

Where No Man Has Gone Before 2.0

by Mike Berkey (michael.berkey@gmail.com), Copyright 2009. For more Microlite20 awesomeness, head over to the Microlite20 website at <http://www.microlite20.net>.

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

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

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

The goal of this game is to create something relatively quick and dirty, simple to set up and fast to run, using the Microlite20 system for accessibility and to allow access to the vast amount of pregenerated d20 content.

Hopefully, it strikes a balance between camp and grit: while much of this game is pretty silly, much of it isn't. This is, after all, a television show that brought us both “The City On The Edge Of Forever” and “Spock's Brain.”

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

For sources, I've poured over Franz Josef's original Starfleet Technical Manual, the Daystrom Institute of Technology (ditl.org), Okuda's Star Trek Encyclopedia and Memory Alpha for information. I've even spent time mining the Klingon Academy instruction manual for ship combat ideas.

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

Special thanks goes out to Avram Grumer for giving me much needed feedback and editing. I'm becoming convinced that errors, typos and ambiguously worded entries are every bit as threatening as those pesky Romulans.

Most importantly, remember that this game is your sandbox: there is no right or wrong way to play it, only what's fun.

Contents

1. Characters
2. Combat, Action Points And The Rest Of The Core Rules
3. Ship Combat
4. Equipment
5. Enemies and Allies
6. Appendices

Characters

Stats

Where *No Man Has Gone Before* uses four stats: **Strength, Dexterity, Intelligence, and Charisma.**

Roll 4d6, dropping the lowest die. Total the remaining 3 dice and allocate to one of the stats. Repeat for the remaining stats.

Your stat bonuses are **(STAT-10)/2, rounded down.**

Species

The Federation is made up of many member species, but most can be treated as variants of human beings—albeit human beings with odd makeup effects such as prosthetic foreheads and ears.

Andorians are a tough-minded species of blue-skinned humanoids from a frigid planet. Their antennae give them enhanced senses and their harsh homeworld makes them tougher than the norm.

- **Cold Adapted:** +2 bonus on all arctic survival-type rolls. Their tolerance for cold also allows them to handle temperatures up to 40 Centigrade degrees colder than humans with relative comfort.
- **Durable:** Andorians gain +1 HP/level.
- **Sharp Senses:** Their range of hearing is far superior to humans, both low and high frequencies are detectable. As such, they gain a +2 bonus to any skill rolls affected by their keen hearing.
- **Stern:** Andorians tend to come across as rather proud and humorless to other species. -2 Cha.

Humans are the “default” species of Star Trek. They are known for their remarkable flexibility and drive to explore.

- **Drive:** One extra Action Point per episode.
- **Flexibility:** One bonus Talent at first level.

Tellarites are a porcine species of humanoids renowned for irascibility and their prowess with engineering.

- **Argumentative:** Tellarites have a grasp of social etiquette that...differs...from that widely held by other species. -2 Cha.
- **Culture of Engineering:** +2 bonus on all skill rolls involving engineering (including rolls not involving the actual Engineering skill).

- **Fur Coat/Thick Hide:** +2 natural armor.
- **Strong:** +2 Str. Tellarites are very solidly built.

Vulcans are a species of pointy-eared humanoids who pursue logic and reason as a means to raise themselves above their savage past.

- **Alien Strength:** The Vulcan homeworld has a substantially higher gravity than normal—skill rolls involving strength are increased by +2 and the character can lift twice as much as a normal character.
- **Arrogant:** -2 Cha.
- **Desert Adapted:** Vulcans gain a +2 bonus on desert survival-type rolls and a general immunity to the effects of blinding light.
- **Lack of Emotion:** Vulcans have difficulty in dealing with emotions—in any situation where emotion plays a factor, a Vulcan will take a -2 penalty (bluffing, negotiations, persuasion, fathoming motives, etc.).
- **Highly-evolved Brain:** +2 Int.
- **Psychically Endowed:** The Vulcan species has an unusually high number of individuals with psychic abilities. All characters start out with the Psychic talent as a bonus.

Other Species

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

Quite a few of them vary enough, though, that it sometimes pays off to make a new racial template. If there is a need to stat a new alien species, use the following guidelines, which will produce a species of about the same level of capability as the four “main” species:

Each species can have 2 special abilities. If you want your species to have more, then you have to take a penalty of some kind to balance it out.

Special abilities should all be on the same level of usefulness, equivalent to a +2 stat bonus or a free Talent. If an ability is on the weak side, it's okay to “bundle” another lesser ability with it (as is the case with the Andorians' cold adaptations).

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

Example: One of the players really wants to play a Deltan similar to Ilia from Star Trek: The Motion Picture. The GM and the other players are okay with that, so the player creates a new species template.

Deltans are a highly charismatic species but slight of build, with innate psychic abilities and the ability to influence others through the use of pheromones.

In game terms, they gain +2 Cha, and the Psychically Endowed ability (as Vulcans) to reflect the Deltans' inherent telepathic powers. They also gain a new special ability called Pheromones, which will give the character the ability to subliminally influence other humanoid beings.

Since these add up to 3 separate special abilities, the player adds one penalty: Deltans take a -2 Str penalty to reflect their slight build.

Classes

There are three classes—**Blue Shirt**, **Red Shirt** and **Yellow Shirt**. Characters begin at whatever level the GM sets the campaign at.

1st or 2nd level characters would be cadets, still attending Star Fleet Academy. 3rd level characters would be equivalent to new Star Fleet officers just embarking on their career.

A typical campaign centering on a Star Fleet bridge crew would usually involve more experienced characters in the 5-7th level range.

Each character can choose one skill from the next section as their initial Trained Skill: Communication, Engineering, Knowledge, Medicine, Physical, or Subterfuge.

Characters start with (Str+1d6) hit points, 2 Talents and their racial abilities. They also gain one additional Talent for every 2 levels past the first (3, 5, 7, 9, etc).

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

There are two primary branches: Medical and Science.

Examples: Spock, McCoy.

Red Shirts are the heart of a Federation vessel—they are the engineers that keep the ship running and the security guards that keep peace on board ship. They are stalwart and dependable when needed, the backbone of Starfleet.

Red Shirt has two separate career paths, treated as completely different occupations: Engineering and Security.

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

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

Examples: Kirk, Chekov.

Skills

There are six skills: **Communication**, **Engineering**, **Knowledge**, **Medicine**, **Physical** and **Subterfuge**.

Communication skill covers interaction with other people. Bluffing, seduction, diplomacy, bribery, out-and-out lying, it's all here.

Engineering. There's a bit of overlap between this skill and Knowledge—where Knowledge is about knowing things, Engineering is about actually doing them. Knowledge will teach you the mathematical reasons why a warp drive works. Engineering will let you build one. This skill covers such things as gadgetry, inventing, tuning star ships, repairing items and so on.

Knowledge is your grasp of the academic arts. It covers everything from languages to archeology, code-breaking to zoology. Knowledge is always relative to your character's background and interests—if the GM knows something is in your field of expertise, he can give you a bonus to your roll. The reverse is also true.

Medicine. Just as Engineering is the ability to fix machines, Medicine is the ability to heal the body. It also covers a fair amount of chemistry and other related disciplines.

Physical. If it's something physical that you do, this skill probably covers it. Jumping, piloting a ship, climbing and so on.

Subterfuge. The dark side of the skill sheet. Skulduggery, sneaking around, disarming traps and other such things.

Trained Skill. Each character must choose 1 skill they are best at (called your “**Trained Skill**”). Your rank in that skill will be at your level+3. All other skills will be at half your level, rounded down, plus one ((Level/2)+1).

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

Roll equal to or higher than the given Difficulty Class to succeed. Difficulty Class (or DC) is a number chosen by the GM to represent the difficulty of a skill roll. It ranges from 10 on the low end (dead easy) to 30 – 40 on the high end (nearly impossible). An average DC would be around 20.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + INT bonus. Disabling a trap is either Subterfuge + DEX bonus or Science + INT, depending on the nature of the trap. Note that there are no “saving throws” in this game; use Physical + STR or DEX for Fortitude and Reflex saves. Will saves are usually Know or Subt + INT.

Taking 10. When your character is not under direct pressure or otherwise being distracted, you can “take 10”. Instead of rolling d20 for the skill roll, treat the result as 10 and calculate the skill check accordingly.

Taking 20. If the task in question allows the leisure of repeated attempts and you have plenty of time—at least 5 – 10 times more than usually required to perform a skill and are not under direct pressure or otherwise being distracted, you can “take 20”. Instead of rolling d20 for the skill roll, treat the result as a 20—this does not count for regaining Action Points.

Talents

You get 2 Talents at first level and an extra one every 2 levels thereafter. Some Talents may be taken more than once—in that case, the effects stack. If they can be stacked, it will say so in the description.

General Talents can be taken by any class. Each class also has access to its own Talent list.

General

1. Catch Phrase
2. Cool Under Pressure
3. Enlightened
4. Ethnic Pride
5. Heroic
6. Life of Riley
7. Manly Chest/Long Legs, Short Skirt
8. Mind Meld
9. Psychic
10. Psychic Ability
11. Ripped Shirt
12. Specialist
13. Trained Skill
14. Vulcan Nerve Pinch

Catch Phrase. The character has one catch phrase (“Dammit, Jim. I’m an x, not a y!”) that he can utter once an episode. Doing so will allow the character to gain one Action Point, so long as the catch phrase can reasonably be used in context and refers to the situation in which the Action Point was spent.

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

Cool Under Pressure. Choose one non-combat task that you're especially good at (e.g. sneaking, first aid, baking cookies, etc). From now on, whenever you attempt that task, you can take 10 on the roll, no matter how stressful the circumstances. This Talent can be taken multiple times—each time applies to a different task.

Enlightened. You have outgrown one limitation of your species, if your species has any. Perhaps you're the Vulcan that has become in touch with his emotions, or the Tellarite that has learned diplomacy (and thus lost the -2 Charisma penalty). Some limitations, particularly physical ones can't be grown out of—they're innate. The GM is the final judge of which ones qualify.

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

Heroic. You start each adventure with 1 more Action Point than usual. Each time you take this Talent, you gain another Action Point.

Life of Riley. You live a charmed life. Once per episode, if you fail a roll by rolling a 1, you can instead treat that roll as a natural 20. This is not considered a natural 20 for purposes of regaining an Action Point.

In addition to this, you gain a +1 on all saves and rolls that may be influenced by blind luck—this is up to the GM's discretion, but should be used somewhat sparingly. Taking this Talent multiple times allows more than one use per day—the +1 luck bonus never increases.

Manly Chest (Long Legs, Short Skirt). If the “Being On Every Planet” optional rule from the Appendix is being used, members of the appropriate sex will be at +5 DC penalty to save against your charms. If the “Being On Every Planet” optional rule is NOT being used, it applies to your character (but without the DC bonus).

Mind Meld. This Talent requires the Psychic Talent and is usually restricted to Vulcans. Given a minute of uninterrupted time with a willing target and a successful Int + Know check vs DC 15, you can perform a Mind Meld, reading surface thoughts and conveying your own thoughts to the subject. During consecutive minutes, you can perform additional actions with a skill check vs DC 20. Each minute that passes beyond that—due to failed rolls or multiple actions—adds 5 to the DC.

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

If the target is fighting the mind meld, the DC is increased by the target's Intelligence bonus and any bonuses from the Psychic Talent.

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

Psychic. The character can open himself to psychic impressions. In practice, this amounts to the GM informing the character of psychic impressions from the environment or as part of a plot point. It also gives the character a +1 bonus to resist psionic attack and manipulation. This bonus increases by +1 for every 5 levels.

Psychic Ability. This requires the Psychic Talent. Each time you take this Talent, your character gains one ability. The effect of such an ability will usually be similar to one or more spells from the SRD and must be

a) approved by the GM and b) have an appropriately Star Trek feel to it. The GM might make adjustments to fit the feel of the show.

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

Ripped Shirt. Once per fight, and no more than once per episode for every 5 levels (round up), the character can either deliberately rip a revealing article of clothing or take advantage of a revealing rip in an article of their clothing and gain +1 to hit and damage and an extra 5 hit points. The to hit and damage bonuses increase by +1 for every 5 character levels. Temporary hit points and other bonuses disappear at the end of combat.

Specialist. Describe one task that you're especially good at. From now on, you get a +2 on all skill checks or combat to-hit rolls dealing with that task. *Examples: Sneaky, Languages, Starship Piloting, Dirty Fighting, Force Field Technology.* Specialties should be fairly narrow. Taking this Talent multiple times gives you different specialties—the effects never stack.

Trained Skill. When this Talent is taken, one skill of the player's choice is now considered to be Trained. Every time this Talent is taken, it applies to another skill.

