

# Starship Kit - Volume 1

## - Crew -





# Preface

## Starship Kit 7 Crew

Very few starships are autonomous. They require a captain and crew to keep her flying. They man the weapons, deal with medical emergencies or even provide security, both within the ship or on missions. Whoever they are, they are the life blood of the ship.

This is part 7 of the Starship Kit, although it can be used as a standalone product if required. Be aware though that this does not give you details on the NPCs (such as background, species etc.). For that you require the Background & Details Kit – Sci-Fi Edition, or something similar.

Future parts will include:

- Cargo, both Legal and Illegal
- Ship Missions

You do not need to have all the parts in the kit to use them, but it does help and is recommended.

This generator/kit is designed to provide the starting points for your own inspiration. Actual details about each system, such as its design or how it actually works is up to you.

## Credits & Legal



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## Crew

Note from the author: As mentioned in the preface, this part of the Starship Kit is not for deciding on the details of the crew, such as race, age, background etc. It assumes you have some character or NPCs ready for use in some way.

The number of crew a ship has is determined by many features, such as:

- Facilities for life support and special atmospheric or other environmental needs. If one of your crew has a particular environmental need that will probably take up more room when compared to the
- Size of the crew in relation to the ship. A smaller sized life form will obviously take up less room than those who are bigger. Most of the time is not needed but on ships that have a multi-species crew, this can become an issue.
- Size of the ship. The larger the ship, the more potential room it has for crew.
- Budget of the designers. A bigger budget, either in terms of currency or resources, will determine how many crew the ship can support. In conjunction with this, whilst the ship may be to support many crew, there may be economic or political reason why only a skeleton crew has been sent along.
- How damaged or complete the ship is in relation to its design. A ship that is damaged may not be able to take on additional crew.
- The ships purpose. A medical ship will often have minimal security, but a high amount of medical, whilst a prison ship will often be the opposite.
- Social Issues. Those cultures that follow a religion may demand a religious crew member on all ships, whilst another would not allow their holy figures to leave the planet.

For each crew member, roll on the department table below. If you have a large amount of crew to determine, then roll or pick for each group.

D20	Department
01 - 03	Command & Control
04 - 06	Engineering
07 - 08	Science
09 - 10	Medical
11 - 12	Tactical
13 - 14	Pilots & Operators
15 - 16	Security
17	Civilian
18	Governmental
19	Religious & Social
20	Other

Something to bear in mind is that on smaller ships there is often an overlap between departments. Someone who works in medical may also be in command and control and someone who is mainly in science may also dabble in engineering, or tactical may double up as security etc.

To reflect this, the first roll/pick for each character that this system is being used for should be considered to be their main and any subsequent rolls would be considered to be a backup or secondary specialisation.

Command & Control is something that is found on every ship that has a crew. Even if the crew consists of one lone life form, that person is the commanding officer. As such, there should be at least 1 Captain on each ship. Helm, navigation, comms and the duty officer and more all come under command and control, shortened to C&C.



Engineering is often considered to be the heart of the ship, if C&C is the brain. A wise captain knows when to listen to their Chief Engineer and when to push them harder. Some captains though have very little sense of what truly goes on in the ship's heart and this can cause friction between the two.

The Science department deals with sensory data and processing. They are the one who can tell you what that weird anomaly is or what can be made from that weird new metal. Sometimes working closely with Engineering, sometimes they feel like they are working against them. Sometimes referred to as the eyes and ears of the ship.

Medical department's main purpose is to keep the rest of the crew fit and healthy. Space missions can take you a long way from help. Having a good medical department can often quite literally mean the difference between life and death. Many ships and cultures observe the tradition that the CMO (or Chief Medical Officer) can override the captain in regards to medical matters.

Tactical department deals with the ship's weapons and defence. They are the ones who decide where to target, what weapons to fire, defences to activate etc. even though the captain may be the one to issue the command to fire. They can provide tactical advice and suggestions. Sometimes though it's best to simply say to them "Lt. Smith, take out that scout ship" and they decide the best course of action.

The next few departments are not found on every ship, but are common enough that they are worth mentioning here.

The Pilots & Operators department deals with the piloting and operation of any other vehicles or device that the ship possesses. Helm and navigation control the ship, but a pilot may be the one in charge of a scouting drone or attack robot assigned to the ship. They can be quite brash and on ships large enough to support multiple squadrons or groups, a friendly rivalry can develop between the groups to outperform each other.

Security handles any intruders or internal issues involving personnel inside the ship. To use the body metaphor once more, they can be thought of as the ship's immune system, dealing with any intruders that managed to slip past the defence controlled by tactical or when one crew member has a problem with another. Some think of them as mindless and rather dense, whilst others are a deadly force you do not want to cross. Either way, on a large ship they are almost essential.

