see what dreadful changes are wrought. If the ratings were good, the players have veto power on the first roll (but must accept the second result).

- 1 Monkey sidekick.
- 2 Crew member fired and replaced by (roll d6: 1-2 member of opposite sex, 3-4 member of different ethnic group, 5-6 new species). New crew member will be as nearly identical to original character as possible, save for the different race/sex/ethnic group.
- 3 Costume changes.
- 4 Kid sidekick.
- 5 Laugh track added/removed.
- 6 Show needs more cowboys.
- 7 New love interest for random character.
- 8 Show too confusing--narrator added.
- 9 Budget cuts--scripts now recycled from old Shakespeare plays and "I Love Lucy" episodes for the next 1d6 episodes.
- 10 More budget cuts--for the next d6 episodes, sets will be recycled from (roll randomly each episode, 1d6: 1 Roman set, 2 cowboys and Indians, 3 war movies, 4 "modern" 60's era set, 5 gangster movie, 6 H. R. Puf'n'stuff).
- 11 Show not sexy enough--short skirts and bulging chests for everyone.
- 12 Show too sexy. Tone it down or face the consequences.
- 13 Networks demand that every episode have an explicit moral.
- 14 Hot shot actor/actress makes cameo. Choose one at random. Bonus points for bad caricatures and impressions.
- 15 Show not British enough.
- 16 Show too British, make it more French.
- 17 Show needs to be more educational.
- 18 Show not religious enough, Jesus added as new character.
- 19 Annoying robot sidekick added.
- 20 Roll twice.

Example: After a particularly demanding adventure where the crew is forced by a race of Greek gods to fight lizard men alongside a group of Klingons, the GM rolls d6 to determine ratings. The result is a 1: terrible ratings (-4). He rolls a d20 with a -4 modifier and the roll is -3. The Network Executives have spoken. The GM rolls an additional d20 and the result is 1. Ensign Bubbles, the new monkey crew member, starts next episode and everybody had better act happy about it, at least until they can arrange an "accident."

This Does Not Compute. Computers are easily destroyed by simple word puzzles. Every time a successful word puzzle involving a logical contradiction is role played, any computer, robot or android within earshot takes 3d6 electrical damage each round until they shut down or steps are taken to resolve the logical conflict.

Technobabble. If a technological device or solution is needed to resolve an issue, then any reasonably technologically-skilled character can Spout Technobabble and gain a bonus to their next relevant skill check. Every significant detail of their description will give a +1 to bonus to the roll, up to +3.

Example: "Captain, if we realign the photon matrix (+1) then we might just conceivably slow the anomaly's rate of decay (+2) long enough to open a recursive time-space loop (+3) and escape!" Three major details, +3 bonus to skill check.

While this is mostly a Next Generation cliché, some people expect all their Trek to have it.

Theme Music. If a significant number of players spontaneously burst into the appropriate bit of Alexander Courage background music at the right time, all friendlies get a +2 morale bonus to whatever they are currently doing.



The Random Episode Generator:

Stuck for an idea? Roll away. Bonus points if you can frame the resulting plot seed as a metaphor for a social issue.

Warning: actual plots generated via this method not guaranteed to make any sense.



What happened (d100)? (Plot seed).

01 - 05	Crew member's body switched*
06 - 15	Space/time anomaly**
16 - 30	Federation outpost/colony attacked
31 - 40	Ship hijacked/captured
41 - 49	Ship attacked
50 - 59	Transporting an important individual somewhere***
60 - 69	New civilization discovered
70 - 79	Responding to distress call
80 - 87	Potentially fatal plague with unpleasant side effects.****
88 - 93	Monster loose on ship
94	Crew member's brain stolen
95 - 98	Crew finds a Mysterious Alien Device (see Equipment section)
99 - 00	Roll twice

* **Roll d6:** 1-2 Transporter malfunction switches brains, 3-4 Mirror universe selves, 5-6 Androids.

** **Roll d6:** 1 Ship trapped, 2 Transports the ship into the past, 3 Across the galaxy, 4 Alternate universe, 5 Alien artifact, 6 Warps reality in strange and surprising ways.