Vulcan Nerve Pinch. This Talent is usually restricted to Vulcans. If your opponent is caught unaware or is otherwise defenseless and you are behind them, you can force them to make a Str + Phys save vs a DC equal to 10 + your Str + either Know or Subt, whichever's higher. Failing the roll results in loss of consciousness for a few hours.

Blue Shirt

1. Bedside Manner
2. Behavioral Analysis
3. Breakthrough
4. Empathy
5. Exploit Weakness
6. Field Medic
7. “He's Dead, Jim.”
8. Plan
9. Pure Logic
10. Recollection

Bedside Manner. Your bedside manner has earned you a deserved reputation for good advice. Once per Episode, if you have a few moments to speak alone with someone you may grant them a bonus to an upcoming action of their choice equal to your Int bonus or +1, whichever is greater. If they do not use this bonus by the end of the Episode, it is lost. Every 5 levels in Blue Shirt increases this bonus by +1.

Behavioral Analysis. Your keen insight into psychology allows you to make an Int + Know roll to predict the likely future behavior or delve into the personality traits of any given individual. The target DC will be 15 + the target's Int bonus. The GM may modify this number up or down depending on circumstances. For example, if the target is behaving unusually erratically due to outside influence, the GM might assess an additional +2 to the DC.

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

Breakthrough. You receive credit for a scientific breakthrough that earns you the recognition of your peers. It can be in any field of study that fits the background of your character. When dealing with others with a reasonable amount of familiarity with that field, you gain a +2 bonus on social rolls due to your reputation.

When dealing with any situation pertaining to that field of knowledge, you may spend an Action Point to give the usual +5 skill bonus to anyone who is capable of listening to and following your advice, including yourself. This bonus disappears once used and is **in addition** to any Action Points spent by other players (or yourself) to boost their own skill rolls.

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

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

Later on in the campaign, the U.S.S. Bridger is caught in a field of destabilized space. The ship's warp drive itself is causing the fabric of reality to unravel. S'Vek and the ship's engineer are in the Jeffries' tube attempting a last ditch effort to recalibrate the warp coils to let them escape. S'Vek, a noted expert in Warp Field theory, spends 1 Action Point to activate Breakthrough. He gives the +5 bonus to the engineer for the repair roll.

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

Empathy. You have an uncanny ability to see into the hearts of others. This talent provides a +2 bonus on checks involving any interaction skills (such as diplomacy, intimidation, perform, sensing motives, persuasion and so on), provided you spend at least 1 minute observing your target prior to making the skill check. Every 5 levels in Blue Shirt increases this bonus by +1.

Exploit Weakness. Your intellect and eye for detail allows you to identify key weaknesses in a specific opponent, provided you take a round to study it first. Make a Sub+Int check (DC 15). If the check succeeds, for the rest of the combat you can use your Int bonus instead of your Str or Dex bonuses on attack rolls or AC as you try to out-think your opponent. You can only use your Int bonus for one or the other, never both at the same time.

Field Medic. You can spend a single Action Point in a scene and heal up to four patients, given a reasonable amount of equipment and enough undisturbed time to see to them all. The amount healed is equal to half the character's lost hit points.

"He's Dead, Jim." The ones that get away are the ones that keep you up at night. Every time you find a recently dead corpse, gain a +1 to all subsequent Medicine rolls until the end of the Episode, up to +5. In addition, Field Medic heals an additional 2 hp of damage per corpse.

Pure Logic. Choose an area of study. Whenever the GM would allow you to take 10 on a skill check in that area of study, substitute your Int score instead for the d20 roll. Whenever you are allowed to take 20, your die roll is automatically your Int +10. Taking this talent multiple times gives additional specialties.

Plan. If you have time to prepare a plan prior to a dramatic situation, you can grant a bonus on all skill checks and attack rolls made by you and your allies. Make a skill check vs DC 10, using Int plus whatever skill is appropriate to the situation (usually Knowledge).

If successful, the bonus will be +1, plus another +1 for every 10 points the roll was over the DC (i.e., whatever you rolled divided by 10, rounded down). This bonus lasts for the first 3 rounds of the situation and then goes down by 1 every following round (minimum 0) as entropy slowly unravels your plans.

Recollection. You have read a vast amount of material on every subject conceivable. Once per Episode, on any skill roll involved with or aided by remembering scientific or academic information, you can roll twice, taking the better of the two rolls.

Red Shirt

1. Brawler
2. Breakthrough
3. Durable
4. Flurry
5. Intuition
6. Judo
7. Jury Rig
8. Miracle Worker
9. Power Attack
10. Pride of the Fleet
11. Red Shirt
12. Starfleet Commendation
13. Stiff Upper Lip
14. Worried Engineer

Brawler. Your unarmed attacks are upgraded from 1d4 to 1d6 damage. You can take this one more time to upgrade your unarmed damage to 1d8.

Breakthrough. As per Blue Shirt.

Durable. You are a damage sponge. +1 hp per level, can be taken multiple times. Changes in hit points are retroactive.

Flurry. Choose one type of attack: melee or ranged. With those types of attack, you can perform a flurry. A flurry allows you to gain an additional attack per round in exchange for a -2 to hit on all attacks per round. Taking this Talent again lets you perform a flurry with the other type of attack (melee vs ranged).

Intuition. You have an innate ability to sense trouble in the air. Once per adventure per level, you can make a Int + Subt roll vs DC 15. If successful, you get a hunch that everything is all right, or you get a bad feeling about a specific situation, based on the GM's best guess relating to the circumstances. In addition, all initiative rolls for the character will be at +1.

Judo. If you successfully grab an opponent, you can perform your next grapple action immediately instead of waiting for the next round.

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

Miracle Worker. Spend an Action Point and a repair takes half the time it normally would. Take this Talent twice, and you can spend 2 Action Points to take a quarter of the time. If this reduction in repair time would reduce repair time to less than 1 round, then the Red Shirt can repair the damage in a single action.

Power Attack. You can take a penalty to your attack roll and add the same amount to your damage roll, assuming you hit. Up to one-half your total attack bonus can be transferred this way. This Talent represents a predilection for risky maneuvers in combat and covers such things as drop kicks, dirty tricks, haymakers, trick shots and so on.

Pride of the Fleet. This Talent requires Worried Engineer or Miracle Worker. Any ship that you've been in charge of for more than a few weeks increases in capability. Choose one specific benefit of your tweaking, such as strong shields, phaser tuning, faster engines, whatever.

If SR or WR are improved, they are increased by +2 or 10%, whichever is greater.

Highly-tuned warp engines can be pushed harder than untuned warp engines—when engaged in high warp pursuit, the rolls for pushing past maximum warp increment at .2 instead of .1.

Any other increased systems will grant a +2 with appropriate rolls or add an additional 10% capability, whichever makes more sense.

These benefits are lost after a few weeks if you leave. This benefit is also temporarily lost if the ship is seriously damaged. Every time this Talent is selected again, choose another benefit. These benefits can all be active at the same time.

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

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

If you run out of ideas for your next Red Shirt, consult the table on the following page.

Optional: Contrary to popular belief, Starfleet has a number of disposable personnel, not all of whom wear crimson upper bodywear. If the GM allows it, other character classes may also take this Talent.

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

You now have a +1 bonus to any skill rolls that may benefit from having a heroic reputation or a reputation for the type of skill you demonstrated.

During any situation resembling the events that earned you your commendation—the GM will be the final judge as to what qualifies—you will gain one temporary level during that scene. Any Talents, hit points and other bonuses resulting from the temporary level disappear at the end of the scene.

This Talent may be taken more than once, but each additional event must be notably different than any previous Commendations.

Stiff Upper Lip. You can shrug off blows that stagger lesser sapients. You get a permanent damage reduction of 1.

Worried Engineer. You can spend 1 Action Point and reroll any damage roll to your ship, including weapons damage taken, critical hits, system damage, pushing the ship's systems beyond spec and shield damage. You must, however, accept the second roll.

The Random Red Shirt Table

When you find yourself at a loss for Red Shirt details...

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

Yellow Shirt

1. Agile
2. Bluff
3. Brawler
4. Command
5. Defensive Roll
6. Flurry
7. Inspirational Speech
8. Judo
9. Measure of a Man
10. Plan
11. Power Attack
12. Space Jockey
13. Starfleet Commendation
14. Unorthodox Maneuver

Agile. You are excellent at dodging attacks. +1 AC, can be taken multiple times.

Bluff. You have a knack for fighting dirty. If you can communicate with an opponent, you can attempt a Cha+Comm roll vs the opponent's resisting skill roll. If successful, you can use your Charisma bonus as either a bonus to hit, damage or AC for one attack. How this looks can vary from cheap shots all the way up to out and out trickery.

Brawler. As per Red Shirt.

Command. Once per day, you can give an order to someone. Should they choose to follow your command, they get a +1 bonus to achieve that action. At every level evenly divisible by 4, this bonus goes up +1 and an additional order per day can be given.

Defensive Roll. If you are in a position to dodge out of the way of an attack but it hits you anyway, you can spend 1 Action Point and completely avoid damage.

Flurry. As per Red Shirt.

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

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

Judo. As per Red Shirt.

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

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

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

Plan. As per Blue Shirt.

Power Attack. As per Red Shirt.

Space Jockey. This Talent gives you the ability—once per Episode—to roll one ship piloting skill check twice, taking the better of the two rolls. Taking this Talent multiple times gives you additional uses of this ability.

Starfleet Commendation. As per Red Shirt.

Unorthodox Maneuver. The things you do in ship-to-ship combat situations tend to become named after you and taught in Starfleet Academy.

Assuming you have time to prepare an unorthodox plan of action, you may spend an Action Point and make an Int + Know skill vs skill roll against your opponent. If successful, you automatically gain a surprise round on your enemy. For every additional 5 points you beat your opponent's roll by, you gain an additional +2 bonus on your first action against that opponent.

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

He gains GM approval and spends 1 Action Point. His Int + Know roll comes up 23. The Romulan rolls 16. Now when combat begins, the Abu Bekr will swoop in, seemingly from nowhere, and gain a surprise round on the Romulans. Since he rolled 7 points over his opponent on the Tactics roll, the crew gains a +2 bonus on the ship's first action against the Romulans, in this case, a barrage of phaser fire.

This Talent may only be used once per Episode and the trick used will usually only work once, ever, against a given opponent.

Combat, Action Points And The Rest Of The Core Rules

Hit Points = STR Stat + 1d6/Level. If HP reaches 0, you are unconscious and near death. Further damage directly reduces STR. If that reaches 0, you are dead.

A combat round lasts 6 seconds. The order in which characters and NPC's act is called "initiative order".

Opponents who have the advantage of surprise automatically get a free round to act.

Roll d20 + DEX bonus for initiative order.

Highest total acts first, then next highest, etc. Only roll once, on the first round of combat—the order stays the same for subsequent rounds.

Everyone can do one thing each round: move, attack, dodge, operate a vehicle, etc. Actions can also be held until the end of turn. If not taken, then they are "lost."

Melee attack bonus = STR bonus + Level

Ranged attack bonus = DEX bonus + Level

Armor Class (AC) = 10 + one-half your level, rounded down + DEX bonus.

Add attack bonus to d20 roll. If equal to or higher than your opponent's Armor Class (AC), it's a hit. Natural 20 is automatically a critical, doing maximum damage.

This version of Microlite does not use iterative attacks. If you want to make more than one attack per round, use a Maneuver (see below). All additional attacks through maneuvers occur more or less simultaneously.

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Ranged Combat. Shooting a ranged weapon into a crowded melee is not a good idea—if you don't take a -4 to hit, there's a 50% chance you'll hit a friendly instead of an opponent.

This is not to say that that unorthodox plans require this Talent to work—it's just that characters with this Talent have a knack for unconventional strategy.

The GM has final say in whether or not a new Unorthodox Maneuver is crazy enough to actually work. In any case, you get to name the maneuver.

Ranged Penalties. If your target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using (judgment call), take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is.

Tactical Movement And Ranges (Optional)

If you're fond of using miniatures and maps when gaming, you can use the following rules instead:

Base character movement is 30 ft per round (or 6 squares). The Agile Talent adds +5 ft to this range every time it's taken (in addition to the AC bonus). When using Defensive Roll, the character has the option of moving to an adjacent square while dodging.

The GM has the option of declaring that certain types of terrain will "burn" up larger amounts of movement and possibly require a skill roll to clear. Vaulting over a boulder, for example, might use up 2 movement and require a DC 15 skill check.

While this flavor of Microlite20 does not use opportunity attacks, you can reserve your action to attack opponents that come in range—such attacks go off before the moving opponent can resolve their own actions and can potentially stop movement.

Ranged weapons have a range increment. For every increment past the first, the attack suffers a cumulative -2 to hit. The maximum range of a weapon is at 5 increments (for a -10 penalty, total).

Weapon	Increment	Max Range
Phaser I	20'	100'
Phaser II/Disruptor	40'	200'
Phaser Rifle	60'	300'

Maneuvers

Maneuvers are things you can do in combat in lieu of a normal attack.

