

STAR TREK™

TRAVELLER® The New Era™

Players' Manual



ORIGINAL INTRODUCTION

This volume is intended to guide both players and referees through the character generation process. The rules contained herein (release 3.6, a minor update on release 3.5 - with additional Federation race data) are compatible with the "Traveller: The New Era" ruleset published by Game Designers' Workshop (GDW) who went into liquidation in 1996, so unfortunately those rule books (primarily the main rule book ISBN 1-55878-116-1) are now out of print.

The support volumes (10-45) release 4.x are compatible with this release of the ruleset and the planned future release (4.1) of this manual. Ruleset 4.1 is due for release late-1999 and is planned to be compatible with "Marc Miller's Traveller" (T4) ruleset currently published by Imperium Games (main rule book ISBN 1-57828-100-8).

ABOUT THIS REVISION STTrav:III 2007

This was **STTrav:III**, Star Trek: Traveller The New Era, STTrav:4 never came to fruition (T4), and STTrav 5 was actually Last Unicorn Games' Official Star Trek Role-Playing Game – which our group used verbatim.

Nominally STTrav:6 was a review of the new Official ST:RPG by Decipher, but overall I thought there was no advantage in moving the players to this new game system, so nothing ever came of it.

But with the proliferation of the d20 system, the fact that our group also played several d20 based games along with the release of Traveller:20 we decided to consolidate our rules and to create STTrav:20 (Star Trek: Traveller 20, aka STTrav:VII). These STTrav:III rules as a resource and the new Traveller d20 system as a starting point. So this document has been dusted off, tidied up and published, I hope this inspires you as much as it has helped my own group of Trekkies.

Minor errors (which came to light while developing STTrav:20 – now called **d20 Warp**) were corrected early in 2003, outdated references were annotated (2003 & 2007) with up-to-date information and the document layout was also amended in a minor way adding a little colour to the document. The '07 edition also had the titles re-worked, and the generated pdf should just be smarter all round.

Mr Sevarian (*formerly Chief Engineer USS Cerberus*), April 2007.

CHARACTER GENERATION

1. Select Character Race & Gender.
2. Generate Character Background & Youth Skills.
3. Take Educational Career Terms (Optional).
4. Take further Educational or Career Terms.
5. Repeat step 4 as required.

FEDERATION RACES

Andorian	Bynar	Fabrini	Vulcan
Bajoran (Federation)	Caitian	Halian	Zakdorn
Benzite	Deltan	Human	
Betazoid	Edoan	Tellarite	
Bolian	Efrosian	Trill	

OTHER RACES

Bajoran (National)	Cardassian	Jem'Hadar (NEW)	Romulan
Breen (NEW)	El-Aurian	Klingon	Vorta (NEW)
Borg (NEW)	Ferengi	Orion	

FEDERATION YOUTH SKILLS

All Federation characters, whatever race, receive,
 Communications – 0 Computer – 0
 PILOT - IF/Grav. – 0

Characters from vacuum worlds, or space stations also receive,
 Environment Suit – 0

and characters from a world with any water receive a percentage chance to have learnt to swim, equal to the hydrographics percentage on the planet,
 Swimming – 0

BACKGROUND SKILLS

Background skills are those skills learnt by the character when growing up during their childhood. These skills may have been learnt by taking part in some hobby or from other childhood experiences. These skills should be chosen from the table below, but if the player can justify to the referee how or why the character would have learnt such a skill then they may have that skill, even if it is not listed on the list below.

Pick four skills from the list given below, or other skills if you can justify them to the referee, each at a skill level of 2.

BACKGROUND SKILLS TABLE

Skill	Home World Conditions
Acrobatics	
Act/Bluff	
Archery	Law: High-
Armed Martial Arts	Law: High-
Biology	
Chemistry	
Climbing	
Computer	Tech: Pre-Stellar+
Disguise	
Electronics	Tech: Industrial+
Environment Suit	Atmos.: Vac, or Tech: Pre-Stellar+
Farming	Atmos.: Thin-Dense, H ₂ O: Dry+
Guard/Hunting Beasts	
Ground Vehicle	Tech: Industrial+
History	
Mechanic	Tech: Industrial+
Muscle Transport (cascade)	
Music	
Painting	
PILOT - Fixed Wing	Atmos.: Thin+, Tech: Industrial+
PILOT - IF/Grav.	Tech: Early Stellar+
Research	
Riding	Atmos: Thin-Dense
Sculpting	
Slug Weapon	Law: Mod-, Tech: Industrial+
Small Water Craft	Atmos: Thin-Dense, H ₂ O: Wet+
Song	
Stealth	
Streetwise	Law: Moderate+
Survival	Atmos: Thin-Dense
Swimming	Atmos: Thin-Dense, H ₂ O: Dry+
Thrown Weapon	
Tracking	Atmos: Thin-Dense
Unarmed Martial Arts	

(or any other skill that you can justify to your referee)

CHARACTER AGEING

Character ageing depends upon racial factors, and though many races appear to have similar life-spans to those of humans there are some races who show considerable variations.

Most Federation races can use the human ageing table as listed, but some races B such as the Vulcans and the El-Aurian B will have their own specific ageing table shown under their racial descriptions.

Hereafter we will describe the use of this ageing table using the standard Human table as shown here.

A Character's age at the time an adventure campaign begins is determined by multiplying by 4 the number of terms served and adding 17 to the result. In other words, (4HTerms)+17=Age. Age adds a further dimension of reality to play, helping players visualise their characters as actual people, rather than merely numbers on paper. It is possible for beginning characters to be any age from 17 on up.

**EFFECTS OF AGE
TABLE
HUMAN/STANDARD**

Term	Start Age	End Age	ST/SD*	STR	AGL	CON	INT EDU
1	17	21	4				
2	21	25	4				
3	25	29	3				
4	29	33	2		Y		
5	33	37	1		Y		
6	37	41	1	Y	Y		
7	41	45	1	Y	Y		
8	45	49	1	Y	Y	Y	
9	49	53	1	Y	Y	Y	
10	53	57	1	Y	Y	Y	
11	57	61	1	Y	Y	Y	
12	61	65	1	Y	Y	Y	Y
13	65	69	1	Y	Y	Y	Y
14	69	73	1	Y	Y	Y	Y
15	73	77	1	Y	Y	Y	Y
16	77	81	1	Y	Y	Y	Y
17	81	85	1	Y	Y	Y	Y
18	85	89	1	Y	Y	Y	Y
19	89	93	1	Y	Y	Y	Y
20	93	97	1	Y	Y	Y	Y
21	97	101	1	Y	Y	Y	Y

*ST/SD = Number of Subsequent Term/Special Duty Skills

EFFECTS OF AGE

At age 33, for humans, the effects of age may start to take their toll on a character physically. Beginning at age 33, i.e. the end of the fourth term, a character must check for the effects of age at the end of each term.

Strength, Agility, Constitution and eventually Intelligence all diminish with increasing age, and the onset of senility. When the racial ageing table indicates that a check is necessary each attribute must be checked against a D15 roll (roll a D20 and discard results in the range 1620), a fail indicates that that attribute is to be reduced by one point.

Additionally, (Star Trek: Traveller rule) whenever an intelligence check is failed the character has a 50% chance of gaining an education point in exchange. Reflecting the wisdom of experience that age brings to a person too.

AGEING CRISIS

If, as a result of ageing, a characteristic is reduced to 0, the character has an ageing crisis and becomes quite ill. (When this point of life is approached make the player roll his ageing checks in secret, apply them, as appropriate during an accident or stressful moment during the course of play throughout the next term of the characters life.)

The character must now make a 2D6 roll for 8+. With any necessary modifiers if medical aid is to hand. (Make this throw when the character actually applies the negative ageing adjustments, i.e. during the course of the term.)

If the saving roll succeeds, the character recovers, after convalescence, and the characteristic that was reduced to zero is reset at one point.

If the saving roll fails the attribute is still reset to one point, but if the character is still being generated this process is forcibly stopped. If the character is being played the character may receive no skills or benefits for that coming term.

If two, or more, characteristics fall to zero at the same ageing check, and both crisis saves fail the character is taken terminally ill, and will die.

ANDORIANS

©TapSoft™

HOMEWORLD

ANDORIA / Epsilon Indi VIII
18 000 Km H₂O:20% 1.17 G

U.W.P.:A?????FS??? Me40 Ra20 Gs10
Thin Atmos. (21 hrs./day)

CHARACTER GENERATION STATS

STR	AGL	CON	INT	EDU	CHA	PSI
2d6+1	2d6-1	2d6	2d6-1	2d6-1	2d6-1	1d3-1

PLANETARY DESCRIPTION

Andoria is typified by its thin atmosphere and high surface gravity, this has led to Andorians having a much greater lung capacity than humans and a very efficient constitution.

