

# Character Creation

## BACKGROUND

*"Vulcan, Captain."*

*"English."*

*"It was Russian, sir. Every word."*

*"No, Captain. It was Swahili."*

It can be fun to have one or two aliens in the crew, but it is best if most player characters are humans, since Star Trek is all about man exploring the unknown, and about celebrating real human diversity. Roll on the following tables (d6 to determine column, then d20), or just use them for inspiration:

01 America or Canada	01 Japan
02 American South	02 Mongolia
03 America Native or Alaska Native	03 Netherlands
04 Hispanic America	04 Pacific Islands
05 Brazil	05 Philippines
06 Africa Sub-Saharan	06 Russia
07 Arabia	07 Scandinavia
08 Armenia	08 Scotland
09 Australia	09 Spain
10 China	10 Turkey
11 Egypt	11 Ukraine
12 England	12 Mars
13 France	13 Alpha Centauri VII
14 Germany	14 Andor
15 Greece	15 Argelius II
16 India	16 Capella IV
17 Ireland	17 Orion
18 Israel	18 Tellar
19 Italy	19 Vulcan
20 Jamaica	

## FOUNDERS OF THE FEDERATION

The United Federation of Planets was founded by the Sol, Alpha Centauri, Andor, Tellar, and Vulcan systems.



### **Alpha Centaurans**

Earth's nearest neighbor and first alien contact turned out to be biologically human, apparently descendants of Greeks transported from earth in the 3rd century BC by the Preservers. They have developed a matriarchal society; only their women serve in Starfleet. Intellect +2, Luck -4, Charisma +2.

### **Andorians**

Hot-blooded race from an ice planet, they sport blue skin, white hair, and antennae which help them be aware of their surroundings in darkness and detect changes in temperature and pressure. Intellect -2, Luck +2, Dexterity +2, Charisma -2.

### **Tellarites**

Pig-faced humanoids, they are very argumentative, and alcohol only makes them more so, but they consider themselves good engineers. Dexterity -2, Constitution +4, Charisma -2.

### **Vulcans**

Demon-faced humanoids with a reputation for savage cruelty held in check only by devotion to cold logic. They have a lot of useful abilities like nerve pinch and mind meld, but they can be a liability as they are prone to assault and mutiny. Strength +2, Intellect +2, Charisma -4.

### **OTHER ALIENS**



### **Argelians**

Humanoids devoted to peace and pleasure. Descendants of their ancient priestesses possess great telepathic abilities such as Argelian empathic contact. These females have Strength -2, Intellect +2, Constitution -2, Charisma +2.

### **Capellans**

Tall, strong humanoids with a tribal warrior culture and honor code who but recently were subjects of the Klingon empire but have recently thrown in with the Federation. They still prefer to fight with the boomerang-like Kligat. Strength +2, Intellect -2, Constitution +2, Charisma -2.

### **Orions**

Some believe that all Orion women are sexy green dancing girls, and all Orion men are rakish space pirates. Totally not true. Orions don't serve in Starfleet, but they seem to pop up all over the place. Women have Intellect -4, Dexterity +4.

## THE SIX ABILITIES

The six abilities are Strength, Intellect, Luck, Dexterity, Constitution, and Charisma. The range of 3 to 18, with the average rolls being 9 thru 12, is a very realistic bell-curve for describing the range of human abilities; this may vary with some aliens. Record your ability and the related modifier from this table:

18	+6
17	+5
16	+4
15	+3
14	+2
13	+1
9-12	0
8	-1
7	-2
6	-3
5	-4
4	-5
3	-6

### Strength

represents how much weight you can carry  
modifies how much damage you can make with a hand-to-hand blow in combat  
defines how fast you can move during a game turn or action phase

### Intellect

measures your ability to understand strange devices  
defines your psionic ability

### Luck

helps you defend when in combat  
modifies Saving Rolls

### Dexterity

determines how adroitly you can deliver blows to the right spot to an opponent  
determines how accurate you are with weaponry  
modifier is added to initiative

### Constitution

reflects the damage necessary to kill you

### Charisma

handsomeness  
leadership ability

## OTHER ATTRIBUTES

### Size

male (most playable species):  $3d6 + 60$  inches  
female (most playable species):  $3d6 + 57$  inches  
  