Aim. Taking a full round to aim with a ranged weapon will add +2 to hit, but while doing so your AC will be at 10 because you can't move around.

Autofire. Allows you to make iterative attacks with an automatic or energy-based weapon. In other words, if your total bonus is +6 or more, a second attack can be made with a -5 penalty. If the total bonus is +11 or more, a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made when autofiring at +12/+7/+2. All of these attacks occur simultaneously and can be split amongst multiple targets, if desired.

Projectile weapons burn a number of rounds equal to twice the attacks you make, if such details as ammunition are being tracked. Energy weapons will burn a number of charges equal to the number of attacks made.

If you are not high enough level to have iterative attacks, then you merely gain one extra attack at -5 while burning 4 rounds (or 2 for energy weapons).

Dodge. You can forgo your next attack at any time and dodge out of the way. Roll Dex + Phys. The total is your effective AC until your next attack comes up. If it's lower than your real AC, well, you zipped when you should've zagged.

The GM may modify your check by +2 or -2 (or more) to reflect the amount of cover in the area and how the local terrain affects your mobility.

If you're using the optional tactical movement, you can move to 1 adjacent square after a successful dodge.

Grab. Make a hit roll on your target. If successful, the target and attacker make opposed Phys+Str rolls. If the attacker wins, the target is grappled and loses his Dex bonus to AC (if positive). If the target wins, the grapple fails. Every time the target's action comes up he can make another opposed roll to either throw off the grapple or reverse the grapple.

Every time the attacker's action comes up, he can do something, such as inflict unarmed damage, strip an item from them, or move or throw the target somewhere (potentially also doing unarmed damage). It's the GM's judgment call if an action is reasonable or not.

Sneak attack. If you successfully sneak up on someone, or otherwise catch them unawares, the first hit adds your ranks in Subterfuge as bonus damage.

Take Cover. If you duck behind an object, you can gain +2 to +10 to your AC depending on the extent of the cover (light cover = +2 all the way to nearly complete = +10). Half this AC bonus may also apply to saves if the GM allows it.

Throw an explosive. These weapons (usually grenades) require the attacker to make a Missile Attack (no penalty) targeting a particular 5 foot by 5 foot area, which is a DC 10 roll. Anyone caught within the blast radius (see the explosives details in the SRD) can make a Dexterity Check (DC is listed with the explosive) and only take half damage.

Two weapons. You can wield two light weapons and attack with both in a round if you take a -2 penalty on both attack rolls. It's up to the GM what counts as a light weapon.

Action Points

Characters begin each session with 2 Action Points (more if they have the Heroic Talent or are Human). Each Action Point can be used in several ways:

- Add +5 to any roll, but only before the GM declares the results of the roll.
- Add +5 to AC for one round.
- Recover half your lost hit points instantly. You spend your current action catching your breath.
- Bring your character back from the dead...in the next adventure.

Only 1 Action Point can be spent per round.

Recovering Action Points

- **Moral High Ground:** Whenever a character or group of characters make a difficult moral decision or behave in risky ways consistent with Starfleet behavior they will regain 1 Action Point.

For example, allowing an enemy the first strike in starship combat to fully ascertain their intentions, following the Prime Directive even though it would be a lot easier to circumvent it, refraining from taking life needlessly, even if it is an enemy.

The GM decides when to award Moral High Ground, but it should be a situation where taking the high road causes the group a great deal of inconvenience.

- **Railroad Bonuses:** This is another reward for genre emulation, in the same vein as the “Moral High Ground” rule above. The GM can bribe players with Action Points to go along with events that further the plot.

For example, a Klingon is holding you hostage at disruptor point. Even though both you and the GM know quite well that your character isn't really in much danger from a single disruptor blast (disruptors only do 3d8 damage, after all—not much of a threat for even a mid-level character), the GM might award the “hostage” an Action Point in exchange for treating the threat seriously.

- Every time your character does something particularly impressive or achieves a goal of some sort, the GM may award one or more Action Points.
- Every time you roll a natural 20, you gain 1 Action Point.
- Every time you start a new session, the Action Point pool is fully refreshed. Any unused Action Points from the previous session will be lost.

Don't hoard your Action Points—they're meant to be used!

Other Hazards

Falling: 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet, maximum DC 30, maximum damage 20d6.

Extreme Heat & Cold: If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Lava: 2d6 damage per round exposed; much more if completely immersed. Damage continues until lava is removed or quenched.

Poison: Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.

Radiation: Lose 1d3-1 STR per round, DC 20 STR+Phys save for half (round down). Damage is potentially much higher in very hard radiation (1d6, 1d8, etc). STR recovers at a point per day if properly treated. A radiation suit reduces damage by 2 points (minimum 0).

Level Advancement

Every time a player character completes an Episode in which they did something noteworthy or heroic, give them one XP. If something exceptional was involved, such as heroic sacrifice, saving the galaxy or the Federation, give them another one or two XP on top of that.

Every time this total equals twice the character's current level, they advance one level, gaining the level-based benefits or potential promotions listed below.

After advancing, reset the character's XP total to 0.

Each level adds:

+1d6 to Hit Points
 +1 to all attack rolls
 +1 to your Trained Skill(s)
 +1/2 to all other skills
 +1/2 to AC

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX, INT or CHA.

A new Talent is gained at levels 3, 5, 7, 9, 11, 13, etc.

Rank

To simplify matters, rank is loosely related to experience level. If you need to know the stats for a lieutenant, then you can assume—unless there's a good reason not to—that they're level 6. A random ensign crew member will most likely be either 3rd or 4th level.

These level ranges are mostly a suggestion, however—actual characters may vary 1 or 2 levels either way. For example, a captain's level usually ranges from 6-10th level (or even 5th!), depending on the type of vessel he's assigned to.

It's a good idea to keep the PC's at the same experience level. If one player wants to be the captain, while the rest are bridge crew, simply assign the captain the higher rank regardless of his or her actual level.

Promotions. Generally speaking, if you advance to a new level, have a good performance record, and you desire the promotion, you will earn the next higher rank.

Starfleet can and will occasionally railroad high-level characters up to a higher rank, simply on seniority or as a political move. It is also not uncommon in Starfleet for an officer to turn down promotion to remain on a particular ship.

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

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

Ship Combat

Ship to ship combat operates much like normal combat—everybody who's “on screen” rolls initiative to determine order, with high rolls going first. Rounds last approximately six seconds, but may vary in length if the GM feels it to be dramatically appropriate.

Opponents who have the advantage of surprise automatically get a free round to act.

Each player may choose one action on their turn (a list of typical actions is included later in this section). Actions may be held until the end of the round. If not taken by then, they are “lost.”

A character will generally only perform actions appropriate to their personal abilities and their roles on the bridge: Commanders, for example, usually give

orders or man empty stations as necessary. The helmsman maneuvers the ship, nervously states shield damage and fires weapons. Engineers perform repairs and jury rig systems. The ship's doctor treats injuries and so on.

Crews on other ships are abstracted since they are usually “off screen”, so to speak. You can often get by with just rolling initiative for the enemy's helmsman if it's not an important fight. For major fights, you may wish to stat out an entire enemy bridge crew.

A note on range. Ranges are handwaved in this game. Rather than note down exact distances in kilometers, imagine how the enemy ship would appear on the view screen. Does it fill the entire screen? Then it's at point blank or short range. Is it a mere dot in the center of the ship's screen? Then we're talking long range.

Moving between ranges takes only an action or two on the part of the helmsman. If the other ship's helmsman doesn't want this to happen, then make a skill vs skill roll between the two helmsmen.

Typical Actions

Actions are usually played out as orders given by the captain and carried out by the member of the bridge crew controlling the appropriate station. For example, the U.S.S. Bridger is fired upon by Romulans. The captain yells "Evasive maneuvers!", but it's the helmsman who has to make the pilot check to avoid the incoming plasma torpedo.

Aid Another Character. Your character helps another character in some way. The Captain gives tactical advice or a particularly insightful command. The science officer scans an enemy vessel for weaknesses. The engineer boosts energy to phasers or routes energy to the warp drive. And so on. Basically, make a skill roll. If successful, another character's next action gets a +2 bonus. If it makes sense, this bonus can be "saved" until later in the encounter. The only limitation is that you can't perform the same Aid twice in the same encounter.

"Beam over a landing party!" If the enemy ship's shields go down, the order can be given to the chief engineer to send over a boarding party. A boarding party typically consists of a number of Red Shirts or PC bridge crew.

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

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

"Evasive maneuvers!" The helmsman can make a pilot check (Dex + Phys) to take evasive maneuvers, potentially avoiding an incoming attack. The result of the pilot's check replaces the DC of the attack roll. The first time this maneuver is used in an Episode, roll 1d6: on a 1, the ship takes damage. Every additional time this maneuver is taken, this chance goes up 1 in 1d6, up to a maximum of 3 on d6.

Example: Lieutenant Commander Avira Kael, the helmsman of the U.S.S. Bridger, is dodging a volley of photon torpedoes from a Klingon D-7. In order to hit the Bridger at medium range, the D-7's helmsman has to equal or beat a DC of 26 (Medium range = 20, +4 from Avira's Dexterity, and another +2 because the Bridger is a Hermes class starship and highly maneuverable).

The Klingon helmsman has a +12 skill total and he rolls 14 on d20 for a total of 26. This would normally be enough for one torpedo to hit. However, the photon torpedo was fired on initiative count 11, giving Avira until count 8 to react. Luckily, Avira was holding an action.

Avira performs Evasive Maneuvers. Her skill bonus is +16 (Dex + Phys, and another +2 due to skill specialization). Her total is 32. 32 is greater than the Klingon's 26, so both torpedoes miss.

Now, let's rewind a bit. Let's say the Klingon rolled a 20 on his attack roll, for a total of 32 and Avira had rolled poorly, say a 5 (for a total of 21). 32-21 is equal to 11—both torpedoes would have hit, since Avira's evasive maneuvers caused her to jink the ship into their path.

Unfortunately, Avira's evasive maneuvers caused the ship's communications relay to temporarily go out of alignment—she rolled a 1 on d6 to see if any damage had been done and the damage roll came up 12: Communications. Until it is repaired, the ship's communications will only be at 50% efficiency.

"Fire phasers!" Firing phasers is a skill roll performed by the helmsman—Dex + Phys vs DC 15-25, depending on the ship's range: 15 for Short, 20 for Medium range, 25 for Long and so on for farther ranges (GM's call).

The opposing ship gets their helmsman's Dex bonus as a modifier to the DC and another +2 if the ship is particularly maneuverable. If the ship is not very maneuverable or is very large compared to the attacker, reduce the DC by -2 or more. The GM may also decide that ships at long range or farther can't be hit by phasers—in that case, you can either close the distance or use photon torpedoes.

Phasers can not be used at warp speeds—to attack during while in warp, use photon torpedoes. Also, phasers always do the same damage no matter how well the helmsman rolls—unlike photon torpedoes.

The helmsman can also target specific systems. For a +5 penalty to the DC, at least one Section Damage Roll made (if any are called for) will damage that system.

“Fire photon torpedoes!” This is resolved almost exactly as firing phasers. If the helmsman's attack roll is successful, one torpedo hits, plus one extra for every 5 points the DC was exceeded by, up to the ship's number of torpedo banks. The torpedoes take 3 initiative counts to hit—if the helmsman has an action that takes place in that time (he can hold an action), evasive maneuvers can be attempted.

Most photon torpedoes have a WR of 25. Total each torpedo's WR that hits before calculating damage.

“Go to warp!” Going to warp is an action with an initiative count of 2; dropping out of warp doesn't take any appreciable amount of time.

“Open a hailing frequency!”

“Raise shields!” A ship's shields are usually down unless the ship is on Red or Yellow Alert.

“Reinforce Fore/Aft Shields!” Choose which part of the ship's shields to reinforce—the shields will deflect attacks from that direction at either +2 rating or +10%, whichever is greater. Attacks from any other direction, however, will be defended at -2 or -10%, whichever is greater.

“Run away!” / “Follow them!” There are actually two separate systems to deal with pursuit situations.

At **impulse speeds**, the pursuit is resolved by a test of skills between the helmsman of every ship involved with the chase.

There are 10 points of Lead. The ship being chased is called the Prey; the ship that is pursuing is the Hunter. If the Lead increases to 10 or higher, the Prey gets away. If the Lead reaches 0, the Hunter catches up, gets a free attack and combat resumes as normal.

The Lead usually starts out at 5, but the GM can decide to use a different number as starting Lead if one side has an advantage.

Both sides make skill checks each round. Usually these skill checks will be versus static DC's, representing maneuvers.

The highest successful skill check total wins 1 pt of Lead, either towards the Hunter's or the Prey's advantage.

Depending on what these maneuvers are, additional benefits or penalties may accrue in the following round.

