

STAR WRECK ROLEPLAYING GAME

FOREWORD

Dedicated to the memory and vision of Gene Roddenberry, the creator of Star Trek.

They told me I was wasting my youth watching *Star Trek: The Next Generation*, and playing roleplaying games. They were absolutely right.

But somehow my extensive knowledge of *Trek* trivia, friendship with the *Star Wreck* crew, and background designing roleplaying games, combined to form this, the *Star Wreck Roleplaying Game*.

I've expanded the *Star Wreck* universe and parodied the *Trek* canon and the *Trek* roleplaying games as much as I can. Where *Trek* has tried to shirk away from questions, I – and *Star Wreck* in general – have tried to take them head on.

Why do some Klingons have funny foreheads, and some don't? Why are there no gay characters in *Star Trek*? If the Federation is a democracy, shouldn't there be elections? Why do all the cultures look like humans? Why is Deanna Troi a bridge officer? What's the point of commerce when you can replicate? Why bother with the Prime Directive? Why are the Borg so cool? Why are there only corrupted democracies, and corrupted aristocracies in space? Why tea, Earl Grey, hot?

Find out yourself, and try not to say anything stupid.

Engage!

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Helsinki, Earth

WELCOME TO THE STAR WRECK ROLEPLAYING GAME

This is the *Star Wreck Roleplaying Game*, and contains endless hours of humorous science fiction adventures in the spirit and the world of the *Star Wreck* movies! If you're not familiar with roleplaying games, read this page carefully. If you already have roleplaying experience, move on to the next one!

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What is roleplaying

If you've seen the holodeck episodes in the newer *Star Trek* series, you should have a rough idea of roleplaying. If you haven't seen them, what are you doing with a *Star Wreck Roleplaying Game*?

In a roleplaying game, you and your friends adopt new roles, "Characters," and play them out interacting with the other players' Characters. One of the participants, the "Game Master," describes the world you live in, the results of your decisions, and also roleplays the supporting roles, called "Non Player Characters." To continue the allegory, the Game Master provides the holodeck, the others enter it as their characters.

With the *Star Wreck Roleplaying Game* you can play a Plingon Warrior with a speech impediment, a P-Fleet Ensign suffering from periodic memory loss, a mysterious Vulgar scientist trying

to hide the fact she's afraid of open spaces, or anything else you can come up with.

Rules and dice

Whatever your Character can do, you can roleplay it. Sometimes the Character will attempt something that you or the GM are not sure she can actually succeed at. Is she too weak to jump that gorge? Is she too stupid to use the alien computer?

As roleplaying is not about telling stories, but experiencing them, there needs to be an element of chance: a time when nobody knows what's going to happen, not even the Game Master. For these situations, there are some simple rule mechanics that help you determine if your Character fails miserably, or miraculously succeeds.

Your Character's strengths and weaknesses are measured with Inability Scores. The higher the score, the worse your character is. Each Character has five Inability Scores: Stupidity, Repulsiveness, Weakness, Obliviousness, and Clumsiness.

The dice used in the Star Wreck Roleplaying Game are ordinary six-sided dice. Sometimes you just roll one, sometimes several, depending on the situation. These are abbreviated like this:

D6: Roll one die.

2D6: Roll two dice and add the rolls together. This gives you a result between 2 and 12.

3D6: Roll three dice and add the rolls together. The result is 3 to 18.

D6-2: Roll one die, and then subtract two from the outcome. -1 to 4.

D6+3: Roll one die, and then add three to the outcome. 4 to 9.

5D6+9: Roll five dice, and then add nine to the outcome. 14 to 39.

And so on.

You will frequently be asked to "make a test." This means rolling 2D6 against an Inability Score. If you get more than the Score, you have succeeded, and have overcome your Inability. If the same or less, you've failed, and the Inability has got the better of you. For example, a Weakness Test measures if your character's weakness prevents her from performing her task. If the character's Weakness Score is 8 (which is pretty weak), and you roll a 5, you've failed. You're too weak. If you roll a 9 or better, you've succeeded despite your weakness.

There are two additional rules to that. Whenever you roll 2D6 and get a 2, you've made a Screw-Up. No matter how low your Inability Score, you've failed miserably. If you tried to shoot an enemy, you hit a friend instead. If you tried to seduce somebody, you've insulted them and their family.

A Triumph is the opposite of a Screw-Up. If you roll 2D6 and get a 12, you've scored a Triumph. You succeeded better than anybody thought you could. If you tried to pilot the ship, you performed a Pirk Evasionic Maneuver without breaking a sweat. If you tried to operate a Romuclan computer, you cracked the password on the first attempt.

Terminology

Game Master (GM): The participant who plays all the Non Player Characters (NPCs), and explains what's going on in the world. The Game Master's word is law.

Non Player Character (NPC): A person in the *Star Wreck* universe not roleplayed by one of the players, but by the Game Master. See Player Character.

Player: The participant who roleplays a specific Character. Most probably, you!

Player Character (PC): A person in the *Star Wreck* universe roleplayed by one of the players. See Non Player Character.

Session: One roleplaying session, typically one *Star Wreck* adventure.

Test: Rolling 2D6 against an Inability Score. If you get more than the Score, you have succeeded, and have overcome your Inability.

THE P-REPUBLIC

The P-Republic is a more or less respectable interstellar federal state of more than a hundred member planets and thousands of colonies. It is considered a participatory electronic democracy, and stresses the values of universal liberty, equality, peace, and cooperation. That is to say, they're a society of radical godless commie feminist liberal pinkos.

Plingons, Romuclans and Ferrets are often seen with T-shirts and bumper stickers mocking the P-Republic. Typical slogans include "I'm not close-

minded, the P-Republic is just wrong,” “Sick of P-propaganda,” “Which part of P-Space are you, the part whose asses we saved, or the part whose asses we kicked?” “I just neutered the Targ. Now he’s a P-Citizen,” or “P-Fleet: The continuing mission to spread out new lies.”

History

The P-Community was transformed into the Second Democratic P-Republic of Independent Planets (“P-Republic”) in 2190 by the Anthraxians, Telemarks, Vulgars, and Humans. The original P-Republic was a representational social democratic welfare state, with strong economic ties to the Ferret Corporation.

The ideal was to make every citizen equal by eliminating all socio-economic problems with the introduction of “Replicating Machinery” that could create goods out of thin air. The idea was utter bullshit. While the democracy dwindled, the military-industrial complex rose in power, with Fleet Admiral T’Tal eventually overthrowing the presidency, and beginning 117 years of dictatorial rule.

During this time, the P-Republic propaganda machine created the image of P-Republic citizens having “evolved beyond greed, competition, revenge, bigotry, or criminal behavior.” Many conservative P-Citizens still believe in this made-up statement, and would die to defend it. This attitude especially is especially common in the P-Fleet.

Eventually, revolutionaries from all over the P-Republic learned to work together, and finally returned power to the people. To avoid the mistakes of the past, they didn’t want a representational democracy, but a participatory one, where each P-Citizen would have the responsibility and the power to affect the society.

The capital city of the P-Republic and Earth is the city of Tampere, in Northern Europe. It also holds the houses of the P-Council, the P-Parliament and the P-President, and the P-Fleet Headquarters. Every six years there are presidential elections, with municipal and parliamentary elections every four years. Each P-Republic citizen is eligible to vote, and every so often cities, starbases and starships are filled with posters, and video and halludeck ads for prominent candidates.

Foreign relations

Considering the P-Republic’s polished image as a peace-loving federation, it might surprise some to know that they’ve been almost constantly at war with several of their neighbors, most notably the Plingon Empire, the Romuclan Authority, The Lardassian Nation, and the Korg Commune. P-Republic citizens are often considered either hypocrites, liars, repressed psychopaths, or all of the above, by most other cultures.

Today, the P-Republic has a grudging peace with the Plingons, and a cease fire with the Romuclans. The Ferret Corporation keeps threatening to place a trade embargo on the P-Republic unless they return to “the old ways”, but neither is likely to happen, as successful trade is still conducted. The war with Lardassia is probably dying down a little, with both the P-Republic and the Lardassian Nation having joined in the newly created All-Star Team to fight the Korg threat.

The inner worlds of the P-Republic are a popular destination for refugees of all species and cultures threatened by persecution from their own government, alien overlords, Korg assimilation, or simply the ravages of war. The P-Republic welcomes all refugees, and readily grants them citizenship in an effort to encourage their adjustment into free society. Nowadays, most Earth cities are dotted with Lardassian restaurants, Vulgar temples, Plingon grocery stores, Torrion entertainers, and Ferret casinos. Romuclan bands playing folk music with pan flutes in street corners are a typical sight in the summer.

Citizenship

P-Citizens receive a citizen’s pay, which is enough to cover typical living costs, like food, shelter, clothing, and media. The standard currency of the P-Republic is the P-Credit, with a monthly citizen’s pay being 1000 Credits.

All P-Citizens are expected to perform some socially productive work, such as producing art or science, taking care of children or the elderly, working within the bureaucracy or in politics, or – if they’re not that popular or talented – serving in the P-Fleet. Each individual has a fifteen-year mandatory citizen’s service, after which many choose to continue in their field, while others spend their time in leisure activities or work in private enterprises. However, the tax rate in the P-Republic is very high.

Education and health care are provided for free to all citizens and visitors to P-Republic territory. All P-Republic citizens are given a mandatory twelve years of free education, with free university or professional education a voluntary but popular option.

Given the P-Republic's tolerance of the strangest alien beings, it's taken them – particularly humans – surprisingly long to come to accept bizarre creatures such as, say, Muslims, homosexuals, the disabled, Swedes, the transgendered, or even women. Many of these groups were particularly marginalized during T'Tal's reign, but today all citizens are completely equal in the P-Republic.

Every adult citizen has the right to vote, marry, adopt children, and generally, have a fulfilling life in every sense of the word, as long as they don't interfere with the rights of others. There are some conservative or repressed groups within the P-Republic that are willing to limit the rights of others, most notably the Vulgar Church.

Despite the cultural diversity of the P-Republic, most citizens share at least some common culture. They like to claim they read Shakespeare and Woolf, and listen to Sebak and Mozart. In fact, they watch reality TV, play addictive halludeck games, read online comics, and listen to Earth bioneural rock and Plingon k'rap music.

HISTORY OF THE FUTURE

- | | | | |
|------------------|--|------------------|--|
| 1914-1919 | World War I on Earth | 1954 | The first rock'n'roll songs are developed on Earth. |
| 1919 | The League of Nations is founded to stop another world war from ever happening. | 1961 | Yuri Gagarin becomes the first human in space. |
| 1937-1945 | World War II on Earth | 1969 | Humans land on the moon. |
| 1945 | The United Nations is formed to replace The League of Nations, and to guarantee peace on Earth. | 1999 | First contact. Jeff Cochbrane's rock gig at Woodstock '99 attracts the Vulgars to land on Earth. This is the humans' first documented contact with aliens. Diplomatic and commercial relations are opened between Vulgarus and several Earth governments and companies. Public performance of music is banned. |
| 1945-1991 | Cold War on Earth | 2007 | The first antimaterial power plant is developed at the Kennedy Space Center. |
| 1948-1959 | Karl-August Fagerholm thrice the Prime Minister of Finland. His grand vision of colonizing Alpha Centauri led to the space race, and eventually the formation of the P-Republic. | 2008-2016 | World War III on Earth |
| | | 2016 | The Council of Nations is formed to replace the United Nations, in a surefire attempt to stop all wars. |
| | | 2016-2049 | The Genetics War on Earth |
| | | 2019 | Shove technology is developed on Earth, allowing humans to move at near light speed. |
| | | 2030-2047 | Humans land on all the planets in the Solar System. |
| | | 2039-2059 | Humans colonize the Moon, Mars, and Venus. |
| | | 2049-2063 | World War IV on Earth |
| | | 2063 | United Earth is formed to replace the Council of Nations, and to bring and end to all wars. |
| | | 2063-2090 | World War V on Earth. With the help of the colonies on Mars, Venus and the Moon, United Earth conquers all remaining independent nations, and finally introduces a unified world government, and peace on Earth. |
| | | 2072 | Humans reach Alpha Centauri. |