Vulcan male: +2; Vulcan female: -2  
Capellan male: +6; Capellan female: +4

## Movement

base is 10 meters except for Andorians and Vulcans (11)  
add Strength modifier  
subtract 1 if over 6'4" in size; subtract 2 total if over 7' in size  
subtract 1 for each 2 units of mass carried

## Hand-to-Hand Class

roll d6; 1-3 is HTH-0, 4 is HTH-1, 5 is HTH-2 and 6 is HTH-3

## Starting Rank

roll d100; 01–80 is Ensign, 81–90 Lieutenant, 91–95 Lt. Commander, 96–99 Commander, 00 Captain. At the beginning of the campaign, there are only Ensigns and Lieutenants; new characters joining a campaign in progress may not roll into a rank higher than an existing player character. If you roll above the highest rank allowed, demote to that rank. There are no Cadet PCs unless someone really wants to play one.

## Lifepath Generator

See 'Lifepath Generator' to flesh out your character's backstory (optional, may be done later).

## EXPERIENCE AND RANKS

Your rank depends on your experience points. Your responsibility, salary, and skills depend on your rank. Normally, any large increase in EP large enough to result in a promotion, will result in no more than that.

## TABLE OF RANKS

<i>Rank</i>	<i>EP</i>	<i>Max. Responsibility</i>	<i>Salary</i>	<i>Bonus</i>
Cadet	-1000	none	100	0
Ensign	0	shuttle	500	2D6
Lieutenant	1000	scout ( <i>Hermes</i> )	1000	D10
Lt. Commander	10000	destroyer ( <i>Saladin</i> )	2000	D8
Commander	25000	destroyer ( <i>Siva</i> )	3000	D8
Captain	50000	heavy cruiser ( <i>Constitution</i> )	5000	D6
Fleet Captain	75000	heavy cruiser ( <i>Bonhomme Richard</i> )	6000	D4
Commodore	100000	heavy cruiser ( <i>Bonhomme Richard</i> )	10000	D4
Rear Admiral	250000	dreadnought ( <i>Federation</i> )	20000	D4
Admiral	500000	dreadnought ( <i>Federation</i> )	25000	D4

Notes: Scout and destroyer vessels officially require a commanding officer of Commander rank or above, but this provision is temporarily suspended due to ship inventory outstripping qualified personnel. However, an officer under Commander rank who is assigned as commanding officer of a scout or destroyer is still addressed as Commander.

Fleet Captain is largely an honorary rank, a type of junior assistant flag officer; however, it is definitely a rank, and a Fleet Captain may give legal orders to any Captain, regardless of the relative seniority. (As with most military organizations: when two officers are of the same rank, the one with more years of experience at that rank is the commander.)

There is an 'invisible' rank in the table: Starship Captain. Although a Captain is technically just a Captain, there is a certain mystique about the commanders of the great Starships, i.e., heavy cruisers, the backbone of the Starfleet. Once appointed to Starship command, an officer is never asked to command any lesser vessel; an officer unable to deal with the admittedly overwhelming responsibility of Starship

command will generally be transferred to a staff position, asked to resign, or (in extreme cases) be dismissed.

Dreadnoughts are planned but not assumed to be constructed till some years in the future of the campaign.

All the ranks and information presented are for line officers. Staff officers are rarely found in the field, and rarely do well, lacking the cultivated independence and resourcefulness of a line officer. Staff officers eventually, upon attaining the rank of Commander or higher, assume command of Starbases, outposts, and so forth. Player characters will never be staff officers, unless transferred to such a position by the whims of the referee.

## **SALARY**

Collect starting credits equal to your salary by rank, cumulative. Subsequent salary is issued relative to your present rank only.

Starfleet personnel are issued credits, but are expected to provision themselves from this allowance as necessary to fulfill their missions. After all, resources are finite, and Starfleet Officers are uniformly altruistic and responsible.

Extensive equipment descriptions are available in the Equipment section.

## **BONUSES AND SKILLS**

The 'Bonuses' column of the Table of Ranks needs some explanation. Upon attaining a given rank, a character receives one or two (as specified) dice of bonus points for their attributes. Don't reach for the dice yet. Each die must be applied totally to one attribute. If this results in a score exceeding the racial maximum for that attribute (18 plus any modifiers listed for that species), the excess is lost.