RACIAL DESCRIPTION

Andorians always stand out in a crowd, their blue skins, white hair and antennae cannot easily be missed. Cobalt based haemoglobin in their blood gives rise to their blue skins and with the thinness of Andoria's atmosphere their sensory antennae mean that trying to approach an Andorian covertly is almost impossible, their antennae give them very acute spatial sound definition.

Apart from their distinctive appearance Andorians are renowned for both their cold-logic and their hot tempers. Though at first these two attributes seem contradictory they are both a result of the Andorian's evolutionary origins.

Andorians originated on the cold glacial plateau's in the southern hemisphere of the planet, and as a result when the ambient temperature increases so does their metabolic temperature. This increase in metabolic temperature releases endorphins in the brain which cause short tempers, the Terran term 'hot-headed' has a quite literal and accurate translation into Andorian.

Andorian society is based about clans, or extended families, and all Andorians feel a strong tie to their clans. Andorian clans often specialise in one particular field, often operating in that speciality much as a business would. Though diversification for a clan member into a fellow clan's business is not discouraged, and often seen as healthy inquisitiveness, as cross-specialisation can often lead to major scientific breakthroughs and developments.

PLACE IN THE FEDERATION

Andoria was one of the founding members of the Federation, and as such has been at the very centre of many Federal issues. Andorra has contributed much to the Federation and many of its citizens can be found in all walks of life, and all branches of Star Fleet.

BENZITE

HOMEWORLD

BENZAR Class M-BZ

CHARACTER GENERATION STATS

STR	AGL	CON	INT	EDU	CHA	PSI
2d6	2d6+1	2d6+2	2d6-2	2d6-3	3d4-2	1d4

BENZITES

Humanoid inhabitants of the planet Benzar ("Coming of Age" [TNG]). Ensign Mendon served briefly aboard the Enterprise -D as part of an Officer Exchange Program in 2365. Benzites from the same geostructure often look identical to a non-Benzite. ("A Matter of Honor" [TNG]).

Captain Laporin, the commander of a Federation starship that was stormed by Klingons in 2372, was of Benzite ancestry. Benzites are sometimes called Benzenites. ("Apocalypse Rising" [DS9]).

PLANETARY DESCRIPTION

Benzar is classed as a class-M world, but the atmosphere there contains minor mineral gases that are required by the inhabitants. Thus Benzites who travel in regular class-M atmospheres usually use a supplemental breathing device to provide these mineral gases. ("A Matter of Honor" [TNG]).

By 2372, advances in Benzite medical technology made it unnecessary for Benzites to use a respiration device in a Class-M atmosphere. ("The Ship" [DS9]).

RECENT HISTORY

Benzar is a fairly recent member of the Federation and is currently still finding its feet amongst its fellow members.

BETAZOID

HOME WORLD

Betazed

CHARACTER GENERATION STATS

STR	AGL	CON	INT	EDU	CHA	PSI
2d6	2d4+1	2d4+1	2d6+2	2d6+1	2d6+3	1d4+6

Class-M planet; a member of the United Federation of Planets. Homeworld to Deanna Troi. ("Haven" [TNG]).

Betazed is now a leading light amongst Federation members, with the influence of its populace infiltrating every aspect of Federation space.

Since contact with the planet about a century ago their ability to sense the feelings, emotions and reactions of others has seen the nature of inter-species relations alter drastically for everyone within the Federation. Within Star Fleet 40% of all counselling positions are staffed by Betazoids and their cultural influence has infiltrated across the Federation along with their presence.

The biennial Trade Agreements Conference was held on Betazed in 2366.

Archaeologist Vash was persona non grata on Betazed. ("Q-Less" [DS9]).

Lake Cataria was one of Deanna Troi's favorite places on Betazed. She had devised a holodeck recreation of the locale on the Enterprise-D. ("All Good ThingsÉ" [TNG]).

PHYSICAL DESCRIPTION

Civilization of humanoid telepaths from the Federation planet Betazed. ("Haven" [TNG]).

Betazoids are a statuesque people with a rich culture and historic culture.

Most Betazoids develop their telepathic abilities in adolescence, their telepathic abilities allow them to communicate and share their thoughts with each other, although a few individuals are born with their telepathy fully functional. These troubled individuals generally require extensive therapy to survive in society, since they lack the ability to screen out the telepathic noise of other people. Tam Elbrun was one such person. ("Tin Man" [TNG]).

With other species Betazoids can sense the emotions, reactions and strong thoughts, Betazoids are, however, incapable of reading Ferengi, Breen, or Dopterian minds, possibly a result of the unusual four-lobed construction of their brains, ("Ménage à Troi" [TNG], ("The Forsaken" [DS9]) they are also unable to read Ullians ("Violations" [TNG]).

The normal gestation period of a Betazoid is ten months. ("The Child" [TNG]). Sometimes pregnant Betazoid women can sense the thoughts of their unborn babies. ("The Muse" [DS9]).

BOLIANS

HOMEWORLD

CHARACTER GENERATION STATS

BOLARUS IX, aka "MORAU"

STR	AGL	CON	INT	EDU	CHA	PSI
2d6-1	2d6	2d6-2	2d6+1	2d6+1	2d6	1d6+1

ENCYCLOPAEDIA REFERENCE

Civilization of humanoids native to planet Bolarus IX ("Allegiance" [TNG]) and distinguished by a light blue skin and a bifurcated ridge running down the center of the face. Their blood is blue. ("The Adversary" [DS9]). Boliens have very different blood chemistry from Vulcans. A blood transfusion from a Vulcan to a Bolian would be fatal for the Bolian. ("Prototype" [VGR]). Boliens have a cartilaginous lining on their tongues. ("Flashback" [VGR]).

The Boliens have a principle of assisted suicide that dates back to their middle ages. This was termed the double effect principle, and it deemed ethical any action that relieved suffering, even if that same action had the secondary effect of causing death. ("Death Wish" [VGR]).

Captain Rixx, commander of the Starship Thomas Paine, was Bolian ("Conspiracy" [TNG]), as was Starfleet cadet Mitena Haro ("Allegiance" [TNG]), Enterprise -D barber Mr. Mot, Ambassador Vadosia ("The Forsaken" [DS9]), and the tactical officer aboard the Starship Saratoga, destroyed in the battle of Wolf 359. ("Emissary" [DS9]).

Bolian cuisine makes use of meat that has been allowed to partially decay. ("Crossfire" [DS9]).

Bolian tonic water is a refreshing beverage of Bolian origin. ("Paradise Lost" [DS9]).

BYNARS

HOMEWORLD

CHARACTER GENERATION STATS

BYNAUS

STR	AGL	CON	INT	EDU	CHA	PSI
1d6	2d4	1d6+1	2d4+1	2d6-1	2d4	1d3-2

Humanoid civilisation from planet Bynaus. The Bynars are heavily integrated with a sophisticated planetary computer network that serves as the framework of their society. Bynars usually live and work in pairs that are electronically connected for rapid exchange of binary data.

The Bynars' culture is dramatically different from most other known cultural patterns within the Federation, every child born is 'wired' to the planet's data network and also given a direct communication link to a 'twin'.

Bynars always act as a pair throughout their lives, thinking, acting and moving as a unit in such a manner that off-worlders often find disconcerting.

Bynar language takes a form of high speed binary data transmission using the hardware installed at birth and a form of subspace data communication. Vast amounts of information can be transmitted this way though the extent of its application is not yet well understood by most Federation scientists.

The star Beta Magellan, around which Bynaus orbited, went nova in 2364, severely damaging the Bynars' planetary computer system. The Bynars attempted to steal the Enterprise -D in an effort to use the ship's computers to restart their own system. ("11001001" [TNG]).

CAITIAN

HOMEWORLD

CAIT, aka Ferasa
@ 1.80N 2.16E
15 Lyncis @ (41.9, 228.3, 12.6)
Position in system: II
Satellites: 2 (Rea and Sura)
1.25G
Diameter: 10 100 km

H₂O: 50%
Day: 27 hrs.
Atmosphere: Thick
General Climate: Tropical
Mineral Nor:40% Rad:20% Gem:20%
Ind:trace Spc:trace

CHARACTER GENERATION STATS

STR	AGL	CON	INT	EDU	CHA	PSI
2d6-1	2d4+4	2d6-1	2d6-1	2d4	2d6	1d3-1

PLANETARY DESCRIPTION

Cait is a dense tropical world, covered mostly by a rich rain-forest jungle,. It has a warm humid atmosphere that visitors often describe as dank. Its vast oceans are home to a great chain of coral based islands that form a gigantic vacation complex that is renowned throughout the sector as a great beach holiday resort most of the year.

RACIAL DESCRIPTION

Descended from carnivorous pouncer stock Caitians are an upright bipedal race who strongly resemble Terran big cats. Much of their bodies are covered in fur, thinning slightly on their faces, which are also feline in their characteristics.

CULTURE

Their culture, like the Andorians, is structured into clans, but unlike many clan cultures, where a specific clan specialises in one field, practically every clan member is involved in something different. SO that if a clan member need a task completing there is almost certainly some clan member with the requisite skill who can be called upon.