A “round” in either type of chase is defined as a “dramatically appropriate length of time”—for some types of chases, a round could be a matter of seconds, in long-distance warp pursuits, hours.

If neither skill check passes, the Lead remains unchanged and additional unpleasant effects may ensue as expected for a failed skill roll (crashing into an asteroid, damaging the ship's engines, whatever).

If only one side fails their check, one or more extra points of Lead may accrue to the other side depending on how badly the roll failed by.

Applicable Bonuses:

A significant speed advantage (e.g. .75c capable Impulse vs .5c) gives a +5 bonus to pilot rolls.

A crushing speed advantage (.75c capable Impulse vs .25c, for example), gives a +10 bonus.

A warp-capable ship racing against a sublight-only vessel will always have a crushing speed advantage.

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

The ship being pursued has to gain a Lead of 10 to evade the pursuers; the chase starts with the Lead at 5. Every round the pursued ship is running at a warp faster than its pursuers adds 1 to the Lead. Every round where the pursuers are faster reduces the Lead by 1. If the lead drops to 0, the pursuers are within weapons range (short distance) and may fire. If the lead hits 10, the pursued starship may escape.

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

Other actions. For the most part, just give a +2 or -2 to an appropriate roll if a plan sounds good. Resolve other situations with common sense. It's more important to keep the action going.

Taking Damage

A ship will typically have a force field protecting it. Shields start at 100 shield points, a number which degrades as the ship takes damage. After a solid minute where no damage is being taken, shields regenerate 10 shield points per minute up to their normal maximum of 100.

For purposes of description, you can refer to these shield points as a percentage, but that's flavor only—the system is set up to make it easy for players to blurt out things like “Captain, the shields are down to 34%!”

When a ship runs out of shields it begins to take hull damage. Hull damage is more serious than shield damage, because it must be repaired and is usually accompanied by system damage—it does not automatically regenerate.

When a ship takes damage, compare the Weapon Rating (WR) of the attack to the target ship's Shield Rating (SR) on the following table:

Table 1: WR vs SR

If the WR is...	...Damage taken is...
1/2 SR	1d6
Less than SR	1d10
Roughly the same*	2d10
Greater than SR	4d10
x2 SR	6d10
x3 SR	8d10
x4 SR	10d10
x5 SR	12d10
x6 SR	14d10

* Give or take 10-20%. No need to break out a calculator—just eyeball it. If the comparison goes way off the table in either direction (x7, x8, etc), feel free to keep increasing the damage bonuses.

If the dice total gets really high (e.g. 18d10), then group the dice in multiples to make it more manageable (18d10 = 9d10x2, for example).

So, if a photon torpedo (WR 25) hits a Federation class dreadnought's shields (SR 23), then the blast would do 2d10 damage, since they're roughly the same. The same torpedo (again, WR 25) hitting a Hermes class scout's shields (WR 5) would do 12d10 damage since it's more than five times the ship's Shield Rating.

Note: shield points will always be at a maximum of 100, no matter what the ship. The SR determines how tough the ship's shields are. A Federation class dreadnought may have the same 100 shield points as a Hermes class scout, but the difference between the two ship's SR scores make a world of difference when it comes to determining how fast those shield points will disappear in a fight. It helps if you think of SR as a Armor Class and shield points as hit points.

Some of the attacks in the Ship Weaponry or Enemies and Allies section do not follow this guideline—see the individual entries there for further details.

If the shields are up, subtract the indicated damage from the current shield point total.

If shield damage is greater than 15, the ship is Shaken. Everybody on board who happens to be “on screen” and standing must make a Dex+Phys roll vs DC 20 or fall down and take 1d6 damage.

If they're already seated, the DC is only 15 to avoid being thrown from their chair and taking damage. If the ship takes a LOT of damage per hit (say, greater than 40), the DC increases to 25 and 20, respectively.

Any character that fails their roll and is Shaken will take a -2 on their next action, if appropriate.

If damage is greater than 30, not only is the ship Shaken, it takes damage—one roll on Table 3 for every 10 points over 30. This is called a Shield Pierce—the damage of the attack is so great that some of it gets through.

Critical Hits. Critical hits in Ship-to-ship combat do maximum damage and always cause at least one Section Damage roll.

If the shields are reduced to 0 points or below, the remaining damage is applied as Section Damage. For every 10 points rolled on the damage dice (rounding up, using Table 2), roll once on the following table to see what happens:

Table 2: Section Damage Rolls

d20	Station	Console?	System
1 – 2	Helm	Yes	d6: 1-2 Warp*, 3-4 Impulse*, 5-6 Maneuvering thrusters
3 – 4	Navigation	Yes	d6: 1-2 Computer, 3-4 Sensors, 5-6 Hull Damage (as below)
5 – 8	Weapons	Yes	d6: 1-2 Phaser bank damage, 3-4 Photon torpedoes, 5-6 Shield Generators
9 – 10	Science	Yes	d6: 1-2 Computer, 3 Sensors, 4 Life Support, 5-6 Hull Damage (as below)
11 – 12	Communications	Yes	
13 – 16	Engineering	Yes	d6: 1-2 Warp*, 3 Impulse*, 4 Tractor Beam, 5 Transporters, 6 Life Support
17	Environmental	Yes	Life Support
18 – 20	Hull Damage	No	Pick a random deck from the ship and report casualties or injuries as appropriate to the amount of damage. Higher damage hits may cause hull breeches, block corridors or completely remove sections of the ship.

* Possible radiation leak. This chance is 25% for a level 2 hit and 50% for a level 3 hit. Characters in the vicinity take radiation damage as noted under “Other Hazards” at the end of Chapter 2.

Each system has a damage level attached to it. The first time it's hit, it goes to level 1 damage. The second time it's hit before being repaired, it goes to level 2. The final time, it goes to level 3 and is completely destroyed.

Think of it as a 3 strikes policy. If a system comes up two or more times on a section damage roll, go immediately to a higher level of damage without stopping at lower damage levels.

A system at level 1 is at 50% effectiveness until it is repaired or jury-rigged. Fumbling or failing a roll with a system at level 1 could, at the GM's option, move it to damage level 2.

A system at level 2 immediately causes the console attached to it to explode for 1d10 damage, stunning anybody sitting at that console for a round and causing them to fall down. A Phys+Dex roll vs DC 20 is required to avoid these effects. The system itself is rendered mostly useless until repaired or jury-rigged.

A system that goes to level 3 is completely obliterated and will require extensive repairs outside of combat to be operational. It may not even be repairable without docking at repair facilities. The console attached to that system will also explode, this time causing 2d10 damage, with a roll vs DC 25 to avoid effects.

It's up to the GM as to what effects a partially damaged system will have. Weapon systems might be at half damage or fail to activate half the time.

Shields might operate at half SR or only give coverage to parts of the ship. Damaged life support might vent noxious gases into the living areas. Damaged transporters might fail to operate 50% of the time or scramble the patterns of anything beamed through them. Just go with whatever sounds fun or interesting.

Massive damage. After a certain point—and there is no hard and fast rule for this—a ship can be considered completely disabled. Usually this happens after it's no longer capable of firing weapons, defending itself or moving. If the ship continues taking damage beyond that point, roll a couple of dice and rule that it explodes or crumbles into debris after that many minutes.

Fights in the the original Star Trek series only rarely get to this point—ship combat usually only goes until negotiation becomes a viable option, either because one side surrenders or shields drop, allowing boarding parties to beam over.

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

Repairs

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

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

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

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

Jury-rigging a damage level 2 system will restore the system to half functionality until the end of the scene, after which it will require full repair. A damage level 2 Jury-rigged system that is hit again will immediately go to damage level 3 and then cause another 1d3 damage rolls on the table above.

Jury-rigging a damage level 2 system requires an Engineering roll vs DC 25 and 4d6 combat rounds once the affected system is reached. Jury-rigging a damage level 2 system will always require going to the source of the damage and may involve navigating some serious obstacles, such as radiation-flooded Jefferies Tubes or crossing the exposed hull of the ship...oftentimes during pitched combat. This maneuver at this level is not for the faint of heart.

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

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

Ships and Ship Technology

Cloaking Devices. Engaging or disengaging a cloaking device takes two initiative counts and immediately disables the ship's shields and weapon systems.

Detecting the presence of a cloaked vessel requires a DC 20 roll with sensor equipment—however, this sensor roll must specifically be made, it is not automatic.

Getting a precise enough reading to enable an attack roll is far more difficult—DC 30 or higher. At that point, an attack roll can be made with a +5 DC penalty.

The GM can also declare that a blind fire into an area of space that **may** contain a cloaked vessel has a small chance of hitting, say 1 in 10 or 1 in 20.

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

Only one plasma torpedo may be launched at a time and it is not effective at long ranges. Once launched, it behaves like a photon torpedo in terms of travel speed, initiative counts and targeting capabilities. However, the attack roll will always be at +5 to hit due to its ability to lock on to its target.

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

Evasive maneuvers are treated as a Dex + Phys skill check with normal maneuver bonuses vs the Romulan's unmodified attack roll (that is, the +5 to hit bonus from the plasma torpedo is disregarded).

If successful, the plasma torpedo's WR is reduced by 5 for every point the evading vessel beats that roll. If not successful, the plasma torpedo hits for full damage. A successful evasion attempt will take up one full round. An unsuccessful attempt will take up the same amount of time, only with a really big explosion at the end.

A heavy plasma torpedo is 60 WR at point blank range, 50 WR at short range and 40 WR at medium range, with the GM deciding how far away the attack is coming from.

Example: The USS Cygnus is on patrol along the Neutral Zone when a Warbird decloaks at short range and fires. The Warbird's initiative count is 7. The plasma torpedo has an initiative count of 3 and since the Romulan vessel is at short range, it will hit at 50 WR.

If the Helmsman can act on count 4, 5, 6 or 7 or has a held action, he can attempt to take evasive maneuvers. In this case, he had a held action ready.

The Navigator of the Warbird rolled a 26. With the +5 bonus for being a plasma torpedo, this is modified to a 31 hit roll, meaning it could easily hit the Saladin class ship. The Cygnus' Helmsman rolls his own pilot roll, using his ship's maneuverability bonus of +2. He rolls a 33, 7 points over the Romulan's attack roll (26—the 5 point bonus is disregarded for purposes of evasive maneuvers) and enough to reduce the damage by 35, bringing the torpedo's WR down to 15.

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

Ship Write-ups

Size: Brief information about the ship's dimensions and number of decks.

Typical Crew: Typical crew loadouts and levels.

Cruise Speed: The maximum level of warp that can be sustained without strain to the ship's systems.

Emergency Warp: Refer to the pursuit rules in Ship Combat to see the effects of holding at maximum warp.

Impulse: Maximum sub-light speed.

Shield Rating: The ship's SR.

Armament: The ship's weapons loadout, along with WR's and ammo capacity listed, if necessary.

Note: Other details about the ship. If the ship's note mentions a quality, then a +2 or -2 might apply to appropriate checks, or some similar level of bonus. For example, a ship class noted for maneuverability would grant a +2 to piloting checks relating to maneuverability. A ship that's notorious for durability might grant a 50% change to ignore the first serious Section Damage roll in a combat, or perhaps give a +2 to repair rolls. Another class of ship may handle like a garbage scow, imposing a -2 on all piloting checks. Otherwise, assume a ship is average in any respects not mentioned above.

If the target ship attempts to leave before the web is woven, roll a d20. If the result is less than or equal to the points accumulated, the ship takes 5d10x4 damage (no WR necessary, just roll and subtract), but is free.

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

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

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

The web itself can be considered to have an SR of 40. When the shields are reduced below 0%, the web disperses. Using photon torpedoes on a Tholian Web will damage the captive ship. The captive ship can easily be fired upon from outside. To fire from inside out, the defenses of the web must be overcome.

Tractor Beams. Tractor beams are primarily used to haul inert objects of up to, say, double the mass of your ship from point to point at impulse speeds.

Federation Ships

Constitution Class

Size: 600 kilotons, 289m long, 127.1m wide, 72.6m high, 21 decks.
Typical Crew: 430 total, 9th level Yellow Shirt Captain, bridge crew 6-8th level, bulk of crew 3-5th level.
Cruise Speed: Warp 6
Emergency Warp: Warp 8
Impulse: .5c maximum impulse (900,000 km/round)
Shield Rating: 18
Armament: 6x Type VI phaser banks (WR 20), 2 Photon Torpedo Banks (WR 25 per torpedo, 120 torpedoes carried).