- 2075** Humans develop Twist drive, allowing faster than light speed. The era of human interstellar exploration begins.
- 2090-2106** Space War I in the Solar System. The colonies fight United Earth.
- 2106** The League of Planets is founded to stop another Solar War from ever happening again.
- 2122-2130** Space War II in the Solar System. The colonies ally with Vulgarus to fight United Earth.
- 2130** The Sector P Political Community is formed to replace the League of Planets, and to bring an end to war once and for all.
- 2132-2149** United Earth forms the Sector P Economic Community, the Sector P Energy and Mineral Community, and the Sector P Defense Community with Vulgarus and two other alien planetary governments. These are later grouped into the P-Community.
- 2149-2170** More planetary governments join the P-Community.
- 2152** The P-Fleet is founded to guarantee the safety and prosperity of the P-Community.
- 2155-2170** Space War III between the P-Community and the Plingon-Romuclan Axis.
- 2164-2169** The original Five Year Mission of the CPP Surprise, which later became the model for all P-Fleet ships.
- 2170-2190** The P-Community is transformed into the P-Union, the P-Confederation, and finally the P-Republic with its own constitution, and a unified government.
- 2194-2344** Three more wars between Plingons and the P-Republic, fourteen wars between the Plingons and the Romuclans, nine between Romuclans and the Lardassians, and two between Lardassians and the P-Republic.
- 2219** The P-Fleet performs a Ferret-funded military coup in the P-Republic. The Republic becomes a front for Ferret economic interests.
- 2219-2336** Countless P-Republic planets impoverished under Grand Admiral T'Tal's ruthless rule. Earth becomes known as the "Third World," or the "Slum Planet". The P-Republic expands rapidly to contain hundreds of star systems. The P-Republic capital is moved from Tampere (Earth) to Vulgarus.
- 2336** Revolution! Nationalists and socialists within the P-Republic join forces, and put an end to T'Tal's centennial rule. The Second P-Republic is founded.
- 2337** The first free election in the P-Republic since 2217. The revolutionaries gain popular support. The P-Republic withdraws from war with the Romuclans, Plingons and Lardassians.
- 2344** The United Stars is formed to replace the defunct League of Stars to prevent all future space wars.
- 2351** Tampere is again made the capital of the P-Republic.
- 2362-present** Space War XXXIV. Originally the P-Republic fought the Plingons and the Romuclans, but then allied with the Plingons to fight the Romuclans and their Lardassian allies. At the moment, the P-Republic and the Romuclan Empire have reached a ceasefire. The wars between the Plingons and the Romuclans, and the P-Republic and the Lardassians continue.
- 2363** Captain James B. Pirk is given command of the infamous CPP Kickstart.
- 2365** The powerful and enigmatic Zarquon visit our galaxy, then leave as mysteriously as they appeared.
- 2366** First contact with the Korg. The war between the Korg and everybody else begins.
- 2369** A Korg box attacks Earth. Most of the P-Fleet is decimated. In the end, both the box and the CPP Kickstart, commanded by Captain Pirk, disappear mysteriously, never to be heard from again.

2374 The All-Star Team is formed to replace the United Stars to protect the universe from the Korg threat. Given that half the governments in the All-Star Team are at war with one another, the chances for success are slim.

2375 Now.

THE P-FLEET

The P-Fleet is largely considered the trash bin of the P-Republic, where only the least capable losers serve. No sensible P-Citizen wants to serve there, if only because of the remote controlled self destruct feature of the starships.

The ships are built as cheaply as possible, with frequent flaws in design and construction. The missing chair in Tactical, the constantly malfunctioning halludecks, and the over-heating Coffee-O-Matics are but a few examples of the many problems this causes the crews.

According to propaganda, the P-Fleet explores strange new worlds, brings freedom to the galaxy, and is the best institutional example of the P-Republic's ideals of brotherhood and peace. The graffiti over motivational posters onboard the starships disagree.

The belligerence of the P-Fleet was tempered somewhat by the loss of more than half its ships when a Korg box attacked Earth in 2369.

The Crew

The crew is divided into officers, who have graduated from the P-Fleet Academy, and into crewmembers, who haven't. It's the crewmembers who do all the dirty work despite often being much more capable than their superiors.

The Academy, located in Turku (Earth), has easier entrance exams than any institute of higher education in the known galaxy. Even the Plingon School of Diplomacy is harder to get into. As a result, the P-Fleet Academy tends to attract a certain sort of individual. The sort of individual that isn't too idealistic, too hard-working, or too ambitious. The perfect sort to send out to suicide missions in unexplored space!

As an unfortunate side effect, most P-Fleet officers don't really know the regulations of the P-Fleet, or even to respect the chain of command by obeying a commanding officer unless threatened with direct violence.

Karl-August Fagerholm (1901-1984)

A Finnish politician, once the Speaker of Parliament, thrice Prime Minister. Trained as a barber, and chairman of the Barbers' Union from 1920-1923.

A proponent of free speech and a liberal social democratic agenda, Fagerholm's most lasting impact remains his contribution to the space race. His vision of colonizing Alpha Centauri was what inspired the Soviet Union to start its space program. The space program eventually led to human interstellar travel, and the formation of the P-Republic.

Today Fagerholm is considered one of the founding fathers of the P-Republic.

Captain Christina Dyke (2130-2204)

Captain Dyke was the captain of the legendary CPP Surprise during her original Five Year Mission from 2164 to 2169. Several popular TV, movie and halludeck series are based on her life and adventures.

She never married, but according to legend has seduced more alien women than any other starship captain in the P-Fleet. On her last mission she was crippled in a Twist core breach, and lived the rest of her life mute and tied to a wheelchair.

Grand Admiral T'Tal (1998-2336)

T'Tal was the most decorated Vulgar space explorer and warrior of all time. Constantly at odds with the Vulgar Church, she welcomed the opportunity to serve in the P-Fleet. She is known to have served under Captain Dyke during the legendary Five Year Mission. In 2204 T'Tal became the commander of the entire P-Fleet, and was named Grand Admiral.

However, T'Tal was corrupted by Ferret lobbyists, and overthrew the P-Republic's democratically elected government in 2219. She declared martial law, and placed herself as the ruler of the P-Republic. She brought countless rebellions to bloody ends, and created huge economic problems by serving mostly Ferret economic interests and her own lust for power.

After the revolution of 2336, T'Tal was captured and sentenced to death. She took her own life in captivity. All Vulgars pretend to have had nothing to do with T'Tal's reign of terror. However, before her death, she is rumored to have finally embraced the Vulgar philosophy of logic.

Ranks

Line Officer ranks onboard ships range from the just-graduated Ensign to Captain. After that are the Flag Officers, mostly working on planets or starbases. It's possible for a decorated crewmember to be promoted to an officer, but this requires a few years of complementary studies.

Sometimes Cadets (P-Citizens studying in the Academy to become officers) also serve short stints onboard starships. They rank lower than Crewmembers, but are generally treated respectfully. In theory, at least.

Prime Directive

General Order One of the P-Fleet forbids any interference with the natural development of any pre-Twist civilization. This is largely seen as silly, as the only motivation for non-interference is the belief in some grand plan by some Universal Destiny God, in which hardly any culture believes – apart from the Vulgars, of course.

No matter, really, since most officers cheat their way through the boring classes in P-Fleet Academy anyway, and the General Orders are really only known by Vulgars and Androids. And when quoting the rules to their superior officers, they are Generally Ordered to shut up.

Crewmember Ranks:

Crewmember Recruit
Crewmember Apprentice
Crewmember
Petty Officer 1st Class
Petty Officer 2nd Class
Petty Officer 3rd Class
Chief Petty Officer
Senior Chief Petty Officer
Master Chief Petty Officer

Line Officer Ranks:

Ensign
Lieutenant Junior Grade
Lieutenant
Lieutenant Commander
Commander
Captain

Flag Officer Ranks:

Rear Admiral
Vice Admiral
Admiral
Fleet Admiral

CHARACTER CREATION

Welcome to creating your very own *Star Wreck* character! In this roleplaying game you can play pretty much anyone or anything you've seen in the movies, and much more.

You can play a power-hungry P-Fleet Ensign poised to overthrow the captain, or an ambitious Plingon scientist determined to destroy all life in the galaxy, or anything else you can come up with. Just follow these easy steps, and write the results down on a Character Sheet (downloadable separately).

1. Talk to the Game Master about what kinds of characters she's looking for. (Typically this will be bridge officers on a P-Fleet starship.)
2. Come up with a concept. This should include the character's personality, culture, occupation, and goal in life.
3. Choose your character class. See page 8 (Character Classes).
4. Choose your culture. See page 12 (Cultures). Note that since the Korg are not individuals, they don't make very good Player Characters.
5. Make up a name for your character.
6. Come up with a background for your character. What was her childhood like? How did she end up at her current position? What would she like to achieve in life?
7. Calculate your Inabilities. See next page (Inability Scores).
8. Choose your Talents. See page 10 (Talents).
9. Write down your equipment. See page 23 (Items List).
10. In the beginning your Experience Level is 1 and your Pity Karma Points are 0. Write these down.
11. Join a Crew. Discuss your character's relationships with the other characters.
12. Together with the Crew, find yourself a ship. Check out the ships in the Starships Chapter (page 25), and write down your ship's details on a Starship Sheet (downloadable separately). Come up with a name for your ship.

Congratulations! You've now finished creating your character for the *Star Wreck* Roleplaying Game.

INABILITY SCORES

Each character has a set of five Inability Scores, which determine how inept the character is in performing different functions. The scores typically range from 1 to 10, where a 1 is practically unable to fail, and 10 is almost sure to screw everything up imperially.

The Inabilities are Stupidity, Obliviousness, Clumsiness, Repulsiveness, and Weakness. Each inability is a factor in different situations.

Stupidity

Stupidity measures your character's overall lack of intelligence, logic, and education. Most P-Fleet officers should have relatively low Stupidity, but it's easy to cheat at the entrance exams, so this is often not the case. The stupidity of the commanding officers tends to affect the performance of the whole crew.

Obliviousness

Obliviousness reflects your character's lack of awareness of her surroundings. Only a character with a low Obliviousness score will be able to approximate weights, notice a beeping light on the computer screen, or track a Plingon scout on a jungle planet. On a starship bridge, it's mostly the Science Officer that should avoid a high Obliviousness.

Clumsiness

Clumsiness represents a character's lack of coordination and motor skills. It affects both manual dexterity, like piloting a starship, as well as gymnastic agility, like kicking an enemy Korg in the power conduit. Very clumsy characters tend to have butter fingers with computers, and trip on their own shoelaces when running.

Repulsiveness

The Repulsiveness of the character measures her lack of charisma, magnetism, sex appeal, and force of personality. A particularly repulsive character is probably hideously ugly both on the outside and the inside. Captains, diplomats and merchants will find things difficult if they are very repulsive. The number of Red Shirts in the Away Team is 10 minus the team leader's Repulsiveness, most often the Captain's.

Weakness

Weakness reflects your character's lack of physical power, fitness, stamina, and endurance. Weakness measures how soon the character tires

when running, how much she can lift, and how easily she gets ill.

Determining your scores

The Inability Scores can be determined randomly, or by simply assigning them manually. In general, the latter method creates more balanced characters, while the random method can result in unexpectedly high and low numbers, which might give you interesting roleplay ideas.

To generate the Inability Scores randomly, roll a die five times, and add 2 to each roll. Write these results down. You now have five numbers between 3 and 8. Assign them to the Inabilities any way you see fit. Then add bonuses from Character Class and Culture. You now have your Inability Scores.

To pick the Inability Scores yourself, assume that each score is 3, and add bonuses from Character Class and Culture. Then divide 12 points between the five Inabilities. Make sure none of them ends up greater than 10 or less than 1. (If after Character Class and Culture bonuses, some Score is already 0 or less, raise it to 1 before assigning any points.) You now have your Ability Scores.

CHARACTER CLASSES

There are four character classes available in the Star Wreck Roleplaying Game. They represent the basic personality or archetype of your character. The classes are Incompetent Idiot, Annoying Nerd, Psychotic Loud-Mouth, and Frustrated Grouch.

The character class affects not only the character's personality, but also her starting Inabilities, and Talents.