Additionally, the points may be used to 'buy' skills from the Special Skills Table. The character reduces the amount of the bonus die or dice by the required amount and applies the remainder to any one attribute. An Ensign may reduce either or both bonus dice by any amount in order to buy a skill:

Example: An Ensign who rolled '3' and '5' for his bonus elects to buy a specific skill. This costs 6 points; the Ensign may reduce the first roll to '0' and the second to '2' in order to buy the skill, or the first to '1' and the second to '1,' or whatever, and apply the remaining amount of both dice normally.

At each promotion, there is a 10% chance that HTH class will increase by one. In addition, the expenditure of six bonus points will buy an extra level of HTH skill, as if it were a special skill.

Special Skills: Starfleet expects its officers to be at least acquainted with all aspects of running a warship; the Academy gives a Cadet a broad background to function well in any department or position. However, each officer inevitably develops fields of specialization, and will tend to gravitate to positions requiring that skill.

All Ensigns (before applying bonus dice rolls) receive one special skill for each 3 points of intellect, rolled from the table below. Bonus points may be used to buy special skills; to buy a specific skill, the character must expend six bonus points. It is less expensive to buy the right to roll once on the table, which costs four points. Repeat occurrences of a given skill should be noted, and the increased knowledge of that field indicated.

Finally, a character, upon promotion, has a 5% chance, for each skill already known, to acquire an increase in understanding. The referee should take into account both fields and degrees of learning in determining whether a character knows or can do something during a scenario; lack of appropriate knowledge should not be penalized, in view of Starfleet's 'jack of all trades' approach to education.

## **SPECIAL SKILLS TABLE**

<i>D6/D6</i>	<i>Skill</i>	<i>D6/D6</i>	<i>Skill</i>
1/1	Electronics	4/1	Physics
1/2	Computer	4/2	Chemistry
1/3	Warp Drive Theory	4/3	Psychology
1/4	Impulse Drive Thry	4/4	Sociology
1/5	Generator Theory	4/5	Communications
1/6	Sensor Theory	4/6	Information Theory
2/1	Instrumentation	5/1	Ecology
2/2	Navigation	5/2	Bacteriology
2/3	Tactics	5/3	History
2/4	Strategy	5/4	Linguistics
2/5	Political Science	5/5	Diplomacy
2/6	Economics	5/6	Anthropology
3/1	Ship Design	6/1	Life Support
3/2	Weaponry	6/2	Antimatter Theory
3/3	Contact Theory	6/3	Planetology
3/4	Logistics	6/4	Metallurgy
3/5	Astronomy	6/5	Exotic Survival
3/6	Biology	6/6	Transporter Theory

## **DEPARTMENT ASSIGNMENT**

Upon assignment to a ship, a character will be assigned a department (use the Initial Department Table). The character will be given a post and a watch as well. The exact post is up to the referee; there are three eight-hour watches per day normally, with one watch on duty, one resting and one asleep. During Yellow Alert, the resting watch comes on duty; during Red Alert, all three watches are on deck.

The normal condition has no specific name; the phrase "Situation Green" is an unofficial code for "Situation not Green but I don't want them to know that." An alert called without a color involves just the normal operating watch, but with personnel moving to more critical posts. Double Red Alert is a Red Alert with personnel concentrating only on the most essential posts; it also indicates that the ship is in great danger. A Battle Stations alert is automatically considered a Double Red Alert, with crew positioned to maximize combat effectiveness. Each character should have a clearly-defined post for each of these states.

Post mobility is encouraged, so characters will quickly leave their initial positions for positions more suited for their skills.

It is assumed that player-characters are the most energetic, motivated, and promising of a very energetic, motivated and promising lot; they will therefore tend to drift into bridge positions, especially during the First Watch, traditionally the Captain's watch.

## INITIAL DEPARTMENT TABLE

<i>% Roll</i>	<i>Initial Department</i>	<i>% Roll</i>	<i>Initial Department</i>
01	Command	42-76	Engineering
02-03	Helm	77-79	Communications
04-05	Navigation	80-91	Security
06-26	Sciences	92-00	Yeomen
27-41	Medical		

## PSIONICS

Psionic powers are the various abilities of the mind to extend itself in both physical and mental parameters. Also known as Extra Sensory Perception, these powers are only manifest in certain exceptional individuals. In the Star Trek universe, these powers are recognized as the good tools they can be, though there have been instances where individuals have acquired power too rapidly as in the case of Gary Mitchell, who developed symptoms of megalomania and endangered the crew of the Enterprise. Other characters, in particular, Mr. Spock, have psionic abilities which are wisely used and controlled.