Caitians, despite their carnivorous heritage, are a pacifist people, who rejected war and struggle in favour of civilised judicial hierarchies ages ago.

In their society all disputes are settled by their elders, and a phrase common amongst Caitians is that 'Old age brings its own reward' meaning honour and wisdom.

Like Terran cats, Caitians are a very inquisitive people, and although they had never considered the possibility of other life before they were contacted by the Federation, once the thought crossed their minds they were insatiably curious about everything, and they took Federation membership within fifteen year of first contact.

PLACE IN THE FEDERATION

Ties to their Clan are very strong, and many Caitians believe that 'Home' is their destiny. Even so many Caitians have ventured into different parts of the Federation including Star Fleet.

Many Caitians have become practised doctors and scientists in the Federation, or highly respected Operations Officers. Though their predilection towards pacifism has meant that very few Caitians have entered the security division of Star Fleet.

DELTA

HOMEWORLD

CHARACTER GENERATION STATS

PLANETARY DESCRIPTION

RACIAL DESCRIPTION

PLACE IN THE FEDERATION

DELTA PSIONICS

©TapSoft™

DELTA IV, aka Seyalia (planet 4 of 8)
Delta Triciatu @ (187.3, 89.9, 17.3)

STR	AGL	CON	INT	EDU	CHA	PSI
2d6-1	2d6-1	2d6-1	2d4+4	2d6-1	1d6+5	1d4+2

Bathed in the soft blue light of Delta Triciatu much of the natural landscape of Delta is covered in rich blue-green forests.

The climate is generally mild and the rich soils found near the coastal regions provide growing conditions that seem to suit plants from all over the Federation.

Deltans are a tall people by human standards and their depilated appearance is their most striking physical feature.

Deltans are best known for their sexual allure, which is due to the high level of pheromones which they exude. Because of this all Deltans take some form of celibacy oath when they leave their homeworld, though the rigours of this oath vary from person to person they almost always include a commitment not to have casual affairs with other "less mature" species.

As well as an oath of celibacy, most Deltans take anti-hormonal treatments to suppress their glandular systems while off world. These drugs have a temporary effect and must be taken regularly for the treatment to remain effective.

As Caitians are inquisitive so too are Deltans, but their desire for knowledge is more of a hedonistic nature, their race being a breed of sensualists ever seeking new experiences. It is for this reason that they undergo hormone suppressing treatments to allow them to roam freely among other members of the Federation in search of these new experiences.

Deltans make excellent diplomats and counsellors, as their charm goes beyond their pheromonal attractions.

Starfleet has provided an excellent outlet for Deltans wishing to explore the universe and they can be found in all departments of Starfleet especially helm, medical and counselling branches.

Deltans have a very finely tuned sense of awareness, and a somewhat localised form of empathy.

By making physical contact with another being they can sense, and often absorb the emotions of others. Deltan field medic are well known for their telepathic pain reduction treatments.

Skilled Deltan telepaths often wear a ceremonial turban, the colour and design of which designates their level and field of mastery, and the Deltan family from which they are descended.

Deltan family members can also share their experiences by telepathic means. Allowing one Deltan to venture out and share their feeling at long distance. The most highly skilled Deltan masters have been able to demonstrate this ability even over stellar distances of as few light years.

EDOAN

HOMEWORLD

CHARACTER GENERATION STATS

©TapSoft™

EDO, aka Epsilon Minora III

STR	AGL	CON	INT	EDU	CHA	PSI
2d6-2	2d6+1	2d6-1	2d6-1	2d6-1	2d6-1	1d3-1

PLANETARY DESCRIPTION

Edo exhibits great sweeping plains across its one island continent which is dominated by garden like jungles amongst which there seem to be few native animals.

RACIAL DESCRIPTION

The Edoans are a tri-pedal humanoid race, having three arms and three legs. They have a skin colouration that ranges from a yellow-orange to a rusty-red and their two eyes are as bright as yellow moon-stars. While their heads, like their bodies are bald, which undoubtedly exaggerates their bulbous features.

Edoans are famed for their tools, and known as the true Artisans of the Federation. They are however a reclusive people, and as such their marvellous artefacts are a rare find.

The few Edoans who express a desire to explore are not discouraged however, these "shravs" are respected for their wishes, and the tales they bring home are wonders at which even the most reclusive Edoans marvel.

RACIAL HISTORY

When in 2167 the USS Cape Horn attempted to make official contact with the Edoan government they were ignored, despite sure confirmation that the government were in receipt of the communiqués the Edoans seemed happy to ignore the Federation.

After about seven years of silence the Edoans dispatched one "shrav" as ambassador to the Federation and only after another twelve years did a Federation ambassador meet with the Regency prime and his council of ministers to discuss limited trade and possible admission to the Federation.

Despite the fact that Edoan technology was a fascination to the Federation, the Regency Prime could not be rushed into joining the Federation. The council of ministers would weigh each and every decision meticulously examining all the possible outcomes that may occur .

As trade increased more "shravs" left the homeworld, and their reports to the Regency Prime continued to fuel the Federation debate in the council of ministers. But as always no-one would rush into a decision so momentous as this one.

Then in an unexpected decision in 2199 the council of ministers advised the Regency Prime to join the Federation and with two months the application had been made to the Federation Council and ratified by the President.

Once the Edoans had made up their mind, this was the quickest application for membership ever completed.

PLACE IN THE FEDERATION

Edoans are natural pacifists, and the Federations tendency towards diplomacy was one the of factors that convinced them to apply for membership.

As such very few shravs apply for membership of Starfleet, and those that do are most often found in engineering, helm science and command positions.

EFROSIAN

HOMEWORLD

©TapSoft™
EFROS, aka Flarset IV @ 0.78S 6.26E

CHARACTER GENERATION STATS

STR	AGL	CON	INT	EDU	CHA	PSI
2d6+1	2d6-1	2d6	2d6	2d6-1	2d6	2d4+1

PLANETARY DESCRIPTION

Efros is a world in the grip of an ice-age, Efros is the native word for ice. The bitter cold has meant that much of Efrosian society lives underground.

RACIAL DESCRIPTION

Efrosian facial features show fatty deposits that give their features a homely look, and the males distinctive white hair always makes them noticeable in a crowd. While the lushness of the female Efrosian's raven-haired beauty.

RACIAL HISTORY

The Efrosians took refuge from the ice-age in caves, venturing out onto their planet's surface to hunt and to dig for root plants.

Their culture has developed little agriculture, but does have a great tradition of medicines from the lichens and mosses that grew in the caves in which they lived.

Efrosian culture is most noted for the myths and suspicions held about their religious lives which are very closely guarded. Rumours about child sacrifice are undoubtedly untrue, but when questioned up-front about their religion they refuse to comment at all and even the most gregarious Efrosian will promptly change the subject.

The only clue to their religion is their leaders, who are all warrior-priests, the traditional medicine men and leaders of their people both physically and spiritually.

PLACE IN THE FEDERATION

After living in a subterranean environment, most Efrosians have a very well developed sense of direction, and even in the vastness of space they have a highly attuned sense of direction. Thus as well as medical officers they make excellent navigators.

YOUTH SKILLS EFROSIAN ADDITIONAL YOUTH SKILLS

As other Federation races, plus 1 roll on the following table,

2d6	Skill
1 - 7	none
8 - 9	Direction Sense (PSI) - 0
10 - 11	Sense Pain (PSI) - 0
12+	Empath (PSI) - 0

modifiers: + (PSI ÷ 3) , round down

FABRINI HOMEWORLD

©TauSoft™
NEW FABRINA

CHARACTER GENERATION STATS

STR	AGL	CON	INT	EDU	CHA	PSI
2d6-1	2d6-1	2d6-1	2d6	2d6-2	2d6	1d4

RACIAL HISTORY

After their homeworld was destroyed when their home-star, Fabrina, went supernova, these people travelled for 10 000 years across space in a sub-light ship called Yonada, destined for a new world.

As they neared their destination a Federation starship intercepted them they were made aware of their position, which had been concealed from them by the automated computer on board the spaceship.

PLACE IN THE FEDERATION

When the Fabrini disembarked from the Yonada, c.2269, they called their new world "New Fabrina" and immediately requested colonisation assistance from the Federation.

They now have a thriving planetary civilisation, and their ancient computer records have given many Federation scientists new insights into many fields of research.

New Fabrina is a fully integrated Federation world, with a vibrant culture and their peoples can be found in all walks of Federation life.

HALIAN HOMEWORLD

HALII

CHARACTER GENERATION STATS

STR	AGL	CON	INT	EDU	CHA	PSI
2d6	2d6	2d6	2d6-1	2d6-1	2d6	2d4+3

ENCYCLOPAEDIA REF.

A partially telepathic race, members of the Federation. Whose homeworld is Hali.

SERIES REF.