You may choose one character class, and then expand the personality any way you like. No character is exactly the stereotype of a character class. Captain Pirk, for example, can be seen as both an Incompetent Idiot and a Psychotic Loud-mouth.

Remember, these are not your average science fiction heroes. They're supposed to be bumbling fools who bicker with each other, but still manage to get the job done. Sort of.

Incompetent Idiot

The Incompetent Idiot is stupid, bigoted, prejudiced, full of herself, and always ready to blame others. She is the most likely cause of everything going wrong. Incompetent Idiots can be illiterate Science Officers, Plingons misguidedly convinced of their ability with any weapon, or androids who think they can fake having human feelings.

Incompetent Idiots in *Star Wreck*: Captain Pirk, Ensign Fukov

Inability Bonuses: Stupidity +1, Clumsiness +1, Obliviousness +1

Beginning Talents: 2

Annoying Nerd

The Annoying Nerd is logical and arrogant, possessing superior scientific knowledge and lacking any idea of how to convey it without coming across as a jerk. Annoying Nerds include smartass kids who think they can fly a starship because they've read all the manuals, Ferret plumbers who just won't stop talking about the technical details of the problem at hand, or Plingon warriors who always know a bit more about the First Emperor, actually.

Annoying Nerds in *Star Wreck*: Commander Info, Commander Spook

Inability Bonuses: Weakness +1, Repulsiveness +1, Stupidity -1

Beginning Talents: 1

Psychotic Loud-mouth

The Psychotic Loud-mouth is aggressive, and convinced of her abilities in any situation. Typically, they tend to boast all the time, never looking at their own faults. Psychotic Loud-Mouths can be Vulgar actors gloating about the glory of the Way of Logic, Torrior programmers constantly blowing their own horn on chatboards, or even P-Fleet doctors desperate to prove they can perform brain surgery blindfolded.

Psychotic Loud-mouths in *Star Wreck*: Lieutenant Dwarf, Captain Sherrypie, Captain Pirk

Inability Bonuses: Stupidity +1, Repulsiveness +1, Weakness -1

Beginning Talents: 1

Frustrated Grouch

The Frustrated Grouch feels her skills are not respected, and that she could do better. Instead she's stuck at her position, forced to take orders from some stupid jerk. She then takes this out by passive aggressive behavior and sarcastic comments. Frustrated Grouches can be smart, but low-caste Romuclan scientists who take their misery out on their test subjects, Lardassian

soldiers who forever regret not applying for art school instead, and P-Fleet Captains forced to endure one idiotic stellar cartography mission after another.

Frustrated Grouches in *Star Wreck*: Lieutenant Swagger (a.k.a. The Helmswoman), Commander Ivanovitsa, Mr. Hummer

Inability Bonuses: Weakness +1, Stupidity -1, Obliviousness -1

Beginning Talents: 0

THE CREW

The Captain assigns functions among the Bridge Crew. These are Pilot, Tactical, Operations, Science, Engineering, and Medicine. This also affects where everybody sits on the bridge. Although the Medical Officer and Chief Engineer are usually not stationed on the bridge, they are here considered Bridge Crew for simplicity's sake.

When there are less than seven Player Characters, some members might be given multiple functions. Alternatively, some jobs (typically the Engineer and the Doctor) can be outsourced to NPCs.

Captain: "Who's the captain, huh? Yeah, that's right, you jerk."

The Captain gives orders to the rest of the Crew, is responsible for strategic decisions, and also reports back to the superior officers. The Captain typically takes care of most situations involving ship-to-ship communication.

The most important Inabilities for the Captain are Stupidity and Repulsiveness.

Pilot: "Course laid in sir, but it will take us straight into a supernova!"

The Pilot navigates the best course for long journeys, and maneuvers the ship in tight spots like battle. Pilots are typically young officers only recently stationed on the ship.

The most important Inability for the Pilot is Clumsiness.

Operations: "Captain, we are being hailed. Transferring power from life support to guns."

Relocating power between deflector plates, life support, engines, twinkler banks, light ball tubes, and so on. The Ops Officer also takes care of communicating inside and outside the ship.

The most important Inabilities for Ops are Repulsiveness and Clumsiness.

Engineering: “Ye klutzes wanna blow up da ship, mabbe? Oy gevalt!”

The Chief Engineer takes care of repairing the ship, getting the deflector plates back online, and finding ways of giving the gung-ho Captain that extra 10%.

The Chief Engineer can stay in Engineering, or work remotely from the Bridge. This won't affect her performance, but it might be relevant for the game to know where she is stationed. For some reason, Engineers tend to be cursed with silly accents.

The most important Inabilities for the Chief Engineer are Stupidity and Clumsiness.

Science: “We're detecting a potentially intelligent graviton anomaly from Dimension Q!” The Science Officer controls the ship's sensors. In combat this means she is the one with information of enemy vessels, and of maggot holes and other space phenomena. On Away Teams she operates the Scientific Drycoder, analyzing gases, radiation, and such things.

The most important Inabilities for the Science Officer are Obliviousness and Stupidity.

Tactical: “Aye, sir! Targeting the orphan transport shuttle... Fire!”

The Tactical Officer gets to shoot at things. She operates the ship's Deflector Plates, Light Balls, and Twinkle Beams. She also leads the Away Team in combat situations. P-Fleet regulations require communications to be operable from both the Ops and Tactical stations. On occasion, this has been known to cause rivalry between the two officers.

The most important Inabilities for the Tactical Officer are Clumsiness and Stupidity.

Medical Officer: “Now, you can't have babies, but otherwise the equipment should work just like the real thing.”

The Medical Officer, or the Ship's Doctor, has little to do during battle, but is vital afterwards: she is responsible for healing the injured. The Medical Officer also diagnoses alien diseases and gets to come up with impromptu cures for them. On an Away Team the Doctor can analyze biological life forms with her Medical Drycoder. The most important Inabilities for the Medical Officer are Clumsiness and Stupidity.

Counselor: “I sense you are slightly annoyed over somebody's uninteresting advice.” There are no Counselors on P-Fleet starships.

Seating

To enhance the experience, the GM can have the players take seats around the gaming table according to the relative positions of their crewstations on a starship bridge. Typically, this will mean (in relation to the main telly, represented by the GM) the Captain directly opposite the GM, the Science Officer to the left, the Pilot at the front left, Ops at the front right, and Tactical somewhere behind the Captain. The Engineer and the M.O. can take whatever seats are left.

SPECIAL TALENTS

Dodge Beams: If the character makes a successful Clumsiness roll, she can dodge a Twinkler Beam or a Disturber Ray.

Dodge Blows: The character gets a +2 on any Defense Roll in melee combat.

Double Fists: On a successful Weakness roll, the character can render the enemy unconscious with a successful unarmed melee attack, instead of causing damage. (The infamous Vulgar Butt Pinch has a similar effect.)

Favorite Weapon: The character gets a +4 to all Attack and Defense Rolls in melee combat when they use their favorite weapon type, like a sword, or a whip. She doesn't get any bonuses from other talents if she chooses to use this.

Fool's Luck: In any test, when the character rolls a 2, she gets to roll again, and it's the new result that counts.

Indigo: The Character was born an “Indigo Child,” different, but with special powers of awareness. She might have been brought up in some sort of New Age community on Vulgarus. She is immune to radiation from the Star Crystal and all hallucination attacks, such as the Halluwhip and the Polpotian Medusa. By overcoming her Repulsiveness, she can convince a Star Crystal to leave. Alternatively, for one hour every day, she can subtract -3 from her Stupidity by adding +3 to her Repulsiveness. Or, she can inform the follower of any religion, quest, prophecy or the like, that she is the Chosen One, the Savior, or whatever equivalent the person is waiting for.

Inspirational Speech: Once per game session the Character can make a speech to convince

others of her point of view. When using this Talent, add +5 to the Character's next Repulsiveness Roll. However, making the Speech takes Rounds equal to 12 minus the Character's Stupidity Score.

Manual Targeting: The Tactical Officer can shoot the ship's weapons without the help of a targeting computer. Her intuition and instinct helps her work out where the Enemy ship will be in half a second's time, and target the ship's fire power there. If the Character is the Tactical Officer, and performs manual targeting, roll against Stupidity. If the Character overcomes her Stupidity, add +10 to the Tactical Officer's Attack Roll. If she fails, subtract 10 from the Attack Roll.

Martial Arts: The character gets a +4 on any Attack and Defense Roll in unarmed melee combat. She doesn't get any bonuses from other talents if she chooses to use this.

Quick Shot: If the character makes a successful Clumsiness roll, she gets to shoot a gun twice during a Combat Round. The first shot goes off when indicated by her Clumsiness score, the second at Clumsiness+4.

Quote the Rules: With a successful Stupidity test, the character can remember a point of P-Fleet regulations by heart. This way the character can force the rest of the crew to abandon the suggested course of action. In non-P-Fleet crews, the rules can be religious maxims, the pirate code, or something else. The player has to come up with the regulation on the spot, and explain it in-character.

Sharp Blows: The character gets a +2 on any Attack Roll in melee combat.

Sharpshooter: The character gets a +2 on any Attack Roll in ranged combat.

Special Maneuver: The character has an unbeatable maneuver they can perform in space combat. If the character is piloting the ship, and makes a successful Clumsiness Roll, the ship gets +4 to Attack and Defense Rolls for the next Round.

State the Obvious: "Sir, we are being fired at!" The character makes a completely obvious comment. This talent can not be used by the Captain, except when there is a superior officer to comment to. With a *failed* Stupidity test, this is

something the others had for some reason overlooked. This will give +2 to all actions during the next Round. A successful Stupidity test will mean it's something everyone was aware of, and they will simply be annoyed. This Talent can only be used successfully only once per session, but otherwise, keep on trying. "Captain, I'm sensing aggression."

Tough Son of a Bitch: The character never gets Damage modifiers to Weakness rolls to survive Beam hits.

CHARACTER ADVANCEMENT

As you roam the galaxy with your crew, you'll eventually learn new things and learn to work together better. Or they'll forget what little they do know, and grow to hate each other more. They might get promoted or demoted based on the evaluation of their performance in P-Fleet.

Experience

In some roleplaying games your character gets better all the time. In the Star Wreck Roleplaying Game, your character gets worse, and just learns to cover up better by having a wider array of party tricks.

This is measured in Experience Levels. At the beginning, your Character is Experience Level 1. After every two Sessions, your Character gains one Experience Level. (Sometimes the GM can decide that this happens sooner or later than that!)

When gaining a Level, you must add one point to one Inability Score, and you get to pick one new Talent. For example, your Character might become just a little Clumsier, but learn a special maneuver that allows the Character to appear less clumsy at some point when it really matters. Or they could be something completely unconnected, like becoming Weaker, but learning to Quote the Rules at others.

In any case, the more Levels the Character has, the stupider, weaker, clumsier, more oblivious and repulsive she is, but she'll probably still win a 1st Level Character in her fields of specialty.

Promotion

Sometimes the Character can gain or lose Rank. An Ensign can be promoted to Lieutenant Junior Grade, or a Captain can be demoted to Commander. This is completely up to how well

the Character is liked by her superior officers, but as a rough guideline, no more than one Character should be promoted or demoted during one Session.

Higher ranking PCs can promote or demote the other Characters until the level of Commander. The ranks of Commander and Captain can only be changed by an Admiral or a higher-ranking officer. Many Captains are very afraid of being promoted to Admirals, as this typically means the loss of their field commission.

Demotion should be at least as common in *Star Wreck* adventures as promotion.

CULTURES

The Humans

The P-Republic has a grudging peace with the Plingons, and a cease fire with the Romuclans. In other words, they are only at war with the Lardassians and the Korg, with occasional aggression towards the Ferrets and the Torriions. And sometimes it's necessary to defend P-Space from renegade Plingons with the use of extreme force.

For some reason, most non-human cultures in the universe bear a close physical resemblance to humans. In fact, it seems that they tend to look like humans with pieces of plastic glued to their foreheads. This is something that has baffled P-Republic scientists for centuries.

Similarly strange is the fact that all intelligent non-human cultures have a millennia-old unified world government, one language and one culture. Culture historians within the P-Republic have been working around the clock to crack this mystery!