*** **Purpose:** Roll d6: 1-2 Negotiate peace treaty, 3 Attending a conference, 4 Transporting to new post, 5-6 Protection. Roll on "By Who" table to find out what this important individual is, rerolling insane results.

**** **Roll d6:** 1-2 Rapid aging, 3-4 Drunken, evil behavior, 5-6 Reverse evolution.



By who? (d100) (Actors).

Skip this step if it wouldn't make sense, otherwise keep rolling until you have enough actors to make things fun. Entries don't have to be taken literally either--a "Space Hippie" can just as easily represent a member of a pacifist environmentally-aware advanced alien race as it can represent a thinly-veiled group of 1960's counterculture stereotypes.

01 - 03	Space Amazons
04 - 06	Space Hippies
07 - 09	Space Nazis
10 - 12	Space Romans
13 - 15	Space Vikings
16 - 18	Gods
19 - 23	Gorns
24 - 33	Klingons
34 - 43	Romulans
44 - 48	Tholians
49 - 58	Cloud Creature/Alien Foozle
59 - 68	Robots or Computers
69 - 78	Relative/Old Acquaintance Of A Random PC*
79 - 83	Rogue Starfleet Personnel
84 - 95	Mysterious Advanced Race
96 - 100	Unscrupulous Merchant

* **Roll d8:** 1 Parent, 2 Sibling, 3 Mentor, 4 Classmate, 5 Clone, 6 Ex-significant Other, 7 Old Drinking Buddy, 8 Roll Twice (multiple individuals). Roll d8 again for gender, if desired: even = male, odds female.

Plot Twist (d20):

1-14	No plot twist--everything is as it seems.
15-16	Good guys are bad.
17-18	Bad guys are good.
19	Bad guys are in league with another group of bad guys.*
20	Bad guys are actually another type of bad guy in disguise.*

* Roll again on the "By Who?" table to find out who.

Example: The GM rolls 51 on the Plot Seed table: transporting an important individual somewhere. A subsequent roll of d6 comes up 6, indicating that the ship's crew is protecting that individual from something. Two rolls are then made on the "By Who" table, one for the important individual and one for the enemies of the episode: the rolls are 11 and 41, respectively. The crew has been tasked to protect a Space Roman from Romulans. In this case, a "space roman" would most likely be a snobbish, arrogant diplomat from a betogaed civilization with a penchant for classical architecture and gladiatorial fights. A roll on the Plot Twist table comes up 15, the good guys are bad. In this case, the "Roman", who we've been led to believe is a distinguished diplomat, has a hidden record of war atrocities which will come to light during the episode. That's enough to go on.



Another Example: The GM, stuck for Episode ideas, rolls on the Plot Seed table. The d100 comes up 63: the crew discovers a new civilization. He could stop here, but continues rolling to see if something interesting comes up. The next roll, on the "By Who" table comes up 53...huh. Cloud Monster.

He flips back to the Enemies and Allies section and generates a random Cloud Monster. It's apparently the vanguard of an invasion force, with a size beyond description, protecting something. For powers, it can shift targets into an out of phase state and uses death rays. It has human level intelligence.

The Cloud Monster is there, protecting...something...which is important to an invading alien race. Running with the phase power, the GM decides the invading alien force is from another dimension. The cloud, which he now arbitrarily names Vor-Shak, is protecting the interdimensional gateway they will arrive through.

The alien civilization on the planet is now caught between the invading alien force and whatever the Federation starship must do to protect the sector. Will destroying the portal destroy the planet, as well as its millions of inhabitants?

At this point, the GM decides the plot is complex enough and doesn't require a roll on the Plot Twist table.

And there we have it. The science fiction RPG nerd's I-Ching. :-)

Random Planets And Locations

Sometimes you need a detailed planet, something more than the usual "It's mountainous and there's a factory in the distance."