Lt. Aquiel Uhnari "Aquiel" – TNG

HUMANS (various)

HOMEWORLD

TERRA, aka EARTH (SOL III)
various colony worlds

CHARACTER GENERATION STATS

STR	AGL	CON	INT	EDU	CHA	PSI
2d6-1	2d6-1	2d6-1	2d6-1	2d6-1	2d6-1	1d4-1

Founding members of the Federation, Earth had already established many off-world colonies before the Articles of Federation.

Terrans, and many minor human races descended from Terran stock, litter both the Federation and neighbouring space.

TELLARITE

HOMEWORLD

CHARACTER GENERATION STATS

©TauSoft™

TELLAR, aka 61 Cygni V

STR	AGL	CON	INT	EDU	CHA	PSI
2d6	2d6-1	2d6	2d6-1	2d6-1	2d4	1d4-1

PLANETARY DESCRIPTION

Civilization of sturdy humanoids with distinguished snouts and a propensity toward strong emotion.

Tellarites come from a homeworld that is primarily covered with lush warm sub-tropical jungles with oceans bordered by small plains. Tellar has only one mountain range and very few hot deserts, though both polar regions are arctic desert regions.

Tellar is a smaller world than Terra, about half the size, and although only half the planet's surface is land, it only has two small oceans, and the rest of the planet's surface water is made up of many hundreds of fresh water lakes.

RACIAL DESCRIPTION

Debate is the natural form of discussion for a Tellarite and debate, discussion and argument are highly prized art-forms on Tellar. Tellarites are bound by a distinct code of honour based on truth, but they will only respect that honour if the truth can be proved, and is defensible on every point of debate.

Research programmes, parliamentary democracy and a society open for discussion is the norm for the planetary government. With all institutions having multiple levels of control and forums for almost every level of management, in both the legislature, and business.

RACIAL HISTORY

Tellarites forbears were the foraging animals of the jungle borders who expanded into the short plains by the oceans. As they developed an agricultural society and their population boomed, in the absence of natural predators, their need for debate evolved as a way of determining territorial claims.

The use of argument led naturally to politics and very few wars were ever fought by the early nations of Tellar. When contact was first made with off-world civilisations the World Forum of Tellar quickly became a world government, when the need for a central agency co-ordinating off-world contact was soon discussed and found, without much argument, to be a necessity.

PLACE IN THE FEDERATION

The technologies of Tellar are very advanced in the areas of control circuitry, and medical tissue regeneration. Most notably, the majority of Starfleet Marine hibernation cabinets are produced by the Tellarite firm "Ggramphud HistoCryogenics Corporation".

Tellarite ambassador Gav was among the delegates to the Babel Conference in 2267. ("Journey to Babel" [TOS]). In 2370, Kono escaped Deep Space 9 on a Tellarite vessel. ("Shadowplay" [DS9]). The helm officer who served under Captain Laporin was Tellarite. ("Apocalypse Rising" [DS9]). Tellarites have also been seen in "Whom Gods Destroy" (TOS), and in the Federation Council chambers in Star Trek IV.

TRILL

HOMEWORLD

TRILL SYMBIONT CHARACTER GENERATION STATS

Trill

STR	AGL	CON	INT *	EDU *	CHA *	PSI *
as host	as host	as host	2d6+4	2d6+2	2d6	1d4-2

TRILL HOST CHARACTER GENERATION STATS

STR	AGL	CON	INT *	EDU *	CHA *	PSI *
2d6-1	2d6-1	2d4+1	2d4+4	2d4+4	2d6-1	1d4-1

* A joined Trill character will take on the higher INT & EDU scores between the host and the symbiont, and the average for CHA & PSI scores.

The 'new' joined Trill will also acquire the skills of all the previous hosts, and for player characters all these previous hosts should also be generated (to death).

When a symbiont leaves a dying host their CHA score remains as that of the previous joined form and all other attributes return to that of the unjoined symbiont.

A joined species comprised of a humanoid host and a small vermiform symbiont that lives in an internal abdominal pocket of the host body. Most of the personality and memories of the Trill reside in the symbionts, which are extremely long-lived, although the host also contributes personality traits to the joined life-form.

Upon the death of a host body, a Trill symbiont is usually transplanted into another host. ("The Host" [TNG]). For a joined Trill, nothing was more important than protecting the life of the symbiont. ("Rejoined" [DS9]). Trill hosts enter voluntarily into their association with the symbiont, and in fact there is intense competition among potential hosts to determine who will be accorded this high honour. Only one Trill in ten is chosen to be joined with a symbiont. The decision of who is to be allowed to be joined was the responsibility of the Symbiosis Evaluation Board (aka Trill Symbiosis Commission).

Improper joining is believed to cause damage to both host and symbiont. ("Invasive Procedures" [DS9]). Children are directed by their parents towards becoming a host. While the influence of the symbiont is very strong, good host candidates can balance the influence of the symbiont with their own interests, and hence produce the best possible merger of the two personalities. ("Playing God" [DS9]).

Hosts are accepted into their mid-twenties. Once joined, the host and symbiont become biologically interdependent, and after 93 hours, neither can survive without the other. The resulting new joined life-form is considered to be another person, although it retains memories of previous joinings. ("The Host" [TNG], "Emissary" [DS9], "Dax" [DS9]).

Despite the fact that a symbiont retains memories in subsequent joinings, Trill society very strongly disapproves of re-association of subsequent hosts, in cases where previous hosts had been married. ("Rejoined" [DS9]). Trills' hands are naturally cold. Sometimes friendships with other species don't survive when the Trill moves to the next host. Trills are highly allergic to insect bites, as the toxins released interfere with the biochemical connections between the host and the symbiont. ("The Siege" [DS9]). Trill hosts sometimes have sexual feelings, but they do their best to rise above them, at least according to Jadzia Dax. ("A Man Alone" [DS9]). They do not have to uphold commitments of the previous hosts. ("Blood Oath" [DS9]). Certain Trill symbionts can be severely damaged by beaming, which is why Odan insisted on using the shuttlecraft in "The Host" (TNG). Other Trills, including Jadzia Dax, don't seem to have the same problem.

VULCAN
HOMEWORLD

VULCAN, aka T'KHASI @ (0.09S 2.31E)
 40 Eridani A @ (19.5, 60.0, 0.6)

**CHARACTER
 GENERATION
 STATS**

STR	AGL	CON	INT	EDU	CHA	PSI
2d4+3	2d6-1	2d6+1	2d6+1	2d6-1	2d6-1	2d6

**PLANETARY
 DESCRIPTION**

Vulcan is a class M world, with a native name of T'Khasi, orbiting 40 Eridani A in a Trojan orbit with its sister planet T'Khut (Federation designation Charis).

Hot and arid, Vulcan is a member of the United Federation of Planets. The planet has no moon. ("The Man Trap" [TOS]). There are wilderness preserves on Vulcan. ("Life Support" [DS9]).

In ancient times Surak taught that logical thinking was the solution to the wars that they had been fighting, but some of the populace disagreed with these teachings and left to found a new colony on Romulus. Vulcan people practice many disciplines that purge emotions from their psyche, and allow them to 'mind-meld' with other sentient beings.

Vulcan was a founding member of the Federation, and have made significant contributions to the Federation.

**CULTURAL
 REFERENCES**

The Vulcan lute (also known as the Vulcan Harp) is a stringed musical instrument from planet Vulcan. Spock enjoyed playing the harp-like instrument during his off-duty hours. ("Charlie X" [TOS]). Tuvok owned a Vulcan lute, which he played at home. ("Persistence of Vision" [VGR], "Innocence" [VGR]). The Vulcan lute was first seen in "Charlie X" (TOS), then later used in "The Conscience of the King" (TOS), in which he accompanied Uhura's song "Beyond Antares," "Amok Time" (TOS); and "The Way to Eden" (TOS). A replica of the original prop, borrowed from Gene Roddenberry's office, was used in Star Trek V: The Final Frontier. A Vulcan lute was seen in the mirror Kira Nerys's quarters in "Through the Looking Glass" (DS9). That prop was loaned to the show from the collection of Star Trek graphic designer Doug Drexler. It was first referred to as a lute in "Persistence of Vision" (VGR). In "Innocence," Tuvok said his lute had five strings, but the actual prop had 12 strings.

Vulcan Institute of Defensive Arts is a learning institution located on Vulcan. Tuvok taught archery science for several years at the Vulcan Institute of Defensive Arts. ("Basics, Part II" [VGR]).

The Traditional Vulcan funeral song is a "Vulcan dirge". One Vulcan dirge starts, "O starless night of boundless black" ("Tuvix" [VGR]).

Vulcan favinit plant is native to the planet Vulcan. ("Alliances" [VGR]).

Vulcan Bill of Rights is a document that guarantees the fundamental personal freedoms of every Vulcan citizen.

**VULCAN NERVE
 PINCH**

A Vulcan technique in which finger pressure is applied to certain nerves at the base of the neck, instantly and non-violently rendering that individual unconscious. Although the technique appears to work on nearly all humanoid species (and several non-humanoids as well), few non-Vulcans have been able to master the nerve pinch. ("The Enemy Within" [TOS]).