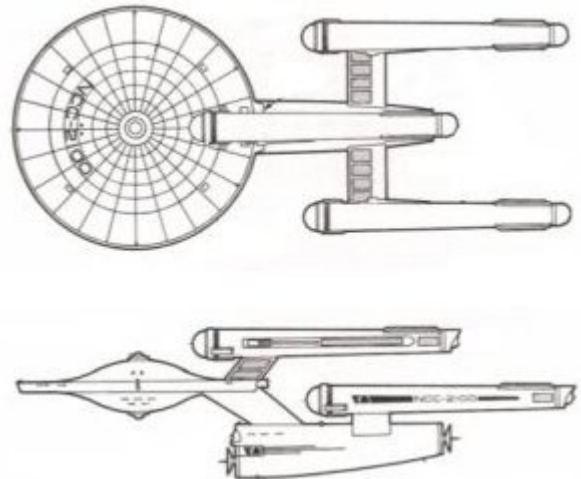
Note: The Constitution class ship has a reputation for durability.



Federation Class Dreadnought

Size: 900 kilotons, 320m long, 140m wide, 87m high, 16 decks.
Typical Crew: 500 total, 10th level Yellow Shirt Captain, bridge crew 6-9th level, bulk of crew 4-5th level.
Cruise Speed: Warp 8
Emergency Warp: Warp 10
Impulse: .5c maximum impulse (900,000 km/round)
Shield Rating: 23
Armament: 10x Type VII phaser banks (WR 35), 4 Photon Torpedo Banks (WR 25 per torpedo, 190 torpedoes carried).

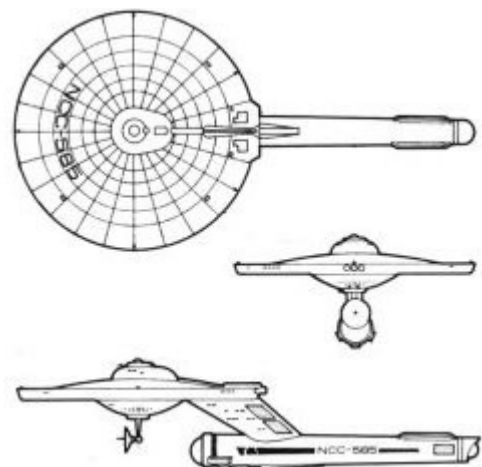
Note: Like the Constitution class, Federation class dreadnoughts also have a reputation for extreme durability.



Hermes Class Scout

Size: 295 kilotons, 242.5m long, 127.1m wide, 60m high, 16 decks.
Typical Crew: 195 total, 7th level Yellow Shirt Captain, bridge crew 5-6th level, bulk of crew 3-5th level
Cruise Speed: Warp 6
Emergency Warp: Warp 8
Impulse: .65c maximum impulse (1.17m km/round)
Shield Rating: 5
Armament: 2x Type VI phaser banks (WR 5).

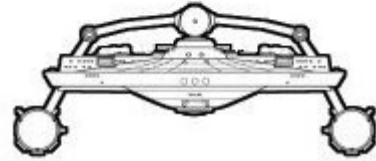
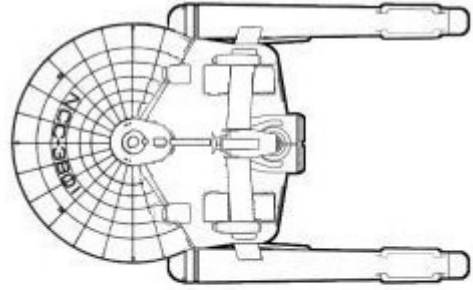
Note: Highly maneuverable, but since it's not a combat vessel, somewhat fragile. Enhanced Sensor Array—+2 to all sensor rolls. With an hour of persistent work, sensors can be optimized for a specific situation. The bonus to sensor rolls increases to +5, but all other types of rolls receive no bonus until the optimizations are removed.



Miranda Class Medium Cruiser

Size: 520 kilotons, 230m long, 127.1m wide, 51m high, 8 decks.
Typical Crew: 220 total, 8th level Yellow Shirt Captain, bridge crew 6-8th level, bulk of crew 3-5th level.
Cruise Speed: Warp 5
Emergency Warp: Warp 7
Impulse: .55c maximum impulse (990,000 km/round)
Shield Rating: 14
Armament: 6x Type VII phaser banks (WR 15), 2 Photon Torpedo Banks (WR 25 per torpedo, 40 torpedoes carried).

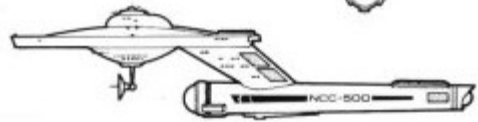
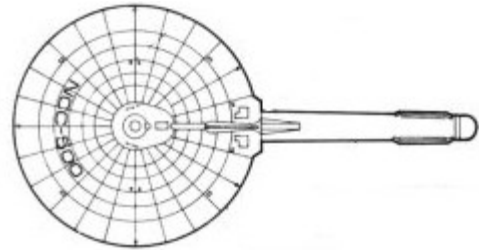
Note: Almost as maneuverable as the Hermes class, but of only average durability.



Saladin Class Destroyer

Size: 300 kilotons, 242.5m long, 127.1m wide, 60m high, 16 decks.
Typical Crew: 200 total, 8th level Yellow Shirt Captain, bridge crew 6-8th level, bulk of crew 3-5th level.
Cruise Speed: Warp 6
Emergency Warp: Warp 8
Impulse: .60c maximum impulse (1,080,000 km/round)
Shield Rating: 10
Armament: 6x Type VI phaser banks (WR 15), 2 Photon Torpedo Banks (WR 25 per torpedo, 30 torpedoes carried).

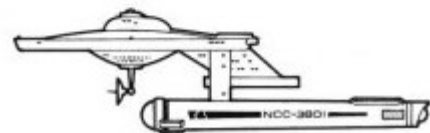
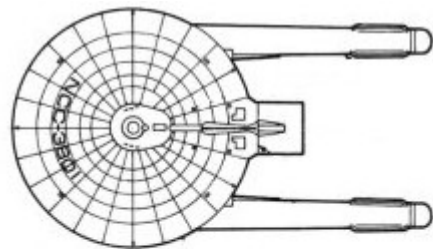
Note: Just as maneuverable as the Hermes class ship, but much more heavily armed.



Ptolemy Class Transport/Tug

Size: 274 kilotons, 222m long, 127.1m wide, 66m high, 12 decks.
Typical Crew: 220 total, 7th level Yellow Shirt Captain, bridge crew 5-6th level, bulk of crew 3-5th level.
Cruise Speed: Warp 6
Emergency Warp: Warp 6.5
Impulse: .40c maximum impulse (720,000 km/round)
Shield Rating: 5
Armament: 4x Type VI phaser banks (WR 10)

Note: Containers tend to weigh an additional 10-200 kilotons each and add additional crew depending on type. A Tug typically can carry only one or two at a time (multiples are chained together, end to end). For purposes of tractoring, consider this ship to have 3 times its mass. Tugs are also rather slow and not very maneuverable.



Gorn

Gorn Destroyer

Size: 350 kilotons, 168m long, 102m wide, 54m high, 6 decks.

Typical Crew: 75 total, Seasoned Gorn Commander, bridge crew 6-8th level, bulk of crew 3-5th level.

Cruise Speed: Warp 6

Emergency Warp: Warp 8

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

Shield Rating: 12

Armament: 8x Type VI phaser banks (WR 15). May have 2 banks of photon torpedoes (WR 25 per torpedo) or the equivalent of a Heavy Plasma Torpedo.

Note: If you look very, very closely in the picture to the right, you can see the Gorn ship's appearance in "Arena". Gorn ships are highly durable and heavily armored, if a bit ungainly when maneuvering.



Klingon

D7 Class Cruiser

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

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

Cruise Speed: Warp 6

Emergency Warp: Warp 8

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

Shield Rating: 10

Armament: 10x Mark 7 disruptor cannons (WR 30), 2 Photon Torpedo Banks (WR 25 per torpedo, 260 torpedoes carried).

Note: May have cloaking device, depending on how early in the series it appears.



Orion

Scout Ship

Size: 280 kilotons, 178m long, 112m wide, 112m high, 6 decks.

Typical Crew: Unknown total, Seasoned Orion Commander, bridge crew 6-8th level, bulk of crew 3-5th level.

Cruise Speed: Warp 6

Emergency Warp: Warp 10

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

Shield Rating: 10

Armament: 4x Type VI phaser banks (WR 15).

Note: Unique spinning propulsion systems gives this ship great speed and maneuverability. Hull is composed of high density tri-tritanium, making it nearly impossible to penetrate with sensors (add +20 to any DC's involving scanning the ship).



Romulan

“Bird of Prey” Class Cruiser

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

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

Cruise Speed: Warp 3.6

Emergency Warp: Warp 4

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

Shield Rating: 5

Armament: No beam weapons, 1 heavy plasma torpedo launcher .

Note: Has cloaking device. Highly maneuverable. The improvised nuke used in the episode “Balance of Terror” would do roughly WR 25. Real nuclear bombs do a lot more damage (roughly WR 400 or higher for a “typical” one and WR 2400 for the biggest hydrogen bombs).



Romulan Warbird (D-7)

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

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

Cruise Speed: Warp 6

Emergency Warp: Warp 8

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

Shield Rating: 10

Armament: 10x Mark 7 disruptor cannons (WR 30), 2 Photon Torpedo Banks (WR 25 per torpedo, 260 torpedoes carried).

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



Tholian

Tholian Ship

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

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

Cruise Speed: Warp 5

Emergency Warp: Warp 7

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

Shield Rating: 5

Armament: 6x Type V Tholian phasers (WR 5), Tholian Web.

Note: Behold the terrifying Tholian shuttlecraft. Rather fragile, but highly maneuverable.



Miscellaneous

Generic Civilian Ship

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

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

Cruise Speed: Warp 4

Emergency Warp: Warp 5

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

Shield Rating: 4

Armament: Usually none. Depending on function of ship may have a bank of outdated phasers (WR 5) or other such weapons.

Notes: Tend to be rather fragile and in dubious mechanical condition.



Federation Space Station (K-7)

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

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

Shield Rating: 6

Armament: 4x Type VI phaser banks (WR 25)

Note: This is a small, relatively lightly armed outpost. Other stations can be quite heavily armed and armored. Space stations do not move, but tend to be rather durable.



Ship Quirks

d10	Ship Reputation	Features	Crew Culture
1	Cursed	AI Bugs	By-the-book
2	Infamous	Custom Paint Job	Gung Ho
3	New ship	Haunted	Innovative
4	Notorious	None	Laid Back
5	Similar name to a much more famous vessel	Mysterious Squeak	Normal
6	Steadfast	Optimized for alien crew	Normal
7	Unremarkable	Prototype System	Odd ship-board traditions
8	Unremarkable	Unusual Feature	One step up from pirates
9	Unusual history	Weird Internal Layout	Rowdy
10	Roll Twice	Roll Twice	Shifty

Roll d10 for each column. If there is no entry below for a given result, then assume it does what it says on the tin.

AI Bugs. The ship's computer is quirky and sometimes difficult to deal with. Roll on the "Major Personality Trait" column of the Random Red Shirt table for the computer's personality and overplay it a bit.

Cursed. This ship has had a remarkably unlucky past. The few veteran crew members who remain on board have some rather hair-raising stories about the number of disasters the ship has (barely) survived, ranging from freak energy storms, surprise plasma breeches, plagues, rifts in the time-space continuum and what have you. Whether undeserved or not, the universe seems to hate this vessel.

Custom Paint Job. Perhaps there's one ship in Star Fleet that paints its kills on its hull. Perhaps a previous captain was so proud of his crew that he had the unit logo painted on the hull. In any case, your ship stands out in a crowd due to its unique look.

Haunted. Something about the ship is oddly disconcerting. The lights are a bit darker and flicker at odd moments. The engine noise has a bit of a wail to it in the wee hours of the morning. Whether or not it's an unintended design feature or actual ghosts is up to the GM.

Infamous. Under previous commands, the ship has been engaged in either some spectacular failure(s) or breaches of Starfleet protocol. Whatever the cause, the ship and sometimes the crew who has served on it has a black mark in the public eye.

Innovative. The crew has a reputation for creative solutions, but probably is not as disciplined as other ships.

New ship. Fresh out of the docks, this ship hasn't even been broken in properly. Whenever a new system is used for the first time, **roll d10**—on a result of 1, the affected system goes to damage level 1. On a result of 2, it goes to damage level 2 (exploding consoles optional). On a 3 or better, it works fine. On the other hand, if a result of 10 turns up, the system is a prototype--give all rolls dealing with it a +2, 10% or whatever other slight upgrade may be appropriate.

Notorious. This is a famous ship and its previous captain (or captains) was a commander of some note.

Odd Shipboard Traditions. Whether it's because the crew incorporates a lot of alien culture or simply because the ship's crew has elaborate and hair-raising

initiation rituals for every occasion, there's always a bit of culture shock when signing up for this commission.

Optimized for alien crew. The ship's facilities and default environment are optimized for a Federation race other than humans. **Roll d6:** 1-2 Andorian, 3-4 Tellarite, 5-6 Vulcan.