Once a new character is created, roll a pair of percentile dice to determine if the character has any special psionic powers. On a roll of 00, a character's player would roll on the table below to determine what type of psionic ability the character possesses.

The table below gives the probability of having various psionic powers, the most common being telepathy. After the table are listed the powers and how they are used in the game.

## PSIONIC POWER TABLE

<i>Dice roll</i>	<i>Psionic power</i>
01-25	Empathy
26-60	Telepathy
61-80	Telekinesis
81-90	Clairvoyance
91-95	Precognition
96-98	Mind Control
99-00	Teleportation

All of the below powers require a successful Intellect ability check (roll 3d6, success if less than or equal to your Intellect) in order to utilize, but modifiers are applied in different ways as explained.

### Empathy

Empathy is the ability to sense another's emotions. If somebody was about to kill her, the empath could sense the hatred or killing lust. The target's Intellect modifier is added to the roll. If the empath is successful, then the empath is told, by the gamemaster, the current emotions of the target.

### Telepathy

This is the ability to sense what another entity is thinking. The ability check is modified by the target's Intellect modifier. If the telepath is successful, the gamemaster must describe the target's thoughts to the telepath's player.

### **Telekinesis**

This is the ability to move objects by mental power. The object must be in the sight of the telekinetic. Subtract the psionic's Strength and Intellect modifiers from the roll. If successful, then the object has been lifted.

### **Clairvoyance**

This is the ability to see things that cannot normally be seen by the eye. The ability check is modified by the target's Intellect modifier. If successful, the clairvoyant would be able to see hidden objects or through walls.

### **Precognition**

Precognition is the ability to see into the future. In this game, the precog would tell the gamemaster that he or she was attempting to see what would happen if a certain action is performed. The ability check is modified by the target's Intellect modifier. If successful, then the gamemaster must tell the precog the probable result of the declared action. However, the catch is that it is the gamemaster who rolls the 3 dice and keeps the result hidden from the players. If the roll is not successful, the gamemaster may lie to the precog.

### **Mind Control**

Here the user is attempting to take over the mind of another sentient being. Subtract the psionic's Intellect and Charisma modifiers, and add the target's Intellect and Charisma modifiers.

### **Teleportation**

This is the ability to transport one's body from one location to another by a means other than physical movement. The main prerequisite is that the teleporter must have been to the place he or she wished to teleport to before attempting the teleportation. It is also possible to teleport to a location that is in view but farther away; for example: teleporting from one end of a hall to the other. Subtract the teleporter's own Intellect and Constitution modifiers. If the number rolled is less than or equal to the teleporter's Intellect, then a successful teleportation has been made. If the roll is greater than the character's Intellect, then the teleportation either did not work, or it worked in a random fashion. Roll 1 die. If the result is an odd number, the teleport attempt did not work. If an even number is rolled, roll an eight-sided die twice. The first roll is to determine in what compass direction (N, NE, E, etc) the jump is made and the second roll is to determine the distance in meters. If the jump results in the teleporter ending up inside a material object, like a wall, an explosion like that of a photon grenade will result. Refer to the Weapons Tables for further information.

### **Special Empathy**

If a character becomes an empath, there is a 5% chance that the character will be a special empath like Gem from "The Empath." This ability allows the empath to remove another's damage points right up to the point of death. The drawback to this system is that the empath then has the damage. However, the empath can throw off this damage at the rate of 5 points per game turn.

### **Argelians**

Argelian females of the priestess caste automatically have Empathy. They may roll at creation as usual for other abilities. They may also roll for Special Empathy, of course.

### **Vulcans**

Vulcans automatically possess a limited form of telepathy which allows them to read another person's mind if they are in contact with the target. Add the target's Intellect and Charisma modifiers if the target is resistant. Vulcans can also make suggestions (mind control) to other lifeforms if they are not too far away. If a Vulcan wishes another character to perform a simple function, the target would have to be within 5 meters, and the Vulcan's player would have to roll 4



dice and equal or be less than Spock's Intellect. Once again, the target's Intellect and Charisma modifiers must be added. They may roll at creation as usual for other abilities.