The Vulcan nerve pinch can cause trauma to the trapezius nerve bundle. ("Cathexis" [VGR]). Spock tried, unsuccessfully, to teach the nerve pinch to Kirk, but many years later, Data was able to master the technique. ("Unification, Part II" [TNG]).

Term	Start Age	End Age	ST/SD*	STR	AGL	CON	INT EDU	PSI
1	17	21	4	--	--	--	--	--
2	21	25	4	--	--	--	--	--
3	25	29	3	--	--	--	--	--
4	29	33	3	--	--	--	--	--
5	33	37	3	--	--	--	--	--
6	37	41	2	--	--	--	--	--
7	41	45	2	Y	--	--	--	--
8	45	49	2	Y	--	--	--	--
9	49	53	1	Y	--	--	--	--
10	53	57	1	Y	--	--	--	--
11	57	61	1	Y	--	Y	--	--
12	61	65	1	Y	--	Y	--	--
13	65	69	1	Y	--	Y	--	--
14	69	73	1	Y	--	Y	--	--
15	73	77	1	Y	--	Y	--	--
16	77	81	1	Y	Y	Y	--	--
17	81	85	1	Y	Y	Y	--	--
<i>terms 18 – 23 as per term 17</i>								
24	95	99	1	Y	Y	Y	Y	--
25	99	103	1	Y	Y	Y	Y	--
<i>terms 26 – 31 as per term 25</i>								
32	141	145	1	Y	Y	Y	Y	Y
33	145	149	1	Y	Y	Y	Y	Y

*ST/SD = Number of Subsequent Term / Special Duty Skills

VULCAN MIND MELD

An ancient Vulcan ritual in which two persons are telepathically linked, sharing each other's consciousness. To Vulcans, mind-melding is a deeply personal experience, providing an intense intimacy. ("Dagger of the Mind" [TOS]).

Scientifically, the process is described as a synaptic pattern displacement. ("The Passenger" [DS9]).

Mind-melding can be performed with intelligences as diverse as humans, the robot space probe Nomad ("The Changeling"), the Horta ("The Devil in the Dark" [TOS]), and the Kelvans.

A mind-meld was used to permit Jean-Luc Picard to provide emotional support to Ambassador Sarek in 2366 when the ambassador was suffering the debilitating effects of terminal Bendii Syndrome. Sarek benefited from the captain's emotional control, but Picard had to endure the fierce onslaught of the ambassador's unleashed emotions. ("Sarek" [TNG]).

In 2370, Sakonna unsuccessfully tried to perform a mind-meld with Gul Dukat in an attempt to gather information for the Maquis. Dukat attributed his ability to resist the mind-meld to his Cardassian training. ("The Maquis, Part II" [DS9]). The Vulcan mind-meld can be used so that one person can hone another's skill.

A mindmeld with some unbalanced individuals can cause a neurochemical imbalance in the mesiofrontal cortex of the brain, unleashing uncontrollable emotions. ("Meld" [VGR]).

YOUTH SKILLS

As other Federation races plus,
 Mind Meld (PSI) - 0
 Nerve Pinch (AGL) - 0

ZAKDORN

CHARACTER GENERATION STATS

STR	AGL	CON	INT	EDU	CHA	PSI
2d6-2	2d6-1	2d6+1	2d4+5	2d6+1	2d4	1d4

ENCYCLOPAEDIA REF.

Humanoid race reputed to be formidable warriors and regarded for over nine millennia as having the greatest strategic minds in the galaxy. So strong was this reputation that as of 2365, it had not been tested in actual conflict within recent memory.

SERIES REF.

Sirna Kolrami
Administrator Klim Dokachin

"Peak Performance" – TNG
"Unification Part I" – TNG



NON-FEDERATION RACES

BAJORAN

HOME PLANET

BAJOR

CHARACTER
GENERATION STATS

STR	AGL	CON	INT	EDU	CHA	PSI	SOC
2d6-1	2d6-1	2d6+1	2d6	2d6-1	2d4+2	2d4	2d6+1

RECENT HISTORY

Bajor has just regained home rule after being held as occupied territory by the Cardassians for forty years.

NOTE

Though most Bajorans are from Bajor itself, there are many Bajoran dissidents who fled from the Cardassian occupation to live in the Federation. Many of them became Federation citizens, and many of their children have grown up in the Federation during the last 40 years.

YOUTH SKILLS

1) Bajorans brought up in Federation space should receive youth skills as detailed for any other Federation Citizen.

2) Those Bajorans brought up before the Cardassian Occupation, or after the Occupation receive,
 Communications - 0
 PILOT - I/F/Grav - 0
 Computer - 0

3) Those Bajorans brought up during the occupation on Bajor receive,
 Communications - 0
 Computer - 0

and one roll on the following table,

All Bajorans who are brought up with any degree of Spiritual schooling will be tested Psionically and may roll their PSI score, those whose PSI score is 7+ also receive,
 Feel Pa (PSI) - 0

SOCIAL RANK

Bajoran Social rank relates to the character's position in the traditional Bajoran Spiritual Faith according to the table herewith.

Characters who take up a religious calling receive the following skill, and receive Psionic Training
 Feel 'Pa' - 0

SOC.	Position
C	Monk
D	Vedek
E	Senior Vedek
F	Kai

UNDERGROUND
YOUTH SKILLS

2d6	Skill
2	Medical - Bajoran - Trauma Aid - 0
3	Forgery (AGL) - 0
4	Intrusion (AGL) - 0
5	Streetwise (AGL) - 0
6	E. Weapon - E. Pistol - 0
7	Stealth - 0
8	Pickpocket (AGL) - 0
9	Bribery (CHA) - 0
10	PILOT - I/F Grav - 0
11	Ground Tactics - 0
12	Leadership - 0

BREEN

HOMEWORLD

CHARACTER
GENERATION
STATS

STR	AGL	CON	INT	EDU	CHA	PSI	SOC

THE BREEN

BORG

HOMEWORLD

CHARACTER
GENERATION
STATS

UNKNOWN

STR	AGL	CON	INT	EDU	CHA	PSI	SOC
2d6+4	2d6	2d6+2	2d6-4	2d6+4	1d4	2d4-2	9

THE COLLECTIVE

CARDASSIAN

HOMEWORLD

CARDASSIA

CHARACTER GENERATION STATS

STR	AGL	CON	INT	EDU	CHA	PSI	SOC
2d6+2	2d4+2	2d6+1	2d6-1	2d6-1	1d4	2d4-1	2d6

CARDASSIA

Homeworld of the Cardassian Union, ("The Wounded" [TNG]) the planet is also referred to as Cardassia Prime. ("Tribunal" [DS9]).

Cardassia is a planet poor in natural resources, but in ancient times was home to a splendid civilisation whose legendary ruins are still considered some of the most remarkable in the galaxy. Most of the archaeological treasures were plundered by starving Cardassians, as well as by the Cardassian military, which sought funds for their war against the Federation. ("Chain of Command, Part II" [TNG]).

Cardassia was believed to have been visited some 800 years ago by ancient Bajoran explorers. Until recently, Cardassian scholars scoffed at such theories, but in 2371, Cardassian archaeologists reported finding wreckage of an ancient Bajoran solar-sail vessel on Cardassia. ("Explorers" [DS9]).

CARDASSIANS

Technologically advanced, humanoid civilization. ("The Wounded" [TNG]).

In the past, the Cardassians were a peaceful and spiritual people. But because their planet was resource-poor, starvation and disease were rampant, and people died by the millions. With the rise of the military to power, new territories and technology were acquired by violence, at the cost of millions of lives sacrificed to the war effort. ("Chain of Command, Part II" [TNG]).

In Cardassian society, the criminal justice system served to enforce cultural norms, while reassuring the public with the comforting notion that good did triumph over evil. Accordingly, no criminal was brought to trial until authorities had already found the defendant guilty. ("Maquis, Part II" [DS9]). Trials were broadcast for viewing by the public, serving as a dramatic demonstration of the futility of violating society's norms. Under the Cardassian system of jurisprudence, a defendant could not present evidence until the trial was under way or in other words, until after a verdict of guilty had already been rendered. Further, such defendants were required to testify against themselves.

Cardassian citizens were required to have one of their molars extracted at age ten so that they could be kept on file by the Cardassian bureau of identification. ("Tribunal" [DS9])

In Cardassian culture, advanced age is viewed as a sign of power and dignity. ("Distant Voices" [DS9]). Cardassian men and women sometimes exhibit overt irritability toward each other as an overture to a sexual relationship. ("Destiny" [DS9]). Family is very important to the Cardassians, with some households being multi-generational. Intense mind-training programs are given to their children as early as four years of age, perhaps contributing to the famous Cardassian photographic memories. ("The Maquis, Part I" [DS9]).