Prototype System. The ship has one upgraded system. Roll on the Section Damage Table for specifics. Give all rolls dealing with that system a +2, 10% or whatever other minor upgrade may be appropriate.

Shifty. The crew has a large percentage of surprisingly dodgy characters, probably including a thriving black market and Starfleet's biggest still in the Engineering department. For lateral thinking and sheer inventiveness however, this crew is unrivaled.

Similar name to a much more famous vessel. "What? We were named after Admiral Samantha Entleprise. Yeah, we get that a lot."

Steadfast. The ship has developed a well-deserved reputation for durability over the years. All repair rolls involving the ship are at +2.

Unidentifiable Squeak. There's a difficult to track down squeak in one or more random areas of the ship.

Unusual Feature. Roll d8: 1 Larger than usual botany labs, 2 Outdated System—as per Prototype System, except the affected system takes a -2, 10% penalty or some other quiriness that seems appropriate, 3 Bridge located in odd location, 4 The galleys are far better than the usual ship galleys, 5 Unusually nice rec room, 6 Ship outfitted with mysterious alien technology, 7 Ship specialized for a specific type of mission, such as atmospheric work or work in a star's corona, 8 Unusually helpful computer on board.

Unusual History. Roll d8: 1 Previous crew just disappeared during a previous mission without a trace, 2 Refit of an earlier vessel, 3 Site of a breakthrough scientific discovery, 4 Famous pivotal role in a battle, 5-6 Famous crew member (**Roll d6:** Noted for 1 Military, 2 Scientific, 3 Artistic, 4 Civilian, 5 Political, 6 Diplomatic achievements), 7 The ship is something of a weirdness magnet—if anything strange is going on in the sector, it will most likely happen here, 8 Roll Twice.

Weird Internal Layout. For the first d6 rolls involving repair or just finding your way around, a new person on board takes a -2 penalty. After that, they adjust, and most likely grow somewhat fond of the odd design decisions.

Equipment

For the most part, Trek isn't really about gadgets. It pays to know at least the basic details of any technology used in an Episode, but when it comes down to it, it isn't terribly important whether a tricorder can sense life at 30 meters or at 31.5 meters. What is important is that you know that a tricorder has interesting knobs and dials, a readout, makes a sound when used and the sorts of information it gives.

Read up on the devices that characters will be using but handwave the details. As long as you get the general idea correct it's okay. In the end, it's the story that counts.

Here follows a very brief list of devices common to the series and notes on how to handle them:

Communicators. A true marvel of future technology. A small hand-held device that allows one to communicate with an orbiting space ship or one's fellow shipmates. It can be easily jammed or confiscated.

Disruptors. Disruptors are primarily used by villainous alien types such as Klingons or Romulans. They mostly work exactly like Phaser mark II's, except they look more sinister. While they do have stun settings, they generally aren't set for stun.

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

For the most part, you can assume that a doctor will have the appropriate tools with them when they are performing their duties, even in the field. If they aren't, then they won't be able to use the full range of their abilities, or will, at the least, take a skill penalty.

With a fully stocked medical bay, most characters can be fully healed between episodes—in a matter of days, or at most a week for all but the most serious injuries.

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

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

If set on **stun**, a successful hit forces the target to make a Str + Phys check vs (DC 10 + rolled damage) or go unconscious for a significant length of time (whatever works for the story, minutes to hours). The attack itself

does no damage although the character may suffer a lingering hangover after they wake up.

If desired, a character can burn an Action Point to resist the effects of a stun—the character grits their teeth and fights unconsciousness, or perhaps dodges away at the last moment.

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

Phasers can also be used as a welding device, to heat rocks and can be set to overload and explode as a grenade (6d10 damage, 30 ft radius, DC 20 Dex + Phys save for half). At their most minimum setting, they produce a sharp jolt, sufficient enough to break up fights without causing lasting harm.

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

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

Phaser, Mark I. Mark I phasers do 3d10 damage plus as above, hold around 50 charges and weigh only 1 lb. They are small, palm-sized devices strongly reminiscent of electric shavers.

Phaser, Mark II. Mark II phasers do 4d10 damage plus as above, hold around 100 charges and weigh around 3 lbs. They look more or less like small pistols.

Phaser Rifles. Phaser rifles do 6d8 damage plus as above, hold around 150 charges and weigh roughly 10 lbs. They have a better range than Mark I or II phasers but aren't terribly conspicuous.

Optional Rule: Phasers are instantly fatal on a hit, even to heroic characters. If set on kill, do not roll damage. Instead, characters must roll Dex + Phys vs the attack roll to dodge out of the way. Cover adds to the defense roll. Mark II Phasers, Phaser Rifles and Disruptors inflict a -5 penalty to dodge.

Phaser Cannon. A less-powerful and mobile version of the ship's phaser banks. No damage or statistics are listed—this is primarily a siege weapon and usually only has one of two effects: it either makes a hole in something that you're trying to enter or has no effect at all, in order to show how superior alien technology is. If one somehow comes into play during ship-to-ship combat, treat it as a phaser bank with a very short range and only WR 3 damage.

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

Certain other environmental characteristics can also seriously reduce a transporter's effectiveness at the GM's option, extending the time of the transport over several rounds and several skill rolls.

Tricorders. Allows the user to perform sensor scans at a local level. It can also store a massive amount of information, whether from a scan or uploaded from the ship's computer banks.

There are several different varieties of tricorders, each optimized for its specific field of study: medical, psychology and science.

If a tricorder could reasonably be useful to the task it's applied to, then give a +2 to the skill roll. Some tasks might actually be impossible without an appropriate tricorder.

For example, if you're attempting to determine cause of death when examining Ensign Jackson's corpse, a medical tricorder would give you a bonus...and probably return more complete information than a physical examination with no equipment at all would. It might, for example, point out that the Ensign died from heart failure caused by Mugato poison.

A science tricorder might pick up the chemical compounds in the Ensign's body, but it would draw no conclusions about whether or not such compounds actually belong there.

Universal Translators. A shiny metal baton only hauled out when questions arise of just how, exactly, one is managing to communicate with an alien species. At the GM's option, certain languages may be difficult to translate accurately, or at all. The full Universal Translator does not require to be preprogrammed—it can adapt to any form of new language using Star Fleet's vast experience with alien civilizations.

A limited form of Universal Translator, which can be programmed to translate only a handful of languages at a time, can also be implanted subcutaneously.

Or better yet, you can simply handwave any questions of language as unimportant to the plot.

Mysterious Alien Devices

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

Of course, you can also make them up completely at random if you're stuck for ideas or just need something interesting for next week's session.

Roll d10 for each column:

D10	How big is it?	What is it shaped like?	What is it doing?
1	Ring-sized	Blocky/pillar/cube	Nothing
2	Hand-held	Amorphous	Surrounded by sparkles
3	Loaf of bread	Spherical	Hovering
4	Toaster	Ring-shaped	Playing Random Images
5	Television	Blocky with a window or door	Transparent
6	Refrigerator	A Ray Gun/Cannon	Making Noises
7	Car	A Vehicle	Emitting A Low Hum
8	House	A Pyramid	Blinking Lights
9	Mansion	A Door	Emitting heat
10	Skyscraper	A Pit	Roll Twice

1d20 What does it do when turned on?

- 1 Nothing
- 2 Goes "ping"
- 3 Creates a force field
- 4 Allows time travel
- 5 It's an alien computer, probably quite intelligent
- 6 Transmogrification (changes things into other things):

Roll 1d6: It transmogrifies...1-2 People, 3-4 Objects, 5-6 Energy.

Roll 1d6 again: 1-3 Just one type of transformation (and back), 4-6 Many types.

- 7 It's a beacon
- 8 Weapon system designed to hunt down intruding life forms
- 9 Controls the aging process
- 10 Can send or retrieve people from the Mirror Universe
- 11 It eats things.
- 12 Emits smoke and loud noises.
- 13 It melts (Roll 1d6: 1-3 itself, 4-6 other things)
- 14 Can upgrade or repair machinery
- 15 Creates androids
- 16 Controls the speed of time
- 17 Warps the fabric of space
- 18 Modifies the mind:

Roll 1d8: 1-2 mind control, 3-4 possession by alien identity, 5-6 switches peoples' minds, 7-8 inserts alien knowledge

Roll 1d6: 1-3 permanently until specifically reversed, 4-6 for an hour.

- 19 Replicates itself
- 20 Roll Twice

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

1d6 Well, is it?

- 1-3 Yeah, great.
- 4-6 Good lord, no.

Sample item:

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

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

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

Second example:

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

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

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

Enemies and Allies: Templates, Species and Supporting Cast

Android

Androids are relatively common in Star Trek. In the original series they tend to be fairly sinister—machines are meant to serve, but often things go horribly wrong.

- **Stat Adjustments:** +8 Str, +2 Dex, -4 Cha.
- **Construct:** Since they are machines, Androids gain 10 bonus hit points. Since they have a machine-based metabolism, certain things such as poisons, diseases or fatigue don't affect them as much (if at all).

They are also subject to all effects that computers are subject to in this setting (such as electricity or being damaged by logic puzzles if the “This Does Not Compute” optional rule is being used).

Androids do not need to eat or breathe, but may require recharging. Androids can not swim unless specifically designed to do so. They can not heal naturally; they must be repaired.

- **Alien Strength 2:** Since Androids are machines, they are substantially stronger than most other humanoids—skill rolls involving strength are increased by +4 and the character can lift five times as much as a normal character—enough to easily toss a rock the size of a refrigerator twenty or thirty feet.
- **Computerized Brain:** +2 racial bonus on Knowledge and Engineering skills. Androids also have eidetic memory—they do not forget things once experienced. In cases when a specific piece of information is essential to a skill check, Androids gain a +2 bonus.
- **Naive:** Androids show a woeful lack of understanding about human beings and what drives them. This can be a minor flaw to crippling, depending on the situation.

Augments

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

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

- **Stat Adjustments:** +4 Str, +2 Dex, +2 Int, +2 Cha.
- **Acute Senses:** +2 to most sensory rolls due to keen senses of smell, hearing and sight.
- **Aggressive and short-tempered:** This can be a very minor flaw to extremely crippling, depending on how much the GM wants to play this up.
- **Arrogant:** -4 to social rolls where arrogance would be a negative factor.
- **Great Fortitude:** Due to their vastly improved constitution, Augments gain a +2 to saves against diseases, poisons, fatigue and stunning.

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

A partial Augment may have a +2 racial bonus to one ability score, one special ability of their choice (similar in power to the above) and one free Talent. In exchange, they have the social stigma of being an Augment—in this time period people are still rightfully edgy about the genetically engineered.

Gorn

Gorns are a reptilian species of humanoids. Not much is known about them other than that they are strongly territorial and have technology on par with the Federation.

- **Stat Adjustments:** +4 Str, -4 Dex, -2 Cha.
- **Alien Strength 2:** The Gorn physiology is substantially stronger than most other humanoids—skill rolls involving strength are increased by +4 and the character can lift five times as much as a normal character—enough to easily toss a rock the size of a refrigerator twenty or thirty feet.
- **Armor:** Gorns have thick hide (+4 natural armor).

- **Slow:** Gorns move at roughly half the speed as most other humanoids.

Highly-Evolved

This isn't any specific species—it instead represents any number of frail, usually egg-headed, aliens of advanced intellect and technology.

- **Stat Adjustments:** -4 Str, +6 Int.
- **Bonus Talents:** Psychic, plus one additional Psychic Ability.
- **Frail:** Not only do they take a -1 HP per level penalty, HE's also can never have Physical as a trained skill and, if tactical movement is used, they move at -5' per round.
- **Superior Technology:** HE's usually have access to technology far in advance of Starfleet. In addition to this superior technology they also have a +2 bonus on all science and technology-related rolls.
- **Complete inability to fathom humanity's motives.**

Orion

Once a great civilization with advanced technology, the Orions have fallen into decadence. Orions are widely known for three things: piracy, slavery and the savage charms of their women.

Orions have green or blue skin, with dark hair. The men are bald and tend to be rather large and burly. The women are beautiful, great dancers and masters of seduction.

Orion, Female

- **Stat Adjustments:** -2 Str, +2 Dex, +2 Cha.
- **Pheromones:** Makes men of most species (but not Vulcans) susceptible to suggestion and more aggressive. Gives a +5 to any skill check an Orion female may make to persuade men to do something, within reason. It may take multiple rolls and suggestions to “nudge” the target into action.

Since they must be inhaled, the effect takes some time to kick in. Gives women of most species a roaring headache.

Orion, Male

- **Stat Adjustments:** +2 Str, -2 Cha.
- **Durable:** +1 hp/level.
- **Decadent:** +2 to skill rolls involving swindling, haggling and defrauding others.

Klingon

The classic villain species of science fiction. Aggressive, unprincipled and dangerous—these are the smooth foreheaded villains from the original series and not the bumpy-foreheaded warrior-philosophers of the later Star Trek series. If you want to use the later iteration, see the notes at the end of this entry.