Civilian department covers anything that is run by, or operated by, someone not in the military that is not governmental or religious. If the ship has a business, such as a barber shop, or privately run café, then it's normally handled by a civilian. There can be friction between the civilian and military on a ship, with civilians resenting the military control and the military annoyed by the lack of respect to the chain of command, but this is rare as both can see the benefit in the other.

Governmental department covers areas such as diplomacy, first contact, prisoners etc. If it is something that would be run by the local authorities on a planet, then here on the ship it is run by a member of the government department. If the ship has any political officer or oversight crew members they would fall under this category as well.



The Religious department of a ship handles the spiritual aspect of the ship. Some cultures believe that traveling through space is a dangerous thing and requires the blessings of their gods. Others have simply realised that having someone on board who can take care of the crew spiritual needs, last rites or even conduct weddings and unions can be a great boost to the moral of the crew. Sometimes though the religious views of this department can conflict with the more pragmatic view of those in command, but for the most part they are respected and left to their duties. On some ships, this department also deals with any social aspect of shipboard life and on non-religious ships they take care of morale etc.

The Other entry on this the table is for anything else that you may come up with or is for weird and otherwise odd crew members who cannot be fitted into other departments. There is often some kind of overlap or main department they are assigned to, but the ones in this section are normally very unique or odd in some way.

Some examples would be:

- Psionics division – Telepaths or others who possess mental abilities.
- Alien exchange crew members whose roll doesn't fit in with any other department.
- A new rank or roll that has just been invented and those in charge have yet to decide what department it should be assigned to.
- They could often be simply a passenger who has purchased travel or earned passage to the next destination by plying their trade or services whilst on board.

## Command Structure

For the most part the command structure is the same on most ships, with the captain at the top and then the first officer, then the department's heads and then those who work within each department. On some ships though they use a different command structure, depending on culture and background.

Below is a table with some examples if you need to decide on a format, otherwise assume the classical pyramid organisation structure.

D20	Command Structure
1 – 10	Pyramid/Standard/Military
11 – 12	Captain and all department heads
13	Democracy/All equal votes and decision making
14	Captain and 1 department head
15	Captain and Governmental Officer/Department
16	Captain and Civilian
17	Captain and Religious department
18	Captain Only
19	Straight Line command, with some departments having command other others (E.G. Sciences being in command of engineering).
20	Straight line – Cross Department. As a normal straight line but the boss of one person can be in another department and likewise their subordinate can be in another.

Each department would have their own rank structure, but for the most part they would follow either a military structure or civilian.

## Command & Control

It should be noted that on smaller ships or those who have a revolving or changing commander, that Captain may be used to simply refer to whoever is in charge of the ship at the time and not be an actual rank or official title.

Being in C&C means the ship is literally in your hands. You are responsible for the day-to-day operations and decisions. Being stationed in C&C is a great responsibility and not one taken lightly. If you mess up here people can get hurt or worse may occur.

On smaller ships, or those with a rotating crew, the person in charge is often called the Captain, regardless of actual rank or the department they normally work in. So the CMO (Chief Medical Officer) who had taken over temporarily would be called captain until such times as the "official" captain returned or was replaced.

Not all ships will have these stations in C&C. A smaller ship would often have the Environmental controls in Engineering. Also the station would not always be staffed by the highest ranking officer. This would be a held by a promising officer or to give someone C&C training and experience.

D20	C&C Position
1	Captain
2	1 <sup>st</sup> Officer
3	2 <sup>nd</sup> Officer
4	3 <sup>rd</sup> Officer
5	Auxiliaries
6	Civilian Liaison
7	Communication
8	Engineering
9	Environmental
10	Flight Control
11	Flight Co-ordinator
12	Loadmaster
13	Medical
14	Operations Manager
15	Operator
16	Science Station
17	Security
18	Sensors/Radar
19	Tactical Station
20	Other/Unique Position



## Engineering

D20	Engineering Position
1	Chief Engineer
2	1st Engineer
3	2 <sup>nd</sup> Engineer
4	Communications
5	Computer Technician
6	Drive/Engines
7	Drone/Bot Technician
8	Emergency Systems
9	Environmental
10	Power
11	Sanitation
12	Security Specialist
13	Sensor Maintenance
14	Shields
15	Structural Maintenance
16	Transport (External)
17	Transport (Internal)
18	Weapons
19	Trainee Technician
20	Other position

## Medical

D20	Medical Position
1	Chief Medical Officer
2	Nurse
3	A & E
4	Anaesthetics
5	Biochemist
6	Critical Care
7	Diagnostic
8	Duty Medic
9	Field Medic
10	First Responder
11	Long term care
12	Maternity and O/G
13	Neurology
14	Nutrition
15	Pharmacy
16	Physiotherapy
17	Surgeon
18	Xeno Biology
19	Trainee Medical
20	Other Medical position

## Science

D20	Science Position
1	Chief Science Officer
2	Assistant Science Officer
3	Astrobiology
4	Astrophysics
5	Biochemist
6	Bio-engineering
7	Botanist
8	Chemist
9	Cybernetics
10	Ecologist
11	Geologist
12	Historian
13	Linguistics
14	Mathematician
15	Psychiatry
16	Stellar Cartography
17	Xeno Archaeology
18	Anthropologist
19	Trainee Science Officer
20	Other Science