Both facts remain a source of great pride to patriotic humans.

Although the P-Republic consists of many cultures, species and planets, humans are by far the most dominant culture within the P-Fleet.

Human Names: Adolf, Ahmed, Akhmatova, Akira, Antigone, Antti, Atte, Arafat, Auberjonois, de Beauvoir, Bhatnagar, Bolivar, Borg, Chandrika, Chávez, Che, Cleopatra, DeForest, Eschter, Fagerholm, Fatima, Finnbogadóttir, Fukov, Gandhi, Gene, Genghis, Guevara, Gyax, Haile, Hasan, al-Hazred, Hikaru, Hillary, Il-sung, Imppu, Indira, James,

Janos, Jarmo, Jean-Luc, Jesus, Jordan, Julius, Jääskeläinen, Kim, Kofi, bin Laden, Leonard, Lhak-Pa, Liu, Lucrezia, Magdalene, Mandela, Manson, Marina, Mao, Meinhof, Milosevic, Muhammad, Nimoy, Osama, Pirk, Pulu, Qehreman, Ratzinger, Razia, Riefenstahl, Roddenberry, Rodríguez, Saddam, Samuli, Schlomo, Selassie, Sheeba, Shigenobu, Siddhartha, Stalin, Takei, Teresa, Tiberius, Tiina, Timo, Torssonen, Tshe-Wang, Vladimir, Vuorensola, Wuornos, Xenebendan, Xin, Yasser, Zapata, Zeng, Özgentürk

Red Shirt Points (P-Fleet)

Special Power: Can masquerade as any other culture by using a latex forehead, fake ears, and some make-up.

Stupidity +1, Repulsiveness -1

The Plingon Empire

Adult Plingons resemble heavy metal guitarists with the insides of fish glued to their foreheads. Younger Plingons don't have the characteristic ridges yet, but even they tend to have a beard and a mustache. Plingons typically grow their hair long only after the ridges start appearing. Regardless of age, all Plingons smell really bad.

The Plingons have often been at war with The P-Republic and the Romuclans. Right now there's a Neutral Zone between P-Republic space and Plingon space, but the Fifteenth Plingon-Romuclan War has begun.

For Plingons, being a skilled warrior is paramount to anything else. Homosexual love between warriors is the noblest form of love, far beyond love for family, Empire, and husband or wife. Marriages between a male and a female warrior are frowned upon, as one spouse should always remain home to take care of the children.

The Plingons believe in several gods of war and victory, but the supreme of them all is the First Plingon Emperor, Kickass the Bloodthirsty. Plingons believe their status in the Plingon afterlife is determined by the manner and time of their death, so, like Kickass, they're always looking for the best way and the best day to die. As Kickass himself often put it, "It's a good day to die... but not a great day!"

Today the Plingon Empire is ruled by Empress Gaylass XII the Short-Tempered. The Plingon Imperial Fleet consists of Space Buzzards and

Battlebruisers, each commanded by a Ship Master. The Fleet commander is the Grand Boss, and is directly responsible to the Empress.

Plingon Names: Baktag, Bihnuch, B'aka, Dogh, Dwarf, Fer'Thaak, Forshak, Gaylass, G'dar, Ghuy'cha, Ha'Dibah, Keg, Kink, Kickass, Kissass, Kitch, Kn'ckebrod, K'dos, K'klux, K'Peck, K'ran, K'sher, Mak'dar, Moan, Pahtk, Rogh, Wok, Woof

Plingon Family Names: The name of a Plingon consists of their name, the name of one of their parents, and the name of their House. All popular first names are also House names. Thus, a Plingon's name can be Mak'dar, Daughter of G'dar, of the House of Kitch. Or Dwarf, Son of Dogh, of the House of Dogh.

Imperial Guard Points

Special Power: Can always have one more weapon hidden about their person, even when naked. Only another Plingon can find them all in a body cavity search.

Repulsiveness +1, Stupidity +1, Weakness -2

The Intergalactic Church of Vulgar Consciousness

Most Vulgars follow the teachings of Grand Master T'Pei the Enlightened, who taught The Superior Way of Logic and Pacifism. (Other cultures usually just call it the Vulgar Way.) T'Pei's teachings claim to rehabilitate the Vulgar spirit through meditation exercises performed at the Church's headquarters at the holiday resort on Mt. Yoga on Vulgarus.

According to T'Pei, the SWoLaP can cure people of violence, impulsivity, emotion, addiction, depression, learning disabilities, mental illness, disease, homosexuality, and other "perceived problems". These days the Church also welcomes non-Vulgar members.

Vulgars see love and sexuality as something embarrassing, and pretend not to possess any feelings or needs at all. When asked about their private lives, they will claim that Vulgars are in heat only once every seven years, and will then perform their ceremony of procreation most clinically. The human parents of the numerous half-Vulgars around the Galaxy tend to disagree.

Vulgars are among the founding members of the P-Republic, and often serve onboard P-Fleet

starships as science officers, doctors, and engineers. The Church also has its own Spacelodges commanded by Adepts of the Outer Circle. The Church itself is lead by Her Holiness, Grand Master of the Inner Circle, T'Crus the Enlightened.

Vulgar Female Names: T'Bacco, T'Bag, T'Bet, T'Crus, T'Cup, T'Ger, T'Ntacle, T'Pei, T'Pid, T'Ror, T'Rot, T'Shirt, T'Total

Vulgar Male Names: Saintnick, Sherlock, Shriek, Sick, Softrok, Spook, Statistik, Stimpak, Stuck

Initiate Points (newly joined initiates to the Church serve aboard Spacelodges as chorus, servants, and cannon fodder)

Special Power: Can perform the Mind Swap ritual and exchange personalities with any other humanoid for up to an hour.

Weakness +1, Clumsiness +1, Stupidity -2

The Korg Commune

The Korg are feared throughout the galaxy both for the destruction and assimilation of hundreds of cultures, and for their unnerving smiles. Why are they smiling? This will possibly never be revealed to any non-Korg.

The Korg Commune is simultaneously at war with all other cultures hoping to assimilate them. For astrocartographical reasons, they mostly engage in battle with the P-Fleet. However, it's not uncommon to see Plingons, Romuclans, Torrians, or any other culture assimilated in the Korg Commune.

The Korg are born a biological lifeform, with cybernetic parts added during childhood. The Korg have their sexual needs eliminated with chemistry, and the babies are conceived and birthed in machines onboard Korg Boxes. However, the right chemicals can inspire the Korg into very powerful performances, at least according to P-Fleet porn mags, videos and halludeck programs.

The Korg ships are cubic in shape, and are often called simply Korg Boxes. The ships have no captains, or indeed any ranks, since all Korg are equal, and simply parts of the central hive mind. It is unclear whether a single Korg is an individual or not, or if one simply communicates with the Commune.

There is an illegal movement of collectivist revolutionaries within the P-Republic to democratize the republic once and for all by joining the Korg Commune.

Korg Names: The Korg don't have proper names, but specific Korg "units" are often assigned a number describing their Box, Drive, Folder, and finally position within the Folder. Thus, a Korg number can be, for example, 127.0.0.1. or 200.5.8.20.

Adaptability Points (the Korg ability to adapt to gun settings makes them temporarily invulnerable to damage)

Special Power: Wireless connection to all other Korg

Obliviousness +1, Repulsiveness +1, Weakness -2

The Ferret Corporation

The Ferrets are a disgusting culture who look like chimpanzees made up as Prince Charles. They dress in scarves, gold jewelry, vests, and caftans, and often act as travelling thieves, peddlers, or money-lenders. The PR Department of the Ferret Corporation is quick to point out that they have no connection with any possible stereotypes of any ancient Earth cultures. None whatsoever. The very idea is insulting. Then they will try to cheat you out of your money, the little bastards.

Just to make sure there are no offensive parallels, Ferret ghettos on neutral planets and starbases are often stormed by "culturally pure" Humans. Even so, Ferrets try to maintain good relations with all other cultures, or at least good enough for trading at reasonable prices. Their only sworn enemy are the Pirates of Torrion.

The Ferret Corporation roams the space in their Sweatships battling for free trade and slavery. The captain of a Ferret Sweatship is called CEO or simply the Boss, because each Sweatship is an independent contractor.

Ferrets despise love, warmth, and other such emotions, thinking the only worthy goal in life is the acquisition of property. That said, Ferrets have very frequent and changing sexual needs, which means that within a month's time, the Bridge Crew of a Ferret Sweatship will all have slept with each other.

Ferret Names: Aars, Bum, Crook, Cum, Dork, Dreck, Dumb, Fortz, Glitch, Hmar, Jerk, Kalb, Klutz, Knish, Koos, Kvetch, Milf, Muff, Poke, Pork, Putz, Quirk, Ram, Rim, Schlep, Schmaltz, Schmuck, Scum, Shmutz, Shtik, Shtup, Shvuntz, Tang, Vantz, Wham, Yold, Zhlub, Zib, Zift

Guest Worker Points (the Ferret Sweatships carry large amounts of underpaid workers, often also from non-Ferret cultures)

Special Power: Can always find out what object the other person is most in need of: "Go away, you lying Ferret! I'd be interested in your wares only if you had the legendary Torrion Orb of Sexual Magnetism." This doesn't mean the Ferret will necessarily have it, or even know where to look for it.

Weakness +2, Repulsiveness +1, Clumsiness -2, Stupidity -1

Androids

The creation of sentient androids with posichronic brains is not commercially viable. Yet, some have been created for specific purposes, by the likes of Professor Noony Jansson, Dr. Lukas Anakinsky, and several private entrepreneurs. Lardassians and Ferrets often employ androids for physical labor, and some are seen in the P-Republic. The Plingons and the Korg, on the other hand, find androids disgusting.

Although many androids are simply used as sex slaves, some also work on starships as crewmembers. Androids also feature prominently in the reality TV series Pimp My Droid. Androids don't have any sexual preferences, and are fully functional in any situation. Obviously, they can never have emotions towards anybody.

Android names: Androids are typically given whatever name suits their creator, but some common ones include iBall, Info, Iron Maiden, Laptop, and Robbie.

Self Diagnostic Points (an android will be able to perform self diagnostics, and remain functional longer)

Special Power: Doesn't breathe

Obliviousness +1, Repulsiveness +1, Clumsiness -1, Stupidity -1

The Romuclan Authority

Romuclans are distant relatives of Vulgars, but are culturally very different. For millennia, Romuclus has been governed by a four-chambered Senate, with a different chamber for each caste. (The casteless have no political power. Or, indeed, any power.) Originally Romuclus was an Empire, but the seat of the Emperor has long since been abolished. Now, it's representational democracy, bureaucracy, and family politics all the way. What counts is not what you know or who you are, but who you know and what you do.

On Romuclus, a third-caste civil servant can rise to the status of a War Turkey Captain simply by marrying the right second-caste girl, paying protection money to the right gangs, or being on friendly terms with a first-caste Senator's nephew. The Romuclans have more or less successfully employed similar tactics to foreign policy as well, fighting wars and making loose alliances with the P-Republic, the Lardassians and the Plingons.

When their duties and ambitions permit it, Romuclans are a passionate people. They are famous for their alcoholic beverages, particularly Blue Romuclan Vodka, Romuclan Azure Ale, and the Turquoise Tea of Romuclus. They eat well, smoke the most expensive hallucinatory herbs, and like to hold grand orgies where no desire is too perverse! Outside of such orgies, Romuclans prefer to have someone to start a family with, and then escape the family to their lovers' houses.

Although a Romuclan is always willing to lie herself out of a tough spot, and thinks rigid opinions are a sign of political cripples, there is one principle all Romuclans swear by. They hate the Vulgars! They despise the Vulgars' holier-than-thou attitude with all that "we were the original ones" bullshit, and logic this, logic that nonsense!

Romuclan Names: Artek, Bakpak, Gratolak, Kazhak, Kolik, Kontik, Noveauk, Nudnik, Piknik, Shavik, Sputnik, Tajik, Taktik, Tiktok, Tomahak, Toxik, Zirbrak

Volunteer Points (low-caste Romuclans are often forced to volunteer to service, and then put on the frontline)

Special Power: Is a friend of a friend to everybody else in the universe.