- **Stat Adjustments:** None.
- **Aggressive:** Klingons have +2 to all initiative rolls.
- **Durable:** +1 hp/level.
- **Skill Penalty:** -1 Knowledge. Klingon culture doesn't encourage non-martial pursuits.
- **Violent Culture:** Bonus Talent—either Brawler or Specialty with melee weapons.
- **Note:** These are for smooth-foreheaded TOS Klingons. If you insist on having TMP-era or later Klingons, then add +2 Str and -2 Cha to the stat adjustments and replace the Aggressive special ability with **Brak'lul** (Vital Organ Redundancy). A character with Brak'lul is considered to have an extra 5 points of Strength when reduced to 0 hit points, but only for the purpose of determining point of death.

Prehistoric

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

- **Stat Adjustments:** +6 Str, -4 Int, -2 Cha.
- **Alien Strength:** Skill rolls involving strength are increased by +2 and the character can lift twice as much as a normal character.
- **Choose one: Claws/Fangs** which give a natural attack of 1d6 (plus Str bonus), or **Gregarious** (once per encounter, a group of these can call in an additional 2d6 tribe members—these tribe members will not have the Gregarious ability available for that encounter).

- **Skill Bonuses:** +2 Bonus on climbing, jumping and survival rolls.
- **Tough Hide:** +2 natural armor.

Romulan

A mysterious off-shoot of the Vulcan species, from the savage times before the Vulcans devoted themselves to the pursuit of logic.

- **Stat Adjustments:** None.
- **Desert Adapted:** Romulans gain a +2 bonus on desert survival-type rolls and a general immunity to the effects of blinding light.
- **Duplicitous:** +2 on skill checks where a natural proclivity towards deceit and trickery could come into play, such as most subterfuge rolls.
- **Hierarchical Society:** Romulan society is highly stratified—any Romulan gains a +2 to all rolls when attempting to give an order to a Romulan of lower standing. In addition, any use of the Command or Inspirational Speech Talents on a Romulan will be at +1.
- **Xenophobic:** Due to their xenophobic nature, Romulans take a -2 penalty on most social rolls with other species and most social rolls dealing with Romulans will be at -2. This penalty does not necessarily apply to all situations—for example, some social situations such as intimidation or bluffing might not be affected by xenophobia.

Tholian

Tholians are medium sized humanoids, but possessing a truly alien physique—they are based on a mineral composition, existing at very high temperatures (177 Celsius or 350 Fahrenheit). If exposed to low temperatures for too long, they take damage and their carapace cracks.

Exposure to temperatures around the boiling point of water or below has the same effects as freezing temperatures on humans. Tholians have six legs and communicate through radiation emissions instead of vocal chords. Their ability to communicate through these methods allow them to communicate over long distances as if via communicators.

- **Stat Adjustments:** +2 Dex, -2 Str.
- **Alien Physiology:** The unique Tholian physiology conveys the following benefits: Resistance 10 (Fire), Resistance 5 (Energy) and immunity to temperatures up to 700 to 800 Celsius.
- **Darkvision** up to 60'.
- **Hard Carapace:** +4 natural armor.
- **Xenophobic, Alien Mindset:** Tholians are known for three cultural traits: punctuality, xenophobia and inscrutability. All social rolls with other species are at -2. All social rolls dealing with Tholians will be at -2.

Supporting Cast

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

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

Ordinaries vs. Heroes

When building supporting cast members, at least of the humanoid variety, there are two types of NPC's: **Ordinaries** and **Heroes**.

For simplicity's sake, rather than assigning them a specific class, choose a level and then list their class either Ordinary or Hero.

Ordinaries are important enough to have stats, but not important enough to have any significant screen time.

They have 1d6 (average 3.5) hit points per level, adjusted by their Str bonus (or penalty). They do NOT usually gain Talents or Action Points.

If you're in a rush, use average stats except for whichever stat the Ordinary uses most, which will get a 12-14. Use level 1 for the lowest rung in their professions. If you need a more seasoned Ordinary, add levels. 2-4 would be appropriate for more experienced types.

In some cases, it may be appropriate to give Talents to Ordinaries, but don't go overboard with it. Ordinaries have as many Trained skills as necessary to perform their tasks.

Some sample Ordinaries are given in the **Face in the Crowd**, **Generic Crew Member** or **Goon** sections.

Heroic NPC's are built almost exactly the same way as player characters. They get Talents and may or may not get an Action Point or two, depending on how important they are to the plot. Heroics will have one Trained skill at 1st level, just like player character classes and start out with Str hit points +1d6 per level.

Talents may be chosen from any of the Talent lists, regardless of class as long as it's appropriate to the character.

A heroic NPC is important enough to get significant screen time, so they should have at least one "hook" to them. For example, "Shakespeare-quoting Klingon Admiral" or "Weaselly traveling salesman with an addiction to dubious money-making schemes."

Both Ordinaries and Heroes get a stat point every 4 levels if the issue of level advancement ever comes up.

For example:

Starfleet Bureaucrat, High Level. Ordinary-7. Str 8 (-1), Dex 10 (+0), Int 14 (+2), Cha 10 (+0). HP 18. AC 13. **Trained Skills:** Communications, Knowledge.

Klingon Fleet Commander. Hero-12. Str 16 (+3), Dex 14 (+2), Int 10 (+0), Cha 14 (+2). HP 82. AC 18. **Trained Skills:** Physical, Subterfuge. **Talents:** Aggressive, Brawler, Command, Durable, Ethnic Pride (Klingon), Inspirational Speech, Skill Penalty (-1 Knowledge rolls), Specialist (Underhanded Tactics), Stiff Upper Lip, Trained Skill (Subterfuge).

Stock Characters

Alien, Generic

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

“Generic Alien” is mostly meant to provide ideas for new alien species—for actual stats, use one of the other stock character types such as Faces, Goons, etc.

Roll d10 for each column

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

Cloud Monster

“Cloud Monster” is short hand for any number of mysterious aliens that tend to show up in Star Trek episodes. It doesn't represent just the traditional semi-intelligent cloud of energy (such as the “Companion” from “Metamorphosis”). It can also represent mysterious alien devices such as Nomad, Tribble-like creatures, giant alien probes with a hump-back whale obsession or what have you.

Cloud Monsters tend to be more plot devices than anything else. For the most part, assume that standard attacks do nothing to them. They're either immune to normal weapons (such as your typical Star Trek cloud monster) or killing them won't make a difference to the plot (e.g. Tribbles breed too fast). They'll have one or more additional powers related to their nature and an Achilles' heel which must be discovered and exploited if they're ever to be stopped.

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

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

Example: *The GM needs a mysterious alien creature for the next episode. Running through the dice rolls on the table on the following page, we get 7 (Indigenous Creature), 2 (Man-sized), 6 (Devours All Before It), 14 (Can Summon Help) and 3 (Human level intelligence).*

The result of “Can Summon Help” reminds the GM of ants or bees—perhaps the creature is part of a hive. The GM names it an “Altaran Hive Worker.”

Running with the Hunger and Indigenous Creature results, he decides it's an insect-like animal roughly the size of a man that can metabolize anything—it eats everything it finds and excretes either a web-like substance that hardens into hive material if inorganic or a honey-like substance if it eats something organic.

It is now only one of many insectoids that have run amok on the Altaran colonies of Deneb VII. As a collective, the hive workers have a human level intellect and are motivated by species survival. To stop them, the players will either have to destroy the entire hive at once or negotiate with it—destroying any individual worker will have no real effect on the situation.

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

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

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

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

What in the world is it doing here? (Roll d10)

- 1 It feeds on emotion
- 2 Protecting something or someone
- 3 Searching for someone
- 4 On a quest for knowledge
- 5 Settling a score
- 6 Devours all before it
- 7 Survival/Procreation of the species
- 8 Looking for its mate
- 9 Obeying the last command of its creator
- 10 **Roll Twice**—the first motive is a red herring. The second roll is the Cloud Monster's true motive.

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

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

Is it intelligent? (Roll d6)

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

Commander

He's the commander of his vessel, a leader of men (or aliens), a diplomat and a warrior. Unless noted otherwise, like other minor NPC's, Commanders are Ordinaries.

There are two basic varieties of commanders: "aggressive" and "talker". An aggressive commander is usually action-oriented. Talkers are more diplomatic.

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

Commander, Unexceptional. These are the most commonly encountered commanders—they fulfill the qualifications of commanding a ship, no more, no less.

- **Aggressive.** Ordinary-7. Str 12 (+1), Dex 14 (+2), Int 13 (+1), Cha 10 (+0). HP 32. AC 15. **Trained Skills:** Physical, Knowledge.

- **Talker.** Ordinary-7. Str 10 (+0), Dex 12 (+1), Int 14 (+2), Cha 13 (+1). HP 25 AC 14. **Trained Skills:** Communications, Knowledge.

Commander, Seasoned. Seasoned commanders typically have years of experience, perhaps even seen some serious action. They are highly competent at what they do.

- **Aggressive.** Ordinary-10. Str 12 (+1), Dex 14 (+2), Int 14 (+2), Cha 12 (+1). HP 45. AC 17. **Trained Skills:** Physical, Knowledge.

- **Talker.** Ordinary-10. Str 10 (+0), Dex 12 (+1), Int 14 (+2), Cha 14 (+2). HP 35. AC 16. **Trained Skills:** Communications, Knowledge.

Commander, Grizzled. Grizzled commanders are quite rare—they are as competent as you can get without moving into the Heroic category. Typically, they have had decades of experience.

- **Aggressive.** Ordinary-13. Str 12 (+1), Dex 12 (+1), Int 14 (+2), Cha 14 (+1). HP 59. AC 17. **Trained Skills:** Physical, Knowledge.
- **Talker.** Ordinary-13. Str 10 (+0), Dex 12 (+1), Int 16 (+3), Cha 16 (+3). HP 46. AC 13. **Trained Skills:** Communications, Knowledge.

Face In The Crowd

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

Faces will typically be 2-3rd level, with average hit points (7-10). Ability scores will be 8, 10, 10, 12, arranged in any order that seems appropriate.

If you don't have any set occupation in mind, roll on the table below. Otherwise, just choose whatever Trained Skills will be necessary for that character to perform their job.

The Random Face Table

d10	Occupation	Trained Skills
1	Scientist	Knowledge
2	Diplomat	Communications
3	Criminal	Subterfuge
4	Entertainer	Roll 1d6: 1-2 Communications, 3-4 Knowledge or 5-6 Physical (depending on type of entertainer)
5	Merchant	Communications, Knowledge
6	Lawyer	Communications, Knowledge
7	Administrator	Communications
8	Medic	Medicine
9	Paper-shuffler	Roll 1d6: 1-3 Communications, 4-5 Knowledge, 6 Both
10	Laborer	Roll 1d6: 1-2 Physical, 3-4 Engineering, 5-6 Both

Generic Crew Member

Choose an appropriate rank in the proper class (Blue Shirt, Red Shirt, Yellow Shirt or Ordinary). Assume average hit points and arrange the following stats in any order that makes sense for that character: 8, 10, 12, 12. If the character is relatively high level (over fifth level level), use 8, 10, 12, 14 for their stats.

Generic Crew Members are always Ordinaries and will never have Action Points. They only have Talents when necessary and will be Trained in any skills they may require to perform their job.

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

level according to the rank table, Rho is a 4th level Security Red Shirt. She has average hit points (14 + 4 for the Str bonus = 18 hp) and the following statistics: Str 12, Dex 13, Int 10, Cha 8 (+1 point for being 4th level).

She is Trained in Physical, which she probably won't have time to use much before the cloud monster eats her in scene one.

God

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

For the most part, Gods can be built in two steps: Determine what the God appears as and stat that out, then layer on additional powers and abilities as appropriate from the “Godly Powers” table.

For example, a child with the ability to wish anything away may be statted up as a typical 1st level child with attributes of 6-10 all the way across. Appropriate powers might be Innocuous, Alter Set and Mind Control.

Another God might be a giant glowing pyramid that speaks in a thunderous voice. It's too large to stat out as a PC, so the GM might write it up as a starship with mental attributes (and tough enough to challenge or overwhelm the PCs' ship), adding in the Zap, Teleport Self/Others and I Know Things Beyond Mortal Ken abilities.

God, Almighty

Typically appears as a giant megalomaniacal floating head. As long as it stays in that form, stat it out as a starship with better stats than the PC's ship.

If it manifests in human form or interacts with the player characters in any way where stats would be important, then use the following:

Hero-15. Str 18 (+4), Dex 14 (+2), Int 30 (+15), Cha 30 (+15). HP 86. AC 19. **Trained Skills:** Communications, Engineering, Knowledge, Medicine. **Talents:** Command, Cool Under Pressure (Pontificating), Durable, Psychic, Specialist (Pontificating), Specialist (Philosophizing), Trained Skill (Communications), Trained Skill (Engineering), Trained Skill (Medicine)

Has the following Powers: Cunning (already factored in), I Know Things Beyond Mortal Ken, Impressive Soliloquy, Mind Control, Teleport Self or Others and Zap.