## Tactical

D20	Tactical Position
1	Chief Tactical Officer
2	1 <sup>st</sup> Tactical
3	2 <sup>nd</sup> Tactical
4	Armor Monitoring
5	Attack Patterns Specialist
6	Drill/Training Instructor
7	Drone Command
8	Energy Weapon Specialist
9	Equipment Specialist
10	Exotic Weapon Specialist
11	Fleet Co-ordinator
12	Flight Co-ordinator
13	Projectile Weapon Specialist
14	Targeting
15	Shield Monitor
16	System Monitor
17	Strategic Operations
18	Duty Officer
19	Trainee Tactical
20	Other Tactical position

## Pilots & Operators

D20	Pilot & Operators
1	Wing Commander
2	Drone Commander
3	Drop Pod Commander
4	Flight/Launch Control
5	Loader Operator
6	Mech. Commander
7	Mechanised Infantry
8	Pilot – Atmospheric
9	Pilot – Bombers
10	Pilot – Evac units
11	Pilot – Fighter
12	Pilot – Industrial
13	Pilot – Shuttle/Small Craft
14	Remote Drone Operator
15	Test/Experimental
16	Transporter Chief
17	Cargo
18	Instructor
19	Trainee Pilot or Operator
20	Other Pilot/Operator

## Civilian

D20	Civilian
1	Adult Services
2	Anthropologist
3	Asylum Seeker/Refugee
4	Bar/Café Owner/Operator
5	Barber/Hairdresser
6	Civilian Medical Expert
7	Civilian Misc. Expert
8	Civilian Scientist
9	Counsellor/Therapist
10	Explorer
11	Guard/Private Security
12	Prospector
13	Shop Keeper
14	Trader – Exotic Goods
15	Trader – General Goods
16	Trader – Illegal Goods
17	Trader - Industrial
18	Trader - Livestock
19	Apprentice
20	Other Civilian

## Security

D20	Security
1	Chief of Security
2	1 <sup>st</sup> Deputy
3	2 <sup>nd</sup> Deputy
4	Armoury Officer
5	Away Team
6	Boarding Party
7	Fire/Damage Control
8	Firearms
9	Infantry
10	Infantry – Armoured
11	IT Security
12	Locksmith
13	Melee Expert
14	Military Police/JAG
15	Patrol
16	Personal Guard
17	Prison/Brigg Officer
18	Unarmed Combat
19	Trainee Security
20	Other security

## Governmental

D20	Governmental
1	Accountant
2	Administration
3	Architect
4	Bureaucrat
5	Diplomat
6	Economist
7	First Contact
8	Health & Safety Officer
9	Investigator
10	Judicial
11	Legal
12	Librarian/Record Keeper
13	Morale Officer
14	Negotiator
15	Political Officer
16	Politician
17	Standards Inspector
18	Oversight Committee Member
19	Assistant /Advisor
20	Other government



## Religious & Social

D20	Religious & Social
1	Community Liaison
2	Confessor
3	Convertor/Missionary
4	Counsellor
5	Exorcist
6	Gym Instructor
7	Inquisitor
8	Media Advisor
9	Morale Officer
10	Party Coordinator/Planner
11	Radio/Broadcaster
12	Religious Advisor
13	Religious Leader
14	Religious Police
15	Reporter
16	Service Conductor
17	Social Media Officer
18	Youth Program Coordinator
19	Other social
20	Other religious

## Other

D20	Other Positions
1	Actor
2	Administrator
3	Alien Exchange Participant
4	Assassin (Legal)
5	Bounty Hunter
6	Childcare
7	Criminal (Undiscovered)
8	Cryptographer
9	Custodial Staff
10	Film Maker/Archiver
11	Political Activist
12	Precog
13	Private Detective
14	Privateer/Pirate
15	Refugee
16	Servant
17	Spy
18	Teacher
19	Telepath
20	Other position

## Upcoming Products

*Keep an eye out for these upcoming products from Ennead Games*

### Starship Kit Volume 8 – Cargo

What is your ship carrying to its destination? Is it just the supplies it need for the journey, something to sell or even hide from authorities?

### Starship Kit Volume 9 – Tactics

What manoeuvres or tactics is your ship capable of to help or hinder itself on its journey?

### Starship Kit Volume 10 – Quirks

The penultimate part of the Starship Kit brings you a system for ship quirks. Not all ships are the same and some have their own personality.

## Also Available

*Available where you purchased this product*

### Starship Kit Volume 1 – Name & Registration

What is your ship called? What's the unique registration it has to set it apart from other ships that may have the same name?

### Starship Kit Volume 4 – Weapon Generator

Need to know what your ship has to attack with? The Weapon Generator is for you and helps you to create randomised weapon names/types