Clumsiness +1, Obliviousness +1, Stupidity -1, Weakness -1

The Greater Lardassian Nation

The Lardassians have black hair, dark metal clothing, and white faces with sad black spots around the eyes. A Lardassian will always try to get the dominant position in any situation, be it tactical or social. Since they look like fat pandas in ill-fitting armor, the attempts are rarely successful.

For Lardassians the state is always more important than the individual. The Greater Lardassian Nation is often called a fascist military dictatorship by some liberal hippie cultures, like the Vulgars. The Lardassian Spaceforce are known as fierce fighters in space, yet almost powerless in face-to-face combat. The Lardassians have often been at war with the Romuclans, but at the moment are committed to war with the P-Republic.

Although Lardassians are considered disgusting by all other cultures, they manage to tolerate each other enough to keep the species going. Most of the time their private lives revolve around forming a traditional three-person relationship, trying to find out who's the dominant one in the relationship, and then losing interest when no-one wants to submit to the others. Unfortunately, the sacred three-way marriage is something the state expects of every individual, and divorce is unheard of. This results in almost all Lardassians being stuck in guilt-ridden, unhappy, sexless marriages. Most children are born due to adultery, which is, naturally, punishable by death.

Lardassian Names: Balsam, Chutnil, Curryk, Farofal, Garlik, Ketchup, Lyutikat, Mayot, Mustar, Pickle, Poupon, Raitak, Relish, Salsam, Soym, Tartar, Vinegarak, Wasabinn

Trooper Points (all Lardassians are ready to sacrifice the life of underlings)

Special Power: No biological humanoid is able to resist Lardassian cooking.

Weakness +2, Repulsiveness +1, Stupidity -1, Obliviousness -1, Clumsiness -1

The Dreaded Data Pirates of Torrion

The colorful and beautiful Torrions found Pirate Utopias on distant planets and moons, and vacate them as soon as they are found out. They have green, blue or yellow skin, with hair often in shock pink, orange, blue, purple, silver, white or black.

Most Torrions consider themselves adventurers in life, never settling in one place or relationship for long. They are typically androgynous, bisexual, and polyamorous, loving and leaving as they please. Consequently, the Torrions have no real sense of family, but children are expected to take care of themselves from a very young age. Before that, they typically tag along with one of their parents, or their new lovers' new lovers. Or something.

The Torrion pirates are mortal enemies of the Ferret Corporation. Although Torrions are rarely employed in the P-Fleet, they are often found as entertainers, merchants and prostitutes.

Torrion First Names: Aimini, Ares, Can, Chord, Coral, Dijjer, Joltid, Kademia, Napster, Pastry, Peer, Piolet, Skype, Tapestry, Tulip, Waste, Winny, Zultrax

Torrion Full Names: Most Torrions also carry one or more nicknames, such as Black Coral Snowfinch, Mad Kad the Unscrupulous, or Long Chord Platinum.

Prisoner Points (when fighting, Torrions always let the prisoners be shot first)

Special Power: Gets to pick one extra Talent

Weakness +2, Clumsiness -1, Repulsiveness -1

PHYSICAL COMBAT

When an Away Team encounters a monster on the planet, the drunken Security Chief gets into a brawl with a Plingon, or an officer just wants to smack her incompetent captain, these rules for physical combat will come in handy.

Combat is divided into rounds. During each round, every Player Character and each Enemy will get a chance to act. The order of battle is determined by the characters' Clumsiness scores. The lowest one acts first, then the second lowest one, and so on. If multiple combatants have the same Clumsiness, Player Characters go first, then Enemies. Once all Player Characters and all Enemies have moved, the round is over, and the next round begins.

A P-Fleet Away Team might also have Red Shirts with them. They get shot first. This is measured by Red Shirt Points. When the Enemy fires at the Away Team, and hits something, a Red Shirt dies. Subtract one Red Shirt Point. When the Away Team runs out of Red Shirts (that is, there are 0 points left), they are in real trouble, because the next shot is going to hit one of the Player Characters.

Each culture has their own variety of Red Shirt Points, be it the Plingon Imperial Guard Points, or the Ferret Guest Worker Points. For some cultures, the points don't denote the amount of personnel they can sacrifice, but are treated similarly mechanics-wise. (For example, the Korg have Adaptability Points, and when they run out, the Korg can no longer adapt to the gun settings, leaving them vulnerable to attack.) For simplicity's sake, the rules will use Plingons as example enemies.

Ranged combat

How do you know if your character hits anything with her Hand Twinkler? Easy! You roll dice. Two six-sided dice (2D6) to be precise. Add to the result any bonuses you might get from your weapon or special talents, and you have your Attack Roll. If the Attack Roll is higher than your Clumsiness, you've hit something. The first hits tend to just diminish the rows of Plingon Imperial Guards. (One Imperial Guard per hit, no matter how high or low the Damage of the weapon.)

When the Imperial Guards are all killed off, it's time to start killing the Plingon officers. There's usually no point in trying to dodge a Twinkler beam, which means your character has hit

something. If the Twinkler is set on Kill (and why wouldn't it be!), the Enemy's Weakness becomes 15, and she dies. If it is on Stun, Weakness only goes up by one, but the Enemy is incapacitated.

The Enemy can make a Weakness roll, subtracting the Damage of the weapon, to avoid the effect. Even on a successful roll, +1 is added to her Weakness. Some Enemies might have special talents or armor that modifies these rolls. Likewise, some guns might allow you to fire through armor. Check the Items List for information on your gear.

Melee combat

Sometimes characters will face the Enemy with karate, a rapier, a Plington Sado Sword or any number of improvised objects. There's more room for variation there, as the characters might actually have a chance to dodge or survive hits, as well.

The Attack Roll is made similarly to Ranged Combat. Roll 2D6 and add Talent or Weapon bonuses. If the Attack Roll is higher than your character's Clumsiness, you've hit something. Each hit kills an Imperial Guard.

But! Once they're out of Imperial Guard Points, the Enemy gets to make a Defense Roll. They roll 2D6, add Talent and Weapon bonuses, and hope to get a higher score than their Clumsiness. If they succeeded, they've dodged or parried your blow. You've failed to damage your opponent! If they failed, your hit goes through, and *then* you wound the Enemy.

With a hit, the enemy's Weakness is increased by two. (If a weapon is used, also add the Weapon's Damage.) When the Weakness score reaches 12, the Enemy is incapacitated. Most of the time they won't die, but will be unable to continue fighting, or even to ask for their ship to beam them out of the battle. Sometimes a talent or a weapon will change these, like armor absorbing some of the damage, or a weapon killing with first blood. When Weakness reaches 15, the Character dies. Additionally, anyone can kill an incapacitated Character if they stand near them.

The altered Weakness score is used in all Tests until the Character heals.

Screw-Ups and Triumphs

If you roll a Screw-Up (2) when trying to hit somebody, not only do you miss, you hit some-

body or something you didn't want to hit. You accidentally hit your Captain, or shoot your own Drycoder. You can suggest the worst blunder possible, but the GM will make the final call.

Screwing Up your Defense Roll will most likely result in your death, or dropping your weapon, or something like that.

If you roll a Triumph when trying to hit somebody, you hit them double well. The hit causes double damage, or somehow hits the original target with full damage, and then another enemy with half damage. Maybe you've managed to hit a Plington officer firing the beam right through the Imperial Guards? Or something else, suggest anything you like to the GM, and hope she'll accept it.

A Triumph in a Defense Roll could help you disarm the Enemy, or maybe rob the Enemy of their next turn.

Healing

The damage gained in battle is easy to heal in Sickbay, or even with the Medical Officer's field kit. This requires a Clumsiness test from the Medical Officer. If the test fails, it can be tried again the next day. If it succeeds, the patient is healed (Weakness is restored to its normal value), but will need to spend the rest of the day resting.

If the Medical Officer rolls a Triumph, the patient immediately recovers without needing to rest. If the Medical Officer Screws Up, the patient's condition gets worse. Add 1D6 to the patient's Weakness Score.

If medical help is not available, the damage normally heals by itself with Weakness lowering by one point per day, until it reaches normal. However, if Weakness is already more than 10, you must roll D6 every day. On a roll of 1, subtract 1 from Weakness. On 2-4, nothing happens. On a 5 or 6, add 1 to Weakness. If Weakness ever reaches 15, the Character dies.

SPACE BATTLES

For every starship there comes a time when they really want to fire light balls at other ships, starbases, space monsters, or even planets. And that's what the crew is for.

Each member of the Bridge Crew has a specific function in space combat. In game terms this means that one player gets to roll for evasive maneuvers, and another one for repairing the ship, or targeting.

Ships

Each Ship has five values that are important in battle. They are Crew Points, Gun Points, Deflector Points, Handle Bonus, and Light Ball bursts. The latter simply means how many patches of Light Balls the Ship has in its tubes. (After that they have to be reloaded at a starbase.)

Crew Points means how many crewmembers the ship has apart from the Bridge Crew (the Player Characters.) Each hit that goes through the Deflectors will cause Crew members to die or be injured. The less Crew the ship has, the worse it functions. Sometimes a Medical Officer will be able to save some members, but most of the time Crew can only be upped by getting reinforcements from a starbase. When the Ship runs out of Crew, it is no longer functional. There's nobody to tend to the wounded, nobody to run Engineering, nobody to get coffee. The deflector plates can't be repaired, the guns can't be fired, and the engines won't run. It's a sitting target to be blown up or taken over by anybody with a gun. In other words, when you run out of Crew, you have lost the battle.

Gun Points reflect how powerful the ship's guns are. Typically there's two numbers here, one for Twinklers or Disturbers, and another one for Light Balls.

Deflector Points measure how powerful the ship's Deflector Plates are. Some Enemy shots can subtract Deflector Points.

Handle Bonus means how easy the ship is to maneuver in battle. Quick scout vessels have a high Handle Bonus, clumsy freighters very low.

In the Ships list on page 25, there are also a Make Hit Roll Against and a Make Evasion Roll Against values for each ship, so that the GM doesn't have to come up with Inabilities for the

entire crew of every enemy ship. In these values, the Handle Bonus is already calculated in.

Battle Rounds

As with melee and armed battles, space battles are played in turns. Here, however, the Crew works in unison, and the turns are based on the functions each officer performs.

1. Ops allocates power. She chooses if the Crew Points are added to Gun Points or Deflector Points, or both. "Allocating power to weapons." The GM does the same for the Enemy.
2. The Tactical Officer shoots at things. This is the Hit Roll. (Roll against Clumsiness, at -5 if firing Light Balls. A successful test means the Ship gets to make the Damage Roll. A failed test means the ship has missed its target. A Triumph results in double damage. A Screw-Up means the weapons systems are failing, no shooting in the next round.) "Twinkle Beams locked. Firing!"
3. The Enemy Pilot makes evasive maneuvers. (The GM makes the Enemy's Evasion Roll. If successful, -10 to the Ship's Damage Roll. If failed, the Damage Roll is made as is. If Triumphant, the Enemy evades the hit entirely, no Damage Roll! If Screwed Up, the Damage Roll is doubled.)
4. The Tactical Officer makes the Ship's Damage Roll. This is 2D6 plus all the bonuses and minuses of the previous rolls. Then add to that the Ship's Gun Points, and subtract the Enemy's Deflector Points. This is your Damage Result. If the roll was 2, divide the Damage Result by half. If 12, subtract the Damage Result from both the Enemy Crew and Enemy Deflector Points. "We kicked their butts, sir!"
5. The GM subtracts the Ship's Damage Result from the Enemy Ship's Crew (and from Gun or Deflector Points where the Crew was allocated in). The GM then gives a verbal description of what the characters see on the main screen.
6. The Enemy's turn. The GM plays the Enemy, and makes the Enemy Ship's Hit Roll. If it's successful, the enemy has hit your Ship!

7. The PC Pilot makes evasive maneuvers. Make the Evasion Roll. (Roll against Clumsiness. Add the Ship's Handle Bonus, and all appropriate bonuses and minuses to the Roll. If successful, -10 to the Enemy Damage Roll. If failed, the Damage Roll is made as is. If Triumphant, the Ship evades the hit entirely, no Enemy Damage Roll! If Screwed Up, the Enemy Damage Roll is doubled.) "Crap!"
8. The GM makes the Enemy Damage Roll just like the PC's made theirs. 2D6 + Enemy Gun Points – PC Deflector Points, with all the aforementioned bonuses and minuses. The Damage Result is subtracted from the PC Ship's Crew Points.
9. Back to 1, if both sides are still fighting.