Almighty Gods typically have hubris as a weak spot and are surprisingly easy to trick.

God, Irritant

One of a large class of advanced beings that enjoys plaguing starship captains with conundrums and puzzles. Vulnerable enough to outwitting that it's surprising there's not a class on how to do it in Starfleet Academy.

Powers may include Alter Set/Prop, Invulnerable, Parlor Tricks, Shapechange, and Teleport Self or Others. They typically appear as a nondescript man of between 5-10th level with average physical stats, low charisma and genius to superhuman intelligence.

God, Metal

For some reason, alien civilizations often build their own gods. Invariably, when their civilizations collapse, their metal gods remain behind to guide and control. They usually appear as a stationary physical construct with 20 or more Hit Dice and a notable lack of insight into the human motivations. Powers may include Cunning, Followers, Drones, I Know Things Beyond Mortal Ken and Zap, with the occasional display of Mind Control or Invulnerability.

God, Petty

The classic God, loud-mouthed, wears togas and demands worship. Usually 10-15 Heroic levels with impressive physical statistics and high Charisma. Powers usually include Grow, Mighty, Impressive Soliloquy, Parlor Tricks, Teleport Self or Others and Zap.

Goon

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

- **Goon, Low Rent.** Ordinary-2. Str 14 (+2), Dex 12 (+1), Int 10 (+0), Cha 8 (-1). HP 11 AC 12. **Trained Skills:** Physical. **Talents:** None.
- **Goon, Run-of-the-Mill.** Ordinary-4. Str 14 (+2), Dex 12 (+1), Int 10 (+0), Cha 8 (-1). HP 22 AC 13. **Trained Skills:** Physical. **Talents:** Brawler.
- **Goon, Burly.** Ordinary-6. Str 16 (+3), Dex 12 (+1), Int 10 (+0), Cha 8 (-1). HP 39 AC 14. **Trained Skills:** Physical. **Talents:** Brawler, Specialist (primary weapon attack).

Godly Powers

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

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

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

Followers. The God has followers: for the most part, they amount to 2d6x10 Faces and Goons (roll randomly for occupations, if necessary).

Grow. The God can enlarge itself. Every standard action increases the God's size by another multiple—x2, x3, x4, x5, etc. For every increase in size, add +4 to the God's Strength (and hp) and +2 to any rolls to intimidate or awe others. Only the GM's sense of drama limits the God's ability to grow.

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

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

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

Impressive Soliloquy. The God can fascinate audiences with their incredible speechifying skills. The skill roll used is Int + Comm, DC is the targets' Intelligence + Know or Comm skills

(whichever is higher). Failing a roll means the characters can't do anything but listen for a few minutes while the God continues to speak at which point they may attempt another roll.

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

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

Mind Control. The God can dominate or control minds as appropriate to the plot. He is also usually (but not necessarily) fully telepathic, being able to read and send thoughts. Important characters can resist by rolling Int + Know + any bonuses from psychic abilities as appropriate.

Parlor Tricks. Miscellaneous abilities, usually duplicating spells from the d20 SRD as needed. They can be true magic, abilities granted by super-science or psionic in nature as appropriate.

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

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

Zap. If it can be seen, it can be smitten with furious anger. 5d6 damage, ranged attack. Range is line of sight. If the target is a ship, then count it as a phaser attack with an appropriately huge WR (say, WR 40 for a Constitution-class vessel, WR 30 versus a Hermes-class scout, etc). The special effects can be pretty much anything: a giant hand shaking the ship, a lightning bolt, a death ray, whatever.

Nemesis

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

- **A Nemesis will always be a PC grade Heroic character with Action Points and Talents.** He will often have followers, a mixture of tough Goons and Faces, all built with higher than usual stats (often using special templates, such as “Augment”, “Android” or “Klingon”).
- **Level:** The Nemesis' level is always 2 higher than the highest leveled character.

- **Fatal Flaw:** choose a fatal flaw for this character. arrogance, two-dimensional thinking, greed, whatever. Whenever a skill check or attack roll comes up related to this flaw, treat the dice roll as the worst possible result. This will only work 1d6 times during an episode, so don't take it for granted.
- **Ability Scores:** Each of the Nemesis' ability scores will be equal to the highest score possessed by any of the PC's. One score is linked to the Nemesis' Fatal Flaw—that score will be equal to the lowest of the PC's scores. So, if there are 4 PC's, the Nemesis has a Fatal Flaw of “arrogance” (linked to Charisma) and the PC's have the following statistics:

- 8 Str, 10 Dex, 16 Int, 9 Cha
- 10 Str, 14, Dex, 13 Int, 9 Cha
- 11 Str, 15 Dex, 8 Int, 11 Cha
- 14 Str, 12 Dex, 14 Int, 15 Cha

...their Nemesis will have 14 Str, 15 Dex, 16 Int, and 9 Cha and he will be two levels higher than the highest leveled character.

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

Appendices

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

A Being On Every Planet

Whenever a relatively friendly group of NPC's is encountered in an episode,* the most appropriate member of that group with the highest Charisma must make an Int+Know roll or fall madly in love with the first male or female player character they meet.

The DC is equal to 10 + the character's Charisma modifier plus level. If that save is made, go round-robin around the bridge crew (as appropriate) until they fall for that character or resist all party members. There may be more than one appropriate NPC per group, so be sure to roll checks for them as well.

* Or, for that matter, whenever the GM feels like it would be amusing to apply this rule. This can hinder the mission just as often as it can help the player characters (if not more).

TV Ratings: Fun With The Nielsen

After every episode, roll a die to find out how the show did in the ratings war, or simply assign one based on a snap value judgment or show of hands:

On 1d6:

- | | |
|-------|-----------------------|
| 1 | Terrible (-4) |
| 2 | Poorly (-2) |
| 3 - 4 | Average |
| 5 | Successful (+2) |
| 6 | Smashing Success (+4) |

Then roll again with a d20 on the next page to find out if the Network Executives plan to do something about it, adding in the bonuses given in parentheses.

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

Example: After a particularly demanding adventure where the crew is forced by a species of Greek gods to fight lizard men alongside a group of Klingons, the GM rolls d6 to determine ratings.

The result is a 1: terrible ratings (-4). He rolls a d20 with a -4 modifier and the roll is -3. The Network Executives have spoken. The GM rolls an additional d20 and the result is 1. Ensign Bubbles, the new monkey crew member, starts next episode and everybody had better act happy about it, at least until they can arrange an "accident."

This Does Not Compute

Computers are easily destroyed by simple word puzzles. Every time a successful word puzzle involving a logical contradiction is role played, any computer, robot or android within earshot takes 3d6 electrical damage each round until they shut down or steps are taken to resolve the logical conflict.

Technobabble

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

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

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

Theme Music

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

TV Ratings Result Table

1d20 Result

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

The Random Episode Generator

Stuck for an idea? Roll away. Bonus points if you can frame the resulting plot seed as a metaphor for a social issue. **Warning: actual plots generated via this method not guaranteed to make any sense.**

What happened (d100)? (Plot seed).

01 - 05	Crew member's body switched*
06 - 15	Space/time anomaly**
16 - 25	Federation outpost/colony attacked
26 - 35	Ship hijacked/captured
36 - 45	Ship attacked
46 - 55	While transporting an important individual somewhere... ***
56 - 62	New civilization discovered
63 - 72	Responding to distress call
73 - 77	Potentially fatal plague with unpleasant side effects.****
78 - 82	Monster loose on ship
83	Crew member's brain stolen
84 - 87	Crew finds a Mysterious Alien Device (see Equipment section)
88 - 98	While on shore leave... (Roll again to see what happens)
99 - 00	Roll twice

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

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

*** **Purpose:** Roll d6: 1-2 Negotiate peace treaty, 3 Attending a conference, 4 Transporting to new post, 5-6 Protection. Roll on “By Who” table to find out what this important individual is, rerolling insane results. **Roll again** on table above to see what happens while transporting the important individual.

**** **Roll d8:** 1-2 Rapid aging, 3-4 Drunken, evil behavior, 5-6 Reverse evolution, 7—8 Random hallucinations.

By who? (d100) (Actors).

Skip this step if it wouldn't make sense, otherwise keep rolling until you have enough actors to make things fun. Entries don't have to be taken literally either—a “Space Hippie” can just as easily represent a member of a pacifist environmentally-aware advanced alien species as it can represent a thinly-veiled group of 1960's counterculture stereotypes. A “Space Viking” would represent a war-like alien species with a love of plunder and loot.

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

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

Plot Twist (d20):

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

- * **Roll again** on the “By Who?” table to find out who.

Actor Motivations (Optional, d20):

You can skip this if you already have an idea why an actor is in an episode or if the reason they are there is fairly obvious (or unnecessary to the plot).

1-2	Seeking revenge*
3-4	Seeking payment*
5-6	Seeking information*
7-8	Protecting something*
9-10	Protecting someone* and ** to determine who.
11	Irrational motivations
12-13	Fulfilling a mission
14-15	Meeting someone**
16-17	Hiding from someone or something*
18-19	Seeking treasure, loot or other resource
20	Roll twice

- * **Roll d8:** 1-2 From the PC's, 3-4 From another existing actor, 5-6 From a new group of actors (roll above), 7-8 From a set of actors from a previous episode/or acquaintance of the PC's.

- ** **Roll d6:** 1-3 Similar to the actor themselves (i.e if Klingons, then protecting a Klingon), 4-6 another actor (roll above). **Roll d6 again for details:** 1 Child/Young, 2 Royalty, 3 Important Scientist, 4 Diplomat, 5 Political Refugee, 6 Military importance.

Example: The GM rolls 51 on the Plot Seed table: transporting an important individual somewhere. A subsequent roll of d6 comes up 6, indicating that the ship's crew is protecting that individual from something. A second roll on the Plot Seed table shows that the ship is attacked while transporting this individual to its destination.

Two rolls are then made on the “By Who” table, one for the important individual and one for the enemies of the episode: the rolls are 11 and 41, respectively. The ship is attacked by Romulans. In this case, a “space roman” would most likely be a snobbish, arrogant diplomat from a betogaed civilization with a penchant for classical architecture and gladiatorial fights.

A roll on the Plot Twist table comes up 15, the good guys are bad. In this case, the “Roman”, who we've been led to believe is a distinguished diplomat, has a

hidden record of war atrocities which will come to light during the episode. That's enough to go on.

Another Example: The GM, stuck for Episode ideas, rolls on the Plot Seed table. The d100 comes up 61: the crew discovers a new civilization. He could stop here, but continues rolling to see if something interesting comes up. The next roll, on the “By Who” table comes up 53...huh. Cloud Monster.

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

The Cloud Monster is there, protecting...something ...which is important to an invading alien species.

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

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

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

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

Random Planets And Locations

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

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

So feel free to fudge the results.

Anything interesting in the neighborhood?

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

In addition, roll once on the following table:

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

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

What does it look like from orbit?

Step 1. The Sun

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

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

Step 2. The Planet's Basic Details

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

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

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

Step 3. Terrain

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

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

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

Then roll another 1d6:

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

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

First beam-in location: Flesh Out The Backdrop

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

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

5. What does the sky look like?

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

rings or moons the planet may have.

6. What's the weather like? Roll 1d6: 1-4 Fine, 5 Windy, 6 Wind storm. If it's cloudy, then assume a 50% chance of rain in more temperate terrains, snow or sand storms in others.

7. What does the terrain look like?

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

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

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

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

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

1d10 None

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

* Here's a list of some possibilities:

Predominant Terrain Type

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

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

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

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

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

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

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

Roll for type:

1d12 Type of Buildings

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

8. Where are the characters?

Roll 1d6 The Characters Appear...

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

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

Random Interior Set Generator

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

* Naturally, this will be the 1960's American concept of the Middle East—lots of silk hangings and cushions.

Random Cave Generator

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

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

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

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

Either partially or fully depending on the cave's size. Roll under footnote # under Step 7 for type of building.

Putting it all together...

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

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

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

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

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

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

From orbit, the small planet is mostly sand with a few small mountain ranges. It's lit by the hellish amber

glow from its twin red suns. A few small oceans, barely large enough to deserve that designation, are the only thing to break the endless sand dunes.

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

We continue to the Beam-In Location...

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

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

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

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

In Step 7, we check for weather—the roll comes up 3, so there's no wind.

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

significant background details:

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

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

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

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

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

Putting it all together...

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

The ground underfoot is cracked, its hard clay broken into irregular patterns by the unrelenting heat of the twin suns. Surrounding you on all sides are the ruins of a massive city, its broken columns and statues lining once grand streets.

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

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