Cardassian funeral rites are very strict. They considered it a dishonour to the deceased if a non-Cardassian views the remains. ("Indiscretion" [DS9]). Cardassians dislike cold temperatures.

It is traditional in Cardassian culture that the commanding officer of a ship should entertain guests when they travel aboard his or her ship. It was also traditional for a freighter captain to take a percentage of the cargo's worth for himself. ("Return to Grace" [DS9]).

A favourite morning beverage of Cardassians is hot fish juice. ("Trials and Tribble-ations" [DS9]).

The Cardassians were involved in a bitter, extended conflict with the United Federation of Planets. An uneasy truce between the two adversaries was finally reached in 2366. During the negotiations, Ambassador Spock publicly disagreed with his father, Ambassador Sarek, on the treaty. ("Unification, Part I" [TNG]). The following year, the treaty was violated by Starfleet Captain Benjamin Maxwell, commanding the Starship Phoenix. Although Maxwell's actions were illegal, Starfleet authorities believed his suspicions of illicit Cardassian military activity were correct.

In 2367, a historic peace treaty established a fragile armistice between the Federation and the Cardassian Union. Starfleet Captain Edward Jellico was partially credited for the negotiations. Among other things, the treaty provided that captives of either government would be allowed to see a representative from a neutral planet following their incarceration. ("Chain of Command, Part II" [TNG]).

The Cardassians annexed planet Bajor around 2328, and over the next several decades systematically stripped the planet of resources and forced most Bajorans to resettle on other worlds. ("Ensign Ro" [TNG]). During the occupation, the Cardassians arrested any Bajorans that were caught teaching the word of the Prophets. They were imprisoned and often received repeated beatings for their beliefs. ("Rapture" [DS9]).

In 2369, the Bajoran resistance movement had forced the Cardassians from Bajor after years of terrorist activity. In their retreat, they abandoned Terok Nor, an old Cardassian mining station orbiting Bajor, renamed Deep Space 9.

This proved to be a major mis-step for the Cardassians, as the station became of major strategic, scientific, and commercial value when the Bajoran wormhole was discovered shortly thereafter. ("Emissary, Parts I and II" [DS9]).

The Cardassian withdrawal included an agreement to release all Bajoran political prisoners, per Supreme Directive 2645, although some prisoners remained at the Hutet labor camp on Cardassia IV for nearly a year. ("The Homecoming" [DS9]).

In 2371, the Cardassian government, represented by Legate Turrel, concluded a historic peace treaty with Bajoran leader Kai Winn. ("Life Support" [DS9]).

In 2372, a civilian uprising overthrew the Cardassian Central Command, placing power into the hands of the Detapa Council. Suspecting that the Council had been replaced by shape-shifting agents of the Dominion, the Klingon Empire subsequently invaded Cardassia Prime, and was nearly successful in eliminating the Detapa Council. Gul Dukat helped the Council flee the Klingon invasion fleet by evacuating them aboard the Prakesh. Dukat, with assistance from Starfleet personnel, was able to ascertain that the Council had not been replaced by the Founders. ("The Way of the Warrior" [DS9]).

The Klingon invasion destroyed the industrial capability of dozens of Cardassian worlds, devastating the Cardassian economy. The Federation Council, eager to maintain ties to the Cardassians, agreed to provide twelve industrial replicators to the Cardassian government. The replicators were hijacked by members of the Maquis led by Lieutenant Commander Eddington. ("For the Cause" [DS9]).

Humiliated by its dealings with the Federation and stung by the Klingon attack, the Cardassian government entered into an alliance with the Dominion in 2373. The pact had been secretly negotiated by Gul Dukat, who thereafter assumed leadership of the Cardassian Union. Dukat promised to return the Cardassians to their former glory. ("By Inferno's Light" [DS9]).

As part of the Dominion, the Federation felt threatened as more and more Jem'Hadar troops were brought into the Alpha Quadrant, ostensibly to "ensure border security". To prevent further reinforcements the Federation mined the mouth of the wormhole with self-replicating mines. Cardassia's only answer was to declare war with the Federation and re-take Deep Space Nine, although Bajor was spared as they had recently signed a non-aggression pact with the Dominion.

It was several months before the Federation managed to re-take Deep Space Nine, but not before the Cardassians had managed to dismantle the minefield. Only the intervention of the aliens inhabiting the wormhole (the Bajoran Prophets) prevented the Dominion from drafting troops from the Gamma Quadrant.

This defeat, and the death of his daughter, left Gul Dukat a shattered man, and his second in command took the reins of the Cardassian Government under the eyes of the Dominion. Continuing to wage war with border skirmishes against the Federation.

PHYSIOLOGY

Cardassians are tall, statuesque humanoid race with a distinctive bone structure across their foreheads and down the sides of their necks.

YOUTH SKILLS

During adolescence Cardassian children receive the following base skills,

Computer – 0	Communications – 0
Unarmed Martial Arts – 0	PILOT B IF/Grav – 0

Cardassians from Vacuum worlds or space stations also learn,
Environment Suit – 0

and characters from a world with any water receive a percentage chance to have learnt to swim, equal to the hydrographics percentage on the planet,
Swimming – 0

CARDASSIAN

Term	Start Age	End Age	ST/SD*	STR	AGL	CO N	INT EDU
1	17	21	4	--	--	--	--
2	21	25	4	--	--	--	--
3	25	29	3	--	--	--	--
4	29	33	2	--	--	--	--
5	33	37	2	--	Y	--	--
6	37	41	1	--	Y	--	--
7	41	45	1	--	Y	--	--
8	45	49	1	Y	Y	--	--
9	49	53	1	Y	Y	--	--
10	53	57	1	Y	Y	--	--
11	57	61	1	Y	Y	Y	--
12	61	65	1	Y	Y	Y	--
13	65	69	1	Y	Y	Y	--
14	69	73	1	Y	Y	Y	--
15	73	77	1	Y	Y	Y	--
16	77	81	1	Y	Y	Y	--
17	81	85	1	Y	Y	Y	Y
18	85	89	1	Y	Y	Y	Y
19	89	93	1	Y	Y	Y	Y

*ST/SD = Number of Subsequent Term/Special Duty skills.

CARDASSIAN CAREER OPTIONS

Cardassian Military
Obsidian Order

Use Academy then Military
Use Academy then Spy/Agent

EL-AURIAN

HOME WORLD

EL-AURIA

CHARACTER GENERATION STATS

STR	AGL	CON	INT	EDU	CHA	PSI
2d6	2d6-1	2d6	2d6	2d6-1	2d6+2	2d4+3

RACIAL NOTES

The El-Aurians are a race of listeners who were nearly wiped out by the Borg in the late 23rd Century. The few survivors of this race of people escaped by spreading themselves across the galaxy. They are a long lived people, reaching middle age at about 500 Terran years.

Ageing effects for El-Aurians also affect their Psionic skills at the same rate as their intelligence is affected.

YOUTH SKILLS

El-Aurians were brought up in an advanced cultured society and receive the same base skills as would any Federation child,

Communications – 0 Computer – 0
 PILOT – IF/Grav – 0

and also they receive

Liaison – 0 Swimming – 0

and one roll on the following table

ADDITIONAL YOUTH SKILLS

2d6	Skill
1 – 7	Reality (PSI) – 0
8 – 9	Deja Vu (PSI) – 0
10 – 11	Premonition (PSI) – 0
12	Tele-Chronessiss (PSI) – 0

EL-AURIAN EFFECTS OF AGE

Term	Start Age	End Age	ST/SD*	STR	AGL	CON	INT/PSI +EDU
1	27	31	4	--	--	--	--
2	31	35	4	--	--	--	--
3	35	39	3	--	--	--	--
4	39	43	3	--	--	--	--
5	43	47	2	--	--	--	--
6	47	51	2	--	--	--	--
7	51	55	1	--	--	--	--
8	55	59	1	--	--	--	--
9	59	63	1	--	--	--	--
10	63	67	1	--	--	--	--
<i>terms 11 – 35 as per term 10</i>							
36	167	171	1	Y	--	--	--
<i>terms 37 – 57 as per term 36</i>							
58	255	259	1	Y	--	Y	--
<i>terms 59 – 80 as per term 58</i>							
81	347	351	1	Y	Y	Y	--
<i>terms 82 – 126 as per term 81</i>							
127	531	535	1	Y	Y	Y	Y
128	535	539	1	Y	Y	Y	Y

*ST/SD = Number of Subsequent Term / Special Duty skills.

**CHARACTER
GENERATION
STATS**

STR	AGL	CON	INT	EDU	CHA	PSI	SOC
2d6+1	2d6+1	3d4-1	3d4-1	2d6-1	1d6	1d3-2	2d6

RACIAL NOTES

The Ferengi are a culture brought up in a climate of deals, barter and bargaining, everything is available if the price is right. The influence of the Ferengi Alliance is felt through its control of trade and its enforcement of business agreements, backed up by force when necessary. Ferengi power and position is entirely associated with wealth and possessions, whether material or intellectual. All Ferengi encounters on record have been with male Ferengi, from what we know of their race Ferengi women are regarded as property, and treated as with any other possession or tool.