Tips

If the Gun Points are much lower than the Enemy's Deflector Points, then the Ship will probably do no damage.

If the ships' Gun Points + Deflector Points + Crew Points are about the same, the ships are equal in battle.

P-Fleet starships have Twinklers and a limited amount of Light Balls. Remember to specify which you fire! Shooting Light Balls is more difficult, but they do more damage. Some ships, like CPP Kickstart 2, can fire Twinklers and Light Balls at the same time. This often results in a penalty to one or both of the Hit Rolls.

When either ship runs out of Crew Points, they can't operate their ship anymore, and can easily be blown up with a single Twinkler blast.

Additional rules

If you want to make the battle a bit more complicated, you may want to add these phases.

- 0a. The officers give recommendations. Everybody but the Captain rolls to overcome their Stupidity. Each success will give +1 to either the Evade, Hit or Damage Roll. A failure won't have any effect, but a Triumph will give +3 to one of the rolls, and a Screw-Up -5. "Goodness

gracious me! I do not think we can take any more heets, Mister Captain, sir! Let's go!"

- 0b. The Captain gives orders. (Roll against Obliviousness. A successful test will give +3 to either the Evade, Hit or Damage Roll. A failed test will give -2 to all of them. A Triumph results in +20 in any of the rolls, a Screw-Up in -20.) "No! I came here to fight, and fight I will! All power to weapons, get us close to their flag ship, fire all Twinkle Beams at their captain's personal bathroom!"
- 1a. The Science Officer scans the Enemy Ship. (Roll against Obliviousness. If successful, the Science Officer will be able to tell how much the Enemy's Gun or Deflector Points are after Crew Point allocation. Ops can then use this information while allocating

your Crew Points. With a Triumph, the Science Officer can tell the exact Crew, Deflector and Gun Points of the Enemy. With a Screw-Up, the Science Officer will give completely misleading information, which the Crew will believe is true.)

- 1b. The Pilot flies the Ship. (Roll against Clumsiness. Add the Ship's Handling Bonus to the roll. If the Pilot overcomes her Clumsiness, add +3 to Hit Roll and Evade Roll. If the Pilot fails, -3 to both rolls. If the Pilot Triumphs, add +10 to the rolls. If the Pilot Screws Up, -10.) "Moving the ship into position."

- 8a. The Chief Engineer tries to repair the ship. (Roll against Clumsiness. If successful, add 1D6 Deflector Points, but to no more than the Ship's maximum. With a Triumph, add 3D6. With a Screw-Up, subtract 2D6.) "Twist engines back online, sir!"

- 8b. The Medical Officer tries to heal the wounded. (Roll against Clumsiness. If successful, add 1D6 Crew Points, but to no more than the Ship had at the beginning of the battle. With a Triumph, add 3D6. With a Screw-Up, subtract 2D6.) "I'm a doctor, not a necromancer!"

In short

- PC Hit Roll
- Enemy Evasion Roll
- PC Damage Roll
- Enemy Hit Roll
- PC Evasion Roll
- Enemy Damage Roll

Dramatic Phases

The Game Master can pick and choose among these extra phases from turn to turn, for example asking for the Engineer's recommendations (only) one turn, and a scan by the Science Officer the next. This can enhance the drama of space battles without bogging down the action.

Sucking Beams

Most starships are equipped with Sucking Beams, which have many uses to be discovered by cunning players. When using a Sucking Beam against a resisting ship, have the Tactical Officer make an opposed Clumsiness roll versus the Enemy Pilot (who gets to add the Enemy ship's Handle Bonus). If the T.O. succeeds by more points than the Pilot, the Enemy is trapped until the Pilot can make another roll at -3.

Protecting Others

To protect an unarmed ship from aggression, a starship can fly between it and the aggressor, or try to draw fire to itself for other reasons. Typically this needs to be done when an unarmed ship is trying to escape, or a starship has to lower Deflector Plates to operate the Transporter.

In order for the ship to protect another vessel, the Pilot needs to overcome her Clumsiness. If she succeeds, the Enemy can't fire at the protected vessel this Round or the next. After that, a new Clumsiness Test is required.

Escaping

To flee from battle, a ship needs to either fly away with their Shove Power, or jump into Twist Speed. The former is almost certainly going to fail, if any Enemies pursue.

To escape with the Shove Engines, the Ship just has to keep flying away from battle until their Distance Score reaches 100. At the beginning it's 0. Each Battle Round 5 points and the Ship's Handle Bonus are added to the Distance Score. If an Enemy decides to pursue, the Enemy's Handle Bonus will be subtracted from Distance Score each Battle Round. While the Distance Score is less than 20, the escaping Ship can still fire at the ships in battle. When the Score is over that, the Ship can still fire at possible pursuing ships, and vice versa.

Example: If the Ship's Handle Bonus is -1 and the Enemy's is +3, the Ship gets a +1 ($5-1-3=+1$) to their Distance Score, meaning it would take them one hundred turns to escape. By that time the Enemy will probably have shot them to pieces already.

To escape with the Twist Engines, the Ship just need to lay still for a while. They can keep their Deflector Plates up and fire, but can't move. This means no Pilot rolls can be made. The number of Battle Rounds to wait is equal to 6 minus the Ship's Handle Bonus.

Multiple Ships

If several ships attack one ship, simply add their Damage Results together, but count the Enemy Deflector Points only once.

If three Romuclan War Turkeys with all power in Guns fired Disturbers at the Kickstart with all power in plates, the Damage Result would then be $2D6 + 120 + 2D6 + 120 + 2D6 + 120 - 350 = 6D6 + 360 - 350 = 6D6 + 10$. The Kickstart would lose 16 to 46 crewmembers every turn, unless it manages to destroy the War Turkeys quick!

Ramming

Sometimes there's no point in shooting when you can just fly at the enemy. In such a case, the Pilot makes a Clumsiness Roll. A successful roll means a successful ram.

With a successful Ramming attempt, forget about Guns and Deflectors. Simply divide your Crew Points in half, and subtract the same amount from your Enemy's Crew Points. That is, if your Crew Points are 200 and the Enemy's 130, after ramming, you will have 100, and the enemy 30.

Failing the Clumsiness Roll means you lose half of your Crew, but the Enemy only loses half of what you lost. In the above example, you would end up with 100 and the enemy 80.

A Triumph will result in either you losing no Crew, and the Enemy taking normal damage, or you taking normal damage, and the Enemy being completely destroyed. You choose.

A Screw-Up means your ship is destroyed. Don't screw up.

Captains who make a habit out of ramming other ships won't win any popularity contests.

AWAY TEAMS

An Away Team is a group of starship officers that beam down on a planet, abandoned space ship, or space station, to have adventures. In this roleplaying game, it's almost always the Player Characters, accompanied by some red shirted security guards.

The Captain chooses who gets to join her on Away Missions, but it's strongly recommended she picks at least all the Player Characters. The Captain may also choose other officers, like a Medical Officer, if none of the PCs is one.

However, one Away Team can only have a limited number of NPCs (including Red Shirts), equal to 10 minus her Repulsiveness Score. If the Captain's Repulsiveness is 3, she can bring (10-3=) 7 NPCs. With a Repulsiveness of 10, she can bring no NPCs. If the Captain is not with the Away Team, then it's the leader of the Away Team whose Repulsiveness is used. The leader is always the highest ranking bridge officer present.

The only real function of the Red Shirts is to act as human shields for the PCs in the Away Team. Oh, they will valiantly go through the motions of fighting the enemy, but all of their attacks will either miss or be otherwise ineffectual.

Drycoders

If the Science Officer and/or the Medical Officer are with the Away Team, they can use their Drycoders to scan the environment for information. Besides the scanners, Drycoders also have all the functions of contemporary GPS navigators, PDAs, cell phones, media players, and handheld game consoles.

If they overcome their Obliviousness, they can find out lots of things about the surroundings. Note that the anyone else except the S.O. using the Scientific Drycoder, or the M.O. using the Medical Drycoder, will get a -3 to the roll.

The Scientific Drycoder scans for lifeforms, natural phenomena, radiation, and materials. The Scientific Drycoder can be used to analyze a piece of machinery, predict the weather, or locate a source of gold on the planet.

The Medical Drycoder performs disease diagnosis, genetic scanning, hormone detection,

Making the Most Out of Your Crew

Red Shirt Points come off your ship's Crew Points. Astute players will realize that, with a functioning transporter, they can replenish their Red Shirts at any time (out of combat). But if they overuse that option, they may come to regret it in the next space battle...

and chemical analysis of plants and minerals. The Medical Drycoder can be used for pregnancy tests, following pheromone trails, and calculating the components needed for an improvised remedy to some alien disease.

Beaming in and out

Typically, the Away Team has constant connection to the ship, and can order for the crew to beam them back up, beam down more equipment, or anything else. Sometimes, though, there's so much

interference that this becomes temporarily impossible.

PITY KARMA

Each Character has points in Pity Karma. Everybody begins with 0 points, and whenever they make some unbelievable mistakes, blunders of truly epic proportions, they gain points in Pity Karma. The GM and each Player gets to give out one Pity Karma Point to any other Players each Session. One particularly dumb move might get all the Pity Karma during one Session, or it might be given out more evenly.

In any case, the Characters will slowly but steadily be gathering reserves of Pity Karma. This is good, as it will save their asses later on. After goofing off in every possible situation, the Character might be saved by an extra security guy transporting in front of them as the Korg are firing, or she might blow up the enemy space station by just shooting one shot without computer help.

Pity Karma is the only reason why idiots like Captain Pirk are still alive.

Giving Out Pity Karma

Pity Karma can be used at any time after it's given, and it's the responsibility of the GM and all the Players to make sure it's only given when it's really deserved.

An ordinary failure or a by-the-book Screw-Up does not merit Pity Karma Points; the Character should really go beyond the call of incompetence. It's especially good for Pity Karma to Triumph in all your Tests and have everything go exactly as planned, and then just be too stupid or selfish to go through with it.

Not everyone has to gain Pity Karma during one Session, and there is no obligation to give anyone Points, if the Player doesn't feel she's witnessed any blunder grand enough.

Using Pity Karma

Pity Karma Points can be used whenever a Player wishes to save their Character. Different saves cost a different amount of Karma, but it's all up to the GM, really.

There's no law saying Pity Karma has to be used responsibly, or for the good of the group. In fact, sometimes it can be used directly against other Characters to make sure the friendly competition between colleagues doesn't get out of hand. That is, to make sure your Character succeeds, and the others don't.

Examples of how Pity Karma can work for you, and the Point costs:

1 Point:	Roll again.
1 Point:	Change somebody else's Roll to a Screw-Up.
1 Point:	Get back 10 Crew Points in a space battle.
1 Point:	Reduce an Inability by 3 for the duration of this Session.
2 Points:	Change the Roll to a Triumph.
2 Points:	Get miraculously but temporarily saved in a life-threatening situation. (Like a Red Shirt transporting in front of you.)
2 Points:	The Character gets an extra Talent for this Session.
3 Points:	Get transported to some safe location
4 Points:	Get the entire group temporarily saved in a life-threatening situation.
5 Points:	The Character gains an Experience Level.
5 Points:	The entire group is transported to some safe location.
5 Points:	The Characters get backup, such as a whole squadron of allied starships.
5 Points:	The Character didn't die, after all!

Note that with luck the Character might even perform some legendarily suicidal fumble, gain Pity Karma Points, and with those, and only those, survive her own mistake. It's not wise to count on this, though, but sometimes one has no choice.