This is not intended to be a realistic planet generator. It's designed to produce interesting backdrops and sets for the initial beam-in of the landing party and a jumping point for the adventure. Since it's randomized, planets generated are not guaranteed to be plausible or make much sense for the adventure in question. This is solely here to jog your imagination.

So feel free to fudge the results.

Anything interesting in the neighborhood?

If the subject comes up, you can assume the planetary system has 1d4-1 gas giants of varying size and 1d8-1 rocky worlds which may or may not have atmospheres. For the most part, you can skip detailing them unless it's absolutely necessary.

In addition, roll once on the following table:

d20	Interesting Things
1-9	Nothing
10	A nebula
11-14	1d2 other habitable worlds
15-18	1d2 asteroid belts
19	Space anomaly
20	Roll twice

Okay, that takes care of the neighborhood...now, on to the fun stuff:

What does it look like from orbit?

Step 1. The Sun

Roll 1d6	Sun
1-2	Sol-sized
3	Giant
4	Dwarf
5	Double System (roll again, twice, ignoring double/triple system results)
6	Triple System (roll again, 3 times, ignoring double/triple system results).

Roll again for color, 1d6 for each star: 1-2 Red, 3-4 Yellow, 5 Blue, 6 White.

Step 2. The Planet's Basic Details

Roll 1d10 for each column on the following table for Overall Color, Size, Number of Moons, Rings, and Cloud Cover of the planet.

1d10	Atmosphere's Color	Size	Moons*	Rings	Clouds
1	Black	Moon-sized	0	No	None
2	Indigo	Mars (50% Earth)	0	No	Scarce
3	Blue	Mars (50% Earth)	1	No	Thin
4	Blue	Earth-sized	1	No	25%
5	Light Blue	Earth-sized	2	No	25%
6	Green	Earth-sized	2	No	50% (Earth-like)
7	Yellow	Larger than Earth (+25%)	3	Yes, very faint	50% (Earth-like)
8	Light Red	Larger than Earth (+25%)	4	Yes, thin	75%
9	Red	Very large (x2 Earth)	5	Saturn-like	Full coverage
10	Dark Red	Very large (x2 Earth)	6	Double, intersecting	Thick/soupy

* Roll 1d6 for the size of each moon: 1 Speck, 2 Tiny, 3 Small, 4 Moderate, 5 Large (Earth's moon), 6 Huge

Step 3. Terrain

Roll 1d6 for the total number of different types of terrain on the planet.

Roll on the following Terrain table for each one, keeping duplicates:

Roll 1d6	Terrain
1	Rocky/barren
2	Earth-like
3	Water
4	Desert
5	Frozen
6	Volcanic

Then roll another 1d6:

On a 1-4, one of the terrain types is dominant--choose one at random. 3/4 of the planet's surface is composed of that terrain. The rest of the terrain types are split evenly amongst the rest of the surface.

On a 5 or 6, the terrain types make up the planet's surface in even proportions.

First beam-in location: Flesh Out The Backdrop

Now that you know what the planet looks like from orbit, now you can determine what the characters see when they first beam in.

4. What time is it? Roll 1d6: 1-2 Day, 3-4 Dawn/Dusk, 5-6 Night.

5. What does the sky look like?

Think of this step as determining the matte painting in the background of the initial shot of the planet's surface. Use the overall color rolled in the previous step as the base color of the backdrop's sky. When describing the sky, be sure to include the moons, clouds and rings, if any were rolled. Obviously, full cloud cover will obscure any rings or moons the planet may have.

6. What does the terrain look like?

If the previous steps determined the matte painting in the background, this one determines what's nearest to the screen, the things the characters will actually interact with.

If there is no dominant terrain type, roll randomly for one--that's in the background. If there is no dominant terrain type, choose the most interesting one or roll randomly.

If there are there are different types of terrain on the planet, then there's a 2 in 6 chance of details of some of the other terrains being present (roll separately for each one).

Roll 1d3 times for other interesting details in the backdrop.

If there are other types of terrain in the background, roll once on the following table for each.