Ferengi run business with their own rules, and when the rules don't suit them they change the rules.

Technologically sophisticated humanoid civilisation that was long a complete mystery to the Federation prior to first contact at planet Delphi Ardu in 2364 ("The Last Outpost" [TNG]). Originally from the planet Ferenginar, by the 24th century, the Ferengi were an interstellar culture. ("Family Business" [DS9]). It took the Ferengi 10,000 years from the time they first started using currency to establish the Ferengi Alliance. The Ferengi extended their culture on an interstellar scale by buying warp drive technology. ("Little Green Men" [DS9]). We don't know from whom they bought warp drive.

Possessing a strict code of honour, Ferengi philosophy ruthlessly embraces the principles of capitalism. Ferengi culture finds the concept of organised labour to be abhorrent, since such things can interfere with the exploitation of workers. Similarly, Ferengi labour contracts never provide for sick leave, vacations, or paid overtime for employees. ("Bar Association" [DS9]).

Ferengi consider the sanctity of a contract to be a cornerstone of their civilisation. Breaking a contract is unthinkable, and will generally result in the offender having his Ferengi business license revoked and all of his assets seized, and him becoming a pariah in Ferengi society. ("Body Parts" [DS9]).

The Ferengi are sexist in the extreme, and do not allow their females the honour of clothing. ("The Last Outpost" [TNG]). In addition, Ferengi females are kept house-bound, uneducated, and wholly dependent on their male counterparts. It is illegal for Ferengi females to earn profit, or to quote from the Rules of Acquisition. ("Rules of Acquisition" [DS9]). They are also forbidden to travel or to talk to strangers. Ferengi tradition requires the females of the family to prepare and serve meals, and to soften the food for the males by chewing it for them. ("Family Business" [DS9]).

Interestingly, Ferengi males often find human females very attractive. ("The Last Outpost" [TNG]). Ferengi consider pregnancy to be a rental, with the father being termed the lessee. ("Nor the Battle to the Strong" [DS9]).

When a young Ferengi reaches adulthood and prepares to leave home, he traditionally raises capital by auctioning his boyhood treasures. ("Little Green Men" [DS9]).

Betazoids are incapable of empathically reading Ferengi minds. This may be due to the unusual four-lobed design of Ferengi brains. ("Menage à Troi" [TNG], "The Loss" [TNG]). Dopterians, whose brains are structurally similar to those of the Ferengi, are similarly unreadable by Betazoids. ("The Forsaken" [DS9]).

Ferengi have ascending ribs and an upper and lower lung. ("Bar Association" [DS9]).

Shortly after first contact with the Federation, Ferengi entrepreneurs saw new opportunities and quickly assimilated themselves into Federation commerce, such as Quark, a Ferengi who established a bar at Deep Space 9. ("Emissary" [DS9]). The Ferengi are not members of the Federation. ("False Profits" [VGR]). Ferengi entrepreneurs served as intermediaries for the Karemma in commerce with the Federation. The Karemma sought this arrangement because the Dominion would not have tolerated direct trade with the Federation. ("Starship Down" [DS9]).

Although the first known contact between the Federation and the Ferengi took place in 2364 ("The Last Outpost" [TNG]), Picard and the Stargazer were attacked some years earlier at Zeta Maxia by a ship that they did not realise was Ferengi. ("The Battle" [TNG]).

The Ferengi Code is a set of ethical guidelines governing behaviour of Ferengi citizens. Among its provisions is a clause requiring the lives of subordinates be offered in payment for a superior's dishonourable deeds. ("The Last Outpost" [TNG]).

The Ferengi Commerce Authority is an Agency of the Ferengi government concerned with business practices and the enforcement of trade laws. The offices of the agency were located on the 40th floor of the Tower of Commerce on Ferenginar. Abbreviated as FCA. ("Family Business" [DS9]).

FERENGI WELCOMING CEREMONY

Traditional exchange spoken when a guest enters a Ferengi home. The exchange goes as follows.

Host: *"Welcome to our home. Place your imprint on the legal waivers and deposit your admission fee in the box by the door. Remember, my house is my house."*

Guest: *"As are its contents."* ("Family Business" [DS9]).

FERENGI DEATH RITUALS

Customs associated with the treatment of the body of a deceased Ferengi. Autopsy is strictly prohibited. ("Suspicion" [TNG]). To honour the dead, the deceased's body was cut into small pieces that were sealed into disk-shaped souvenir containers, then sold. These disks became valuable collector's items if the dead Ferengi was a personage of note. A Ferengi Certificate of Dismemberment accompanied the souvenir, attesting to the identity of the remains. ("The Alternate" [DS9], "Melora" [DS9]).

Ferengi believe that those who have earned a profit during their mortal lives can enter the Divine Treasury after death. There, under the guidance of the Blessed Exchequer, the Celestial Auctioneers allow them to bid on new lives. Those who have not earned a profit are thought to be doomed to the Vault of Eternal Destitution. ("Little Green Men" [DS9]).

YOUTH SKILLS

During adolescence Ferengi receive the following base skills,

Bargain – 0	Communications – 0
Persuasion – 0	PILOT – IF/Grav – 0

Ferengi from vacuum worlds or space stations also learn,
Environment Suit – 0

KLINGON (IMPERIAL)

HOMEWORLD

QonoS, KRONOS – 

CHARACTER GENERATION STATS

STR	AGL	CON	INT	EDU	CHA	PSI	SOC
2d6+3	2d6	2d6-1	2d6-1	2d6-1	1d4+1	1d3-1	2d6

KLINGON EMPIRE

The Klingon nation, founded some 1,500 years ago by Kahless the Unforgettable, who first united the Klingon people by killing the tyrant, Molor. ("The Savage Curtain" [TOS], "Rightful Heir" [TNG]). The Klingon Empire has had a colourful and violent history, with many bloody conflicts such as the battle of Tong Vey, in which the ancient Emperor Sompek ordered the destruction of an entire city. ("Rules of Engagement" [DS9]).

By 2069, the empire was controlled by the Klingon High Council, which had grown so powerful that no emperor headed the empire from that year until the ascension of the second Kahless in 2369. ("Rightful Heir" [TNG]).

First contact between the Klingon Empire and the Federation took place in 2218 ("Day of the Dove" [TOS]), a disastrous event that led to nearly a century of hostilities between the two powers. ("First Contact" [TNG]). By 2267, negotiations between the Federation and the Klingon Empire were on the verge of breaking down. The Klingons had issued an ultimatum to the Federation to withdraw from disputed areas claimed by both the Federation and the Klingon Empire or face war. The hostilities came to a head at planet Organia, the only Class-M world in the region. Unknown to either combatant, the Organians were incredibly advanced non-corporeal life-forms who imposed the Organian Peace Treaty on both parties, thus effectively ending armed hostilities. ("Errand of Mercy" [TOS]).

The Klingons entered into a brief alliance with the Romulan Star Empire around 2268, when an agreement between the two powers resulted in the sharing of military technology and spacecraft designs, providing the Romulans with Klingon battle cruisers. ("The Enterprise Incident" [TOS]). By the mid-2280s, Klingons were using ships described as birds-of-prey (traditionally a Romulan term) that were equipped with cloaking devices. (Star Trek III: The Search for Spock).

Early talks between the Federation and the Klingon Empire took place at the Korvat colony in 2289. While no major breakthrough resulted, some small progress was made when Federation negotiator Curzon Dax earned the respect of his Klingon colleagues. ("Blood Oath" [DS9]).

The Klingons considered tribbles to be an ecological menace, a plague to be wiped out. In the latter part of the 23rd century, hundreds of Klingon warriors were sent to track them down throughout the galaxy. An armada obliterated the tribble homeworld, and before the 24th century, tribbles had been eradicated. ("Trials and Tribble-ations" [DS9]).

A new chapter in relations between the Klingons and the Federation was opened in 2293 when a catastrophic explosion on Praxis caused serious environmental damage to the homeworld. In the economic disarray that followed, Klingon Chancellor Gorkon, leader of the High Council, found that his empire could no longer afford its massive military forces. Gorkon therefore launched a peace initiative, offering to end some 70 years of hostilities with the Federation. Just prior to a major peace conference, Gorkon was murdered by Federation and Klingon interests who sought to maintain the status quo. Gorkon's successor, his daughter Azetbur, continued her father's work, and successfully concluded the Khitomer Accords with the Federation later that year, ending nearly a century of hostilities. (Star Trek VI).

The Klingon High Council was a hotbed of political intrigue that nearly plunged the empire into civil war in 2367 when council leader K'mpec died of poison. This murder, viewed as a killing without honor under Klingon tradition, triggered a bitter struggle to determine K'mpec's successor. K'mpec had taken the unorthodox precaution of appointing a non-Klingon, Jean-Luc Picard, as his Arbiter of Succession. Under Picard's mediation, political newcomer Gowron emerged as the sole candidate for council leader. ("Reunion" [TNG]). Forces loyal to the powerful Duras family unsuccessfully attempted to block Gowron, plunging the empire into a brief, but bitter Klingon civil war in 2367. ("Redemption, Parts I and II" [TNG]).