ITEMS LIST

Ranged Weapons

Hand Twinkler, other standard Laser Guns	Damage 2, Kill and Stun setting
Water Gun	Damage 0, Incapacitates Androids and Korg, makes Kevlar armor, Laser Swords, Hallu Whips, and all Electro things useless.
Twinkler Rifle	Attack Roll +3, Damage 2, Kill and Stun setting
Stun Twinkler	Penetrates all armor, stuns immediately
Twinkler Shotgun	Attack Roll -1, Damage 5, penetrates all armor
Light Ball Bazooka	Attack Roll -3, Damage 10, penetrates all armor
Beaming Gun	Attack Roll -3, beams the opponent away from combat
Twist Gun	Attack Roll -3, Damage 20, penetrates all armor, gives the user cancer if she fails a Weakness test
Shove Gun	Damage 3, moves the opponent back ten meters regardless of armor
Vulgar Pacifier	Attack +2, Damage 5, each round requires a successful Stupidity test to operate.
Plingon Disturber	Damage 3, with such a cool effect that Repulsiveness -2 when someone is disturbed
Plingon Disturber Rifle	Attack Roll +2, Damage 5, considered dishonorable by other Plingons.
Torrion Electro Revolver	Attack +1, Damage 3, only has six shots, after which the Torrion has to spend a Round reloading.
Lardassian Defense Gun	Attack +1, Damage 0, disarms the Enemy of the armor worn and the weapon at hand, unless the Enemy makes a successful Clumsiness test.
Lardassian Pain Rifle	Attack +3, Damage 5, typically used when all the Enemies are first disarmed with the Lardassian Defense Gun.
Korg Assimilator	Attack +3, Damage equal to the amount of Korg in the Team (but not more than 7), penetrates all armor

Melee Weapons

Rapier, and most other Earth melee weapons	Damage +1
Laser Sword	Damage +2, no armor can stop a Laser Sword.
Plingon Sado Sword	Damage +3, and makes the Enemy just shriek in pain for the next round, unable to do anything.
Ferret Hallu Whip	Attack Roll -2, Damage +3, if the Enemy fails an Obliviousness test, she falls into a pleasant dream state, and is incapacitated. Each turn the Enemy may make a new Obliviousness test to wake from the dream.
Plingon Pain Shield	Defence Roll +3, 1 damage to anyone who hits the Plingon

Armor

Leather Clothes	Repulsiveness -1, reduces Damage by one in melee combat only.
Metal Armor	Clumsiness +2, reduces Damage by two in melee combat.
Plingon Metal Armor	Repulsiveness -1, Clumsiness +1, reduces Damage by three in melee combat
Lardassian Body Suit	Repulsiveness +1, reduces Damage by two in melee combat
Kevlar Armor	Reduces Damage by one in ranged or melee combat. Useless if wet.
Power Armor	Weakness -2, Clumsiness -2, reduces Damage by two in both ranged and melee combat. (That's right, if the Damage of the gun is 2, it can't harm an Enemy in Power Armor without a Triumph.)
Bio Armor	Weakness -6

HUMANOID ENEMIES

Ferret Employee

Ferret Hallu Whip, Standard Laser Gun
 Guest Worker Points 1D6
 Clumsiness 3
 Weakness 7
 Obliviousness 5

The Korg

Korg Assimilator
 Adaptability Points D6+2
 Clumsiness 5
 Weakness 3
 Obliviousness 4

P-Fleet officer

Hand Twinkler
 Red Shirt Points D6
 Clumsiness 5
 Weakness 5
 Obliviousness 5

P-Fleet Special Forces

Hand Twinkler, Twinkler Shotgun, Power Armor
 Red Shirt Points D6-1
 Hand Twinkler
 Clumsiness 4
 Weakness 3
 Obliviousness 4

Plingon Warrior

Plingon Sado Sword, Plingon Disturber, Plingon
 Metal Armor
 Imperial Guard Points D6-1
 Clumsiness 5
 Weakness 3
 Obliviousness 5

Plingon Officer

Plingon Sado Sword, Plingon Pain Shield,
 Plingon Disturber, Plingon Metal Armor
 Imperial Guard Points 2D6
 Clumsiness 5
 Weakness 2
 Obliviousness 6

Vulgar Pacifist

Vulgar Pacifier
 Initiate Points 2D6-2
 Clumsiness 6
 Weakness 6
 Obliviousness 5

Android

Hand Twinkler
 Self Diagnostic Points D6+2
 Clumsiness 4
 Weakness 5
 Obliviousness 6

Romuclan Soldier

Disturber
 Volunteer Points D6+1
 Clumsiness 6
 Weakness 4
 Obliviousness 6

Lardassian Officer

Lardassian Defense Gun, Lardassian Pain Rifle,
 Lardassian Body Suit
 Trooper Points D6+1
 Clumsiness 4
 Weakness 7
 Obliviousness 4

Torrion Pirate

Torrion Electro Revolver, Laser Sword, Kevlar
 Armor
 Prisoner Points D6
 Clumsiness 4
 Weakness 7
 Obliviousness 5

Collectivist revolutionary

Korg Assimilator, Hand Twinkler, Power Armor
 A Korg sympathizer who thinks the P-Republic
 should voluntarily join the Korg Hive Mind to
 bring about absolute equality for all. The
 Collectivist movement has been outlawed, and
 Collectivist ships and guerilla bands often engage
 the P-Fleet in battles. Sometimes the Collectivists
 are aided by the Korg, or vice versa. Collectivists
 and their ships tend to have a rudimentary
 telepathic connection with the Korg Hive Mind.
 Adaptability Points D6-1
 Clumsiness 5
 Weakness 4
 Obliviousness 6

SHIPS

P-Fleet Galaxy Class Starship (CPP Kickstart 2, CPP Scrapiron)

Can fire Twinklers and Light Balls at the same time with a -2 to either of the Hit Rolls.

Crew: 200

Gun Points: 80/A full blast with the Twinklers, 120/A burst of Light Balls

Light Ball bursts: 5

Deflector Points: 150

Handle Bonus: +1

Make Hit Roll Against: 4

Make Evasion Roll Against: 6

Travel Speed: Twist 6

Maximum Speed: Twist 9

P-Fleet Constipation Class Starship (CPP Kickstart 1)

Crew: 100

Gun Points: 60/A full blast with the Twinklers, 120/A burst of Light Balls

Light Ball bursts: 4

Deflector Points: 100

Handle Bonus: +1

Make Hit Roll Against: 6

Make Evasion Roll Against: 5

Travel Speed: Twist 4

Maximum Speed: Twist 7

P-Fleet Sparrow Class Scout Ship (CPP Relevant)

Crew: 30

Gun Points: 30/A full blast with the Twinklers

Light Ball bursts: 0

Deflector Points: 30

Handle Bonus: +4

Make Hit Roll Against: 8

Make Evasion Roll Against: 2

Travel Speed: Twist 7

Maximum Speed: Twist 9

Vulgar Spacelodge

As the Spacelodges are completely unarmed and unarmored, P-Fleet vessels are duty-bound to protect them in battle. If threatened with battle, the Vulgars will immediately surrender.

Crew: 50

Gun Points: 0

Light Ball bursts: 0

Deflector Points: 0

Handle Bonus: +2

Make Hit Roll Against: 7

Make Evasion Roll Against: 4

Travel Speed: Twist 4

Maximum Speed: Twist 7

Romuclan War Turkey

War Turkeys featured prominently in *Star Wreck III: Wrath of the Romuclans*.

Stashing Gadget, makes the Ship invisible, but also unable to go to Twist drive or fire guns

Crew: 40

Gun Points: 80/A full blast with the Disturbers, 100/A burst of Light Balls

Light Ball bursts: 5

Deflector Points: 150

Handle Bonus: +2

Make Hit Roll Against: 4

Make Evasion Roll Against: 4

Travel Speed: Twist 6

Maximum Speed: Twist 9

Plingon Heavy Battlebruiser

The Kickstart fought three Battlebruisers in *Star Wreck II: The Old Shit*.

Stashing Gadget, makes the Ship invisible, but also unable to go to Twist drive or fire guns.

Can fire Disturbers and Light Balls at the same time with no penalty.

Plingons never flee or surrender!

Crew: 100

Gun Points: 200/A full blast with the Disturbers, 150/A burst of Light Balls

Light Ball bursts: 10

Deflector Points: 200

Handle Bonus: +1

Make Hit Roll Against: 3

Make Evasion Roll Against: 7

Travel Speed: Twist 6

Maximum Speed: Twist 9

Plingon Buzzard

Several Buzzards were featured in *Star Wreck IV: The Kilpailu*.

Stashing Gadget, makes the Ship invisible, but also unable to go to Twist drive or fire guns.

Plingons never flee or surrender!

Crew: 50

Gun Points: 80/A full blast with the Disturbers, 100/A burst of Light Balls

Light Ball bursts: 5

Deflector Points: 100

Handle Bonus: +2

Make Hit Roll Against: 3

Make Evasion Roll Against: 5

Travel Speed: Twist 6

Maximum Speed: Twist 9

Plingon Birdy Scout Ship

Two Birdies were seen in *Star Wreck I*.

Plingons never flee or surrender!

Crew: 20

Gun Points: 50/A full blast with the Disturbers

Deflector Points: 20
 Handle Bonus: +3
 Make Hit Roll Against: 4
 Make Evasion Roll Against: 3
 Travel Speed: Twist 7
 Maximum Speed: Twist 9

Korg Box

In *Star Wreck V: Lost Contact*, the P-Fleet fought a Korg Box.

The Crew and Deflector Points automatically regenerate by 100 points each Round until they reach 400 again. The Korg never make Evasion Rolls.

Crew: 400
 Gun Points: 200/A full blast with the Twinklers
 Deflector Points: 400
 Handle Bonus: -4
 Make Hit Roll Against: 3
 Make Evasion Roll Against: -
 Travel Speed: Twist 7
 Maximum Speed: Twist 9.999

Ferret Sweatship

Crew: 200
 Gun Points: 50/A full blast with the Twinklers,
 100/A burst of Light Balls
 Light Ball bursts: 10
 Deflector Points: 200
 Handle Bonus: +2
 Make Hit Roll Against: 6
 Make Evasion Roll Against: 5
 Travel Speed: Twist 6
 Maximum Speed: Twist 9

Ferret Freighter

In battle, all other Ferret ships and their allies will try to protect the Freighter while it makes its escape.

Crew: 20
 Gun Points: 0
 Light Ball bursts: 0
 Deflector Points: 400
 Handle Bonus: +1
 Make Hit Roll Against: -
 Make Evasion Roll Against: 8
 Travel Speed: Twist 7
 Maximum Speed: Twist 8

Lardassian Juggernaut

Can fire Twinklers and Light Balls at the same time with no penalty.

Crew: 400
 Gun Points: 150/A full blast with the Twinklers,
 200/A burst of Light Balls
 Light Ball bursts: 10
 Deflector Points: 100

Handle Bonus: -2
 Make Hit Roll Against: 4
 Make Evasion Roll Against: 9
 Travel Speed: Twist 5
 Maximum Speed: Twist 9

Lardassian Armored Space Fighter

Crew: 250
 Gun Points: 80/A full blast with the Twinklers,
 120/A burst of Light Balls
 Light Ball bursts: 5
 Deflector Points: 50
 Handle Bonus: -1
 Make Hit Roll Against: 4
 Make Evasion Roll Against: 6
 Travel Speed: Twist 5
 Maximum Speed: Twist 9

Torrion Galleon

Crew: 100
 Gun Points: 100/A full blast with the Twinklers,
 150/A burst of Light Balls
 Light Ball bursts: 10
 Deflector Points: 200
 Handle Bonus: +2
 Make Hit Roll Against: 4
 Make Evasion Roll Against: 4
 Travel Speed: Twist 7
 Maximum Speed: Twist 9.9

Torrion Frigate

Crew: 60
 Gun Points: 80/A full blast with the Twinklers,
 150/A burst of Light Balls
 Light Ball bursts: 6
 Deflector Points: 150
 Handle Bonus: +4
 Make Hit Roll Against: 3
 Make Evasion Roll Against: 3
 Travel Speed: Twist 7
 Maximum Speed: Twist 9.9

Torrion Schooner

A Schooner caught in battle will try to flee as fast as possible.

Crew: 30
 Gun Points: 60/A full blast with the Twinklers,
 150/A burst of Light Balls
 Light Ball bursts: 3
 Deflector Points: 100
 Handle Bonus: +5
 Make Hit Roll Against: 1
 Make Evasion Roll Against: 1
 Travel Speed: Twist 7
 Maximum Speed: Twist 9.9

PLANETARY MONSTERS

Land Octopus

It's an eight-tentacled monster walking on dry land, and it wants your blood!