1d10 None

- 1 - 3 Nothing
- 4 - 5 Terrain Feature*
- 6 Cityscape** #
- 7 Building** #
- 8 Enormous Statue or Statues
- 9 Energy Discharges
- 10 Sinister Cloud or Clouds

* Here's a list of some possibilities:

Predominant Terrain Type

Rocky/barren: Roll 1d6: 1 jagged mountains, 2 chasms nearby, 3 a cave entrance, 4 enormous boulders dotting the landscape, 5 towering cliff in the distance, 6 roll twice.

Earth-like: Roll 1d6: 1 a mist-shrouded mountain, 2 forested hills, 3 forest, 4 enormous trees, 5 a rainbow, 6 a distant storm, 7 a majestic waterfall, 8 roll twice.

Water: Roll 1d10: 1 water spout, 2 storm, 3-6 tropical island(s), 7-10 cloud-wrapped mountain in the distance.

Desert: Roll 1d10: 1 dunes, 2 rugged mountain, 3 hill of rubble, 4 mesas, 5 oasis, 6 dust storm, 7 dust devil, 9 boulders dotting the landscape to the horizon, 10 landscape is cracked in oddly geometric patterns by the unrelenting heat of the sun.

Frozen: Roll 1d4: 1 glacier, 2 icy mountain in the far distance, 3 boulders dotting the frozen landscape to the horizon, 4 strange and enigmatic ice formations.

Volcanic: Roll 1d8: 1 jagged mountains, 2 chasm, rocked with occasional tremors and rumbling, 3 lava flows, 4 erupting volcano, 5 towering cliffs, 6 waterfall of lava, 7-8 roll twice.

** Ruined if the planet is uninhabited. If the planet is inhabited, though, there's only a 1 in 6 chance the city is ruined.

Roll for type:

1d12 Type of Buildings

- 1 Domed
- 2 Medieval
- 3 Spires and minarets
- 4 Distinctly alien (1d6: 1-2 hive-like, 3-4 organic/plant-like, 5-6 formed from solid energy)
- 5 Cyclopean
- 6 Anachronistic Modern Earth (19th or 20th century)
- 7 Looks like a Buddhist monastery
- 8 Pyramids
- 9 Faux-Roman
- 10-12 Futuristic, like something out of a 1960's World Fair brochure.

7. Where are the characters?

Roll 1d6	The Characters Appear...
1-2	Just outside an important building (if you rolled under footnote # above, then stick with that style, otherwise roll under that footnote)
3-4	Indoors (roll under the Random Interior Set Generator)
5-6	Underground (roll under the Random Cave Generator)

Interior chambers will always have at least one exit, unless it's useful to the plot to have none.

Random Interior Set Generator

1d10	Size of Room	Style of Decorations	Window?
1	Cramped	Medieval	None
2	Small	Tribal (furs, spears, leather, etc)	None
3	Medium	Faux-Greek/Roman	None
4	Medium	Faux-Greek/Roman	None
5	Medium	Anachronistic Earth (19th or 20th century)	Yes, small
6	Large (dance hall)	Futuristic (curves and circular architecture)	Yes, several small
7	Large (auditorium)	Futuristic (curves and circular architecture)	One large
8	Large (auditorium)	1950's Science Fiction	One huge
9	Large (football stadium)	1960's Science Fiction	Several huge
10	Vast (extends far into the distance)	Sparsely decorated, almost empty.	Wide open along one wall to the outdoors

Random Cave Generator

1d10	Size of Cave	Features
1	Cramped	None
2	Small	Chasm
3	Medium	Massive Stalagmites/Stalactites
4	Medium	Strewn with rubble
5	Medium	Immediate exit to outdoors
6	Large (dance hall)	Odd Crystalline Formations*
7	Large (auditorium)	Flames and Smoke**
8	Large (auditorium)	Machinery***
9	Large (football stadium)	Building inside the cave#
10	Vast (extends far into the distance)	Building inside the cave#

* **Roll 1d6:** 1-2 Walls, 2 Floors, 3 Ceilings, 4 Floating in mid-air, 5-6 Roll Twice.

** **Roll 1d6:** 1-2 Sparse, 3-4 Intermittent but fierce, 5-6 Thick.

*** **Roll 1d6:** 1-2 Crude and mechanical, 3-4 Mysterious pipes running to and from large metal machines, 5-6 Advanced--electrical lattices, signs of heavy computerization.

Either partially or fully depending on the cave's size. Roll under footnote # under Step 5 for type of building.

Putting it all together...

For the first step, we take a look around the neighborhood. The system has 3 gas giants, 6 insignificant rocky planets and...a space anomaly, which may or may not be important later on.

For the next step, we determine what the sun looks like: (5), it's a double system. The two suns are (3, 2) a red giant and (2, 1) a smaller Sol-type red star.

We then roll the planet's details: 8 (light red atmosphere), 2 (Mars-sized, about half the size of Earth), 3 (only 1 moon), 5 (no rings), and 3 (thin cloud cover).

Next is the terrain. We roll 1d6 and get 6 types: desert, water, desert, volcanic, desert and volcanic again. In other words, desert, water and volcanic.

We roll 2 on the next roll, meaning that one type is dominant. Rolling d3 (the closest to the number of different types of terrain for our planet), we get 75% desert, with the remaining land mass an even mix of water and volcanic terrain.

So far, the view from orbit is a fairly forbidding one:

From orbit, the small planet is mostly sand with a few small mountain ranges. It's lit by the hellish amber glow from its twin red suns. A few small oceans, barely large enough to deserve that designation, are the only thing to break the endless sand dunes.

As the ship swings across the divider between night and day, several spots of fire flare up across the surface--erupting volcanoes.

We continue to the Beam-In Location...

In Step 4, we start building the backdrop. Since we've already determined some of these details, we know what the sky looks like. We roll the local time: a 1 on 1d6. It's day when the party beams down.

The sky is light red, almost salmon. There's only one moon, but it's large and cratered. A single thin cloud stands over the horizon to the north.

Moving on to Step 6 we fill in the ground's details...

The dominant terrain type for our planet is desert. We roll d6 for the other two types, volcanic and water, to see if they're present in the background and get a 4 and a 2. Water isn't, but volcanic terrain is present.

The desert stretches to the horizon. To the south, a jagged mountain range stands. One of the peaks is smoking.

And now we roll for details...rolling 1d3, we find 3 significant background details:

6, 3, 5: a cityscape, nothing and a terrain feature. Rolling on the Cityscape footnote, we get Faux-Roman. Since there is no life on this planet, it's abandoned, a ruin.

Referencing the Terrain Feature footnote, we look under "desert" and roll a 10. The landscape is cracked in oddly geometric patterns by the unrelenting heat of the suns.

For the volcanic terrain, we get one roll on the background detail table and it comes up a 7, a building. We stick with the Faux-Roman and decide it's a large statue.

Finally, under step 7 we get a 2--the characters are just outside an important building. Since we rolled Faux-Roman before, we'll stick with it.

Should we step inside said building...we roll under the random building generator and get 9, 4, 1. The building's interior is large, about the size of a football stadium, still Faux-Greek/Roman and there are no windows.

Putting it all together...

You materialize on the planet below. Underneath a dusty salmon sky, the desert stretches to the horizon. A single thin cloud stands over the horizon to the north. To the south, a jagged mountain range stands. One of the peaks is smoking. At its base stands a statue of an alien woman, one arm raised high in greeting.

The ground underfoot is cracked, its hard clay broken into irregular patterns by the unrelenting heat of the twin suns.

Surrounding you on all sides are the ruins of a massive city, its broken columns and statues lining once grand streets.

The buildings are square and majestic, built of marble and limestone. Even in their ruined state, they hold a sad grandeur. Before you is a building that could be a temple. Steps rise to the massive front gate, which is now hanging partially open. From where you stand, you can see a dimly lit room, large and filled with pieces of statues and urns.

Of course, this still leaves us that pesky space anomaly. Could it be the cause of the alien civilization's fall? Or is it completely unrelated?