Though their nation was called an empire, it had not been ruled by an emperor for more than three centuries. This situation changed rather dramatically in 2369, when the clerics of Boreth produced a clone of Kahless the Unforgettable. Although their initial claim that the clone was the actual Kahless was quickly disproved, this clone was regarded as the rightful heir to the throne and, with the support of Chancellor Gowron, was installed as the ceremonial emperor of the Klingon people. ("Rightful Heir" [TNG]).

The empire was ever-vigilant against potential outside threats and, in early 2372, reacted strongly when a civilian uprising overthrew the Cardassian military, placing power into the hands of the Detapa Council. Fearing that the Cardassian government had been taken over by the Dominion, Gowron's forces, commanded by a changeling agent impersonating General Martok, invaded Cardassia Prime, intending to execute the Detapa Council and install an imperial overseer to rule. The Federation Council condemned the Klingon invasion, and in response, Gowron cancelled the Khitomer Accords, expelled all Federation citizens from the empire and recalled his ambassadors. ("The Way of the Warrior" [DS9]).

Open hostilities between the Klingons and the Federation flared up over the next few months, resulting in the destruction of the Starship Farragut at the Lembatta cluster and a pointless skirmish at Ajilon Prime. A cease-fire with the Federation was established shortly after the incident at Ajilon. ("Nor the Battle to the Strong" [DS9]).

When agents of the Federation uncovered one of Gowron's closest advisors as a Dominion Changeling Gowron called an uneasy truce with the Federation while the matter was considered.

When the Cardassians joined the Dominion, and the Romulans signed a non-aggression pact, the Klingon Empire renewed its old Alliance with the Federation against the Dominion, and they joined the glorious battle when the Dominion declared war against the Federation.

YOUTH SKILLS

All characters brought up in Klingon space receive the following skills,
Unarmed Martial Arts - 0 Communications - 0
PILOT - IF/Grav - 0 Small Blade - 0

And as do Federation characters, Klingons from Vacuum worlds or space stations receive,
Environment Suit - 0

Few Klingons are taught to swim, they are not suited to it.

ORIONS

RED ORIONS

85% of all Orions are of the Red subspecies, they are the Orions most commonly encountered.

CHARACTER GENERATION STATS

STR	AGL	CON	INT	EDU	CHA	PSI	SOC
2d6-1	2d6-1	2d6-1	2d6-1	2d6-2	2d6-1	1d4-1	2d6

GREY ORIONS

Only 6% of the Orion breed are Grey, they are the psionic and intellectual breed, half of the Orion Council are usually from the Grey sub-race, they are weak and very rarely travel far from their homes.

CHARACTER GENERATION STATS

STR	AGL	CON	INT	EDU	CHA	PSI	SOC
2d4-2	2d6-1	2d4-1	2d6+3	2d6+1	2d6-1	2d6+2	2d4+4

GREEN ORIONS

The infamous Green Orion Slave women form part of the remaining 9% of the Orion race, the Greens were traditionally the slave women, hard labourers and fighters of the Orion Collective, they are not noted for their intellectual prowess. There have never been more than three Green members seated on the Orion Council in any one session, more usually the council has only one Green member.

CHARACTER GENERATION STATS

STR	AGL	CON	INT	EDU	CHA	PSI	SOC
2d6+2	2d6	2d6-1	2d4-1	2d4-3	2d6+3	1d6	3d4-2

ROMULAN

HOMEWORLD

ROMULUS

CHARACTER GENERATION STATS

STR	AGL	CON	INT	EDU	CHA	PSI
2d4+3	2d6	2d4+2	2d4+2	2d6-1	2d6+1	1d6+1

CHARACTER GENERATION

GENERATE STATISTICS

Generate your character's ability statistics as detailed under the character's race. The statistics are as follows,

STR ength	muscles, strength
AGIL ity	dexterity, nimbleness
CON stitution	health, endurance
INT elligence	brains, intuition
EDU cation	knowledge, wisdom
CHA risma	charm, beauty
PSI onics	mind power
SOC ial Status	noble birthplace, caste

All scores have a legal generation range of 1-15, except PSI which has a minimum value of zero.

NOTES ON SOCIAL STATUS

Social Status usually has little bearing on game play for characters from and within Federation space, all Federation characters have an initial social status of 9.

For Klingons Social Status is closely connected to rank, and the respect received within Klingon Society.

For Bajorans Social Status reflects devotion to their religious beliefs.

For Ferengi it is more closely connected with personal wealth & bargaining prowess.

NOTES ON PSIONIC SCORES

Most character races do NOT generate their PSI skill scores at this stage of generation, only when the character attends a Psionic School for assessment will they have their PSI score determined, and receive training in use of that skill attribute.

But some races, as detailed in their character notes, receive psionic training as part of their cultural upbringing and DO roll that score at the same stage as character generation.

EDUCATIONAL TERMS (Optional)

All educational establishments offer courses for 1 term only, except for Post-Graduate University which may be taken for as many terms as required.

FEDERATION EDUCATIONAL COURSES

Med. School	Law School
University (Under-Graduate)	Flight School [Merchants Only]
University (Post-Graduate)	Star Fleet Academy

KLINGON EMPIRE 𐰃𐰆𐰇𐰈𐰉𐰊

Military Academy (Mandatory)	University (Under Graduate)
Med. School	University (Post Graduate)

ROMULAN STAR EMPIRE

University (Under Graduate)	Military Academy (Mandatory)
University (Post Graduate)	Med. School

FERENGI CONSULATE

Med. School	University (Undergraduate)
Ferengi Merchant Academy	

OTHERS

Med. School	Military Academy
University (Under Graduate)	Flight School
University (Post Graduate)	Law School

UNDERGRADUATE UNIVERSITY

PREREQUISITES

1) EDU 5+, Home World Tech = Ind+, Home World = not Klingon

SKILLS

Total skill levels equal to character's EDU attribute from any combination of the following, but no more than level 3 in any one skill:

Physical Science	Economics	Engineer
Social Science	Fine Arts	Computer
Language	Leadership	

CONTACTS

One per term, either academic or journalist.

OTHER EFFECTS

+1 EDU (after all skills have been awarded). No commissions, promotions, or special duty rolls are made. No income received while attending undergraduate school.

POST-GRADUATE UNIVERSITY

PREREQUISITES

1) Undergraduate Degree, EDU 7+
or 2) Undergraduate Degree, INT 7+
or 3) Doctor (Medical) with either Biology 2+, or Chemistry 3+

SKILLS

Four levels per term in any one speciality, plus a total of two levels in any electives.

SPECIALITIES

Computer	Fine Arts	Social Science
Economics	Language	
Engineer	Physical Science	

ELECTIVES

Computer Instruction	Language Leadership
----------------------	---------------------

CONTACTS

One per term, either academic or government

OTHER EFFECTS

+1 EDU (after all skills have been awarded). No commissions, promotions, or special duty rolls are made.

The first term provides a master's degree, each subsequent term provides a doctorate or equivalent. Degrees must be taken in one of the specialities above. Characters who specialise in Persuasion are granted master's degrees or doctorates in Communication. No income is received while attending graduate school.

Graduate University may be selected for as many terms as desired.

LAW SCHOOL

PREREQUISITES

1) Undergraduate Degree, EDU 5+, Homeworld Tech = Ind+
or 2) Undergraduate Degree, INT 5+, Homeworld Tech = Ind+
or 3) EDU 7+, INT 7+, Homeworld Tech = Ind+

SKILLS

Admin./Legal – 2	Interrogation – 2	Observation – 1
Persuasion – 2	Bargain – 1	

CONTACTS

One academic or government.

OTHER EFFECTS

No commissions, promotions, or special duty rolls are made. No income is received while attending law school.

CAREER DEVELOPMENT -- STAR FLEET

Any Federation character may attempt to enter Star Fleet, at any time during their life. Entry to Star Fleet is solely via Star Fleet Academy (which is classed as a PRE-CAREER option).

STAR FLEET POSTS

Posts available for player characters used to be simply defined as the bridge crew (heads of departments), but with the reassignment of bridge positions in TNG, and the re-defined roles needed on board a space station, such as DS9, a wide variety of posts are available.

OLDER SHIP'S CREW	MODERN SHIP'S CREW
Captain	Captain
1 st Officer	1 st Officer
Security Chief	Security Chief
Chief Engineer	Chief Engineer
Navigation	Conn. Officer
Helm	Operations Officer
Science Officer	Science Officer
Communications Officer	
C.M.O.	C.M.O.
	<i>Counsellor</i>
SPACE STATION	FEDERATION OUTPOST
C.O.	C.O.
1 st Officer	1 st Officer
Security