Attack Roll +1, Damage 2, three attacks

Tough Skin Points 2D6+8

Clumsiness 2

Weakness 4

Obliviousness 5

Polpotian Medusa

This monster resembles a giant floating head, with only one huge eye, and snakes instead of hair. Naturally it also has highly advanced telepathic powers. The Medusa head is about the size of a grown human, and its eye almost a meter in width. They say that "Beauty is in the eye of the Polpotian Medusa," whatever that means.

Snake Hair Attack Roll +2, Damage 4

Telepathic Attack Roll +10, Damage 0, but if the Enemy fails an Obliviousness test, she falls into a hallucinatory sequence, and is incapable of fighting anymore. The hallucination is typically an adventure set in Earth history. Every hour the Enemy may make a new Obliviousness test to wake from the dream.

Tough Skin Points D6+10

Clumsiness 10

Weakness 2

Obliviousness 2

Rigelian Sandworm

The Rigelian Sandworm lives underground, and only penetrates the surface when attacking those above ground. It's especially fond of destroying and eating empty buildings and vessels. The tremors from a traveling sandworm can be felt hundreds of kilometers away.

Attack Roll +3, Damage 5

Tough Scale Points 3D6+3

Clumsiness 4

Weakness 2

Obliviousness 6

Sorta

They're life, but not like we want to know it! The Sorta are intelligent silicon-based lifeforms, who look like steaming piles of wet manure. This feces-like creature is not aggressive by nature, but will attack anyone approaching its children. The problem is, its children look like small piles of poo, and can be difficult to avoid. The Sorta have a smell attack, carried in the air by excremental molecules.

The Smell Attack is impossible to avoid, except by those who don't breathe the surrounding air (such as Androids). Damage 3

Silicon points D6+20

Clumsiness 10

Weakness 1

Obliviousness 10

Thunderer

A three-meter semi-intelligent cloud that is hostile to almost all life, but also stupid enough to believe almost anything it's told. It can live in space and on planets, and in space can even combine with other Thunderers to form a Fusion Thunderer that can attack starships.

Can only be damaged with energy-based weapons.

Attack Roll +1, Damage 5 from Lightning

Absorption Points D6+5

Clumsiness 5

Weakness 4

Obliviousness 8

SPACE MONSTERS

Fusion Thunderer

A hundred-meter space cloud of semi-intelligent gas, big enough to fight spaceships!

Can only be damaged with energy-based weapons. When destroyed, will diffuse into ordinary Thunderers, incapable of damaging starships.

Damage Points 100 from lightning

Absorption Points 100

Make Hit Roll Against: 5

Make Evasion Roll Against: -

Travel Speed: Twist 1

Maximum Speed: Twist 1

Kraken From the Deep Dimensions

On Earth oceans, Krakens were giant octopi that attacked sailing ships from the bottom of the sea. They're nothing compared to the spaceship-eating Kraken From the Deep Dimensions! This monster lives between realities, opening a rift in the space-time continuum only to attack passing starships with its hideous tentacles. Some cultures worship the Kraken From the Deep Dimensions in indescribably eldritch rituals.

If defeated, will not die, but simply withdraw back to whence it came.

Damage Points 40 from tentacles, five attacks

Toughness Points 200

Make Hit Roll Against: 3

Make Evasion Roll Against: 4

Travel Speed: -

Maximum Speed: -

Mecha Dragon

A robotic lizard piloted by a young humanoid with strange hair. Mecha Dragons are sometimes found guarding spaceships, asteroids, or space stations, and are a dangerous enemy to spaceships. They are one of the few space monsters who have a tendency to attack other beings in close combat, instead of just shooting beams of energy. If the Mecha Dragon is destroyed, the pilot will eject in an escape pod, that will automatically fly to their home base. The escape pod is unarmored and easy to destroy. Damage Points 100 from fire breath, 50 from claws, 300 from special super trick attack

Fire Breath shots 5

Special Super Trick Attacks 1

Exoskeleton Points 300

Make Hit Roll Against: 5

Make Evasion Roll Against: 3

Travel Speed: Twist 7

Maximum Speed: Twist 9

Star Crystal

These beautiful crystalline entities roam the galaxy radiating happiness, psychic awareness, prosperity, and personal growth. Unfortunately, the rays are extremely harmful to all humanoid life. It is possible to communicate with the Crystals, exposing oneself to their rays, but they can't be persuaded to leave anyone alone. Why, the mere suggestion just means they must send out more rays of love!

Damage Points 150 from radiation

Crystallization Points 400

Make Hit Roll Against: 4

Make Evasion Roll Against: 9

Travel Speed: Twist 7

Maximum Speed: Twist 9

HOW TO RUN THIS GAME

The focus of this roleplaying game is to have fun in the spirit of *Star Wreck*.

However, the *Star Wreck* kind of fun is very different from the kind of fun many other roleplaying games offer. It's not the fun of playing larger-than-life heroes who save the world by making epic sacrifices in dramatic circumstances. This is the fun of playing small-minded losers who save the world by accident while trying to save their own ass in tragi-comic circumstances.

As long as you keep the above guideline in mind, you should do okay. Create annoying NPCs the Players and their characters will love to hate, come up with silly situations the PCs will have to survive in, and give them some real obstacles where they have the chance to really make asses of themselves.

Encouraging screw-ups

Make sure you and the players remember that they are not there to be all they can be. It's not necessarily a sign of good roleplaying to play their Characters to the maximum of their abilities. If anything, you should encourage them to make intentional mistakes, goofs, errors and screw-ups.

In fact, it could be said that the better the roleplayer, the more the Character fails. If the Character does intentionally do something incredibly stupid, remember that even when the NPCs might scorn the Character, you, the GM, should congratulate the Player – preferably with a Pity Karma point!

Tactics are not for this game

Planning for the best tactics takes up a large amount of time in many roleplaying games. Not in this one. If your players start to draw up plans and discuss methods, remind them they're not in P-Fleet Academy anymore. Whatever stupid idea the captain comes up with is the one they should go with.

While adjudicating the results of the characters' actions, remember that it should not be the brilliance of their tactical maneuvers that gets them killed. They can fail gloriously or miserably, but what kills them should be petty disagreements with the other officers, or being shot in the back by Plingon bastards.

IDEAS FOR *WRECK* ADVENTURES

There are infinite possibilities for adventure in the *Star Wreck* universe. Here's a few ideas to get you going.

Omnipotent Dork

An all-powerful being with the social grace of a five-year-old contacts the Crew, and plays around with them. The dork might teleport them to strange worlds and have them fight monsters, force them to fight against champions picked by another dork, or give some Crew Members superpowers just to see what happens. The omnipotent dork can't really be defeated (or can she?) but often she'll just go away when she gets bored.

First Contact

Whether acting on orders, or by accident, the Crew are the first P-Fleet representatives to encounter some new alien culture. They have to manage themselves in diplomatical situations, trying to understand the aliens' strange customs, and not get shot in the process. Even better if the aliens have something the Crew wants (maybe they've kidnapped the Ship's NPC Doctor), and the Crew can't act upon their first impulse to shoot the alien ship to pieces.

Time Travel

To protect the time line, or just by accident, the Crew is flown back in time, often to some interesting place and time in Earth's history. Nazi Germany, the crucifixion of Jesus, and the late 20th century are particular favorites, but it can be difficult to avoid running into other disguised time travellers. The Crew then has to pretend to be from that era, as well as performing whatever task it was they came there for.

Trapped in the Hallu Deck

Half the time they're used, the Hallu Decks malfunction. Typically they trap the users in whatever twisted fantasy world they wanted to visit, or release the holograms to wreak havoc on the ship.

Evil Admiral

An Admiral gives the Crew a seemingly ordinary mission to attack some Romuclans, protect a colony from Lardassians, or just to chart an unexplored region. But it's a trap! The Admiral was actually a Korg sympathizer, or employed by

the Torrions! The Crew then has to fight the original Enemy, and the Admiral and her troops.

Parallel Universe

The Crew is drawn into a parallel universe where an alternate history has resulted in things being not quite the way we know them. They might even encounter their own parallels there before they can figure out how to get back into their own timeline. They might also have to right some terrible wrong in the parallel universe before they can get back. Sometimes their counterparts from the parallel universe might visit their world instead, with sinister plans, of course.

Alien Politics

Politics are very complicated for human brains to comprehend, and alien politics even more so. Sometimes P-Republic interests force people to subtly influence alien politics. This might mean getting tangled in the dispute between rival heirs to the Plingon throne, a drop in the Ferret Corporation stock market value, or a revolution in the Lardassian Nation. No matter what the case, it's clear some good, old-fashioned P-Fleet involvement is needed! A classic way to do this is sending the Crew to assassinate, bribe, or arm one side. Or all sides, if civil war is what they want.

Space Monster

A malevolent giant lifeform is harassing a friendly vessel, colony, or space station. Shooting the monster right away might result in unnecessary loss of life, so clearly some other approach is needed. Sometimes the monster can be communicated with, other times it needs love or food, or it might even be controlled by some villainous traitor. (Note! In *Star Wreck* adventures it's good to be prepared to the possibility that the Captain will want to shoot the monster with no concern for the lives lost.)

Particles

A typical "B Plot" for a *Star Wreck* adventure is an attack by some strange space particles. They can only be observed with Drycoders, but they make the computers, other equipment, or the entire starship to behave erratically. Sometimes they can be destroyed by reversing the polarity with a successful Stupidity roll. At other times this requires some alien device or ritual. Particles are useful for the GM when she wants to make sure the PCs can't use the transporter or some other device.

OTHER STYLES OF ROLEPLAYING

The Star Wreck Roleplaying Game doesn't have to be played sitting around a table. Two obvious alternatives are Live Action Roleplaying (LARP) and roleplaying over the internet (simming).

Live Action Roleplaying

Provided one has access to proper uniforms, a *Star Wreck* LARP might not be that hard to organize. One should focus not on huge space battles or epic monsters, but rather on character interaction. An Away Team on a forest planet, a group of cadets time-traveling to the 21st century, or a diplomatic meeting between alien governments might all make good LARP scenarios.

In a freeform LARP, the Game Master typically has no control over the game once the game has started, but there are a number of equal Characters or groups of Characters (like Away Teams from different ships) pitted against each other. It's important that the Game Master doesn't have any planned outcome in mind for the events, but lets the Characters work things out for themselves. Maybe the star-crossed lovers don't get along. Maybe the Ambassador doesn't get poisoned. Maybe the bad guy wins the duel. Anything can happen, and that's the beauty here. There are no NPCs, only lots of PCs with opposing motivations.

Some prefer creating so-called adventure-style LARP, which resemble table-top games more closely. These games have a single group of PCs with each NPC played by a GM or an assistant. The PC group is then lead from one encounter to another following a relatively rigid plotline. The advantage here is that the few PCs will probably get a much more intense experience than can be guaranteed in most freeformLARPs.

Some LARPs can take several days and have thousand of Players, but a typical *Star Wreck* LARP would probably last from two to six hours and have a couple dozen participants. It's often a good idea to start out small, say, two Away Teams meeting some strange alien being on a planet, and the LARP being over when they transport off the planet.

Extra care should be taken when designing the set, props, and costumes for LARPs. Simply wearing a red polo neck, and calling it a P-Fleet uniform can work, but typically the more realistic the setting, the better the experience. Lighting, soundscape, food, drinks, smells, music and a distinctly specified style of acting all affect the atmosphere of the LARP.

Sims

As the Star Wreck Roleplaying Game is very character-based, it's very well suited for online text-based roleplaying, or simming. Sims can be played by e-mail, in chats, or on internet forums.

In a sim roleplaying game, the GM "hosts" the event by describing where the story starts, and often playing some key NPCs. The hosting typically begins with an introductory message setting the scene for the PCs' first actions. The other players then each write descriptions of Characters' actions.

Sims rarely employ dice-rolls, as they typically rely more on the experience of collective storytelling, than on "realistically" simulating a fictional world. One mechanic that is particularly well suited for this style of play is *Star Wreck's* idea of Pity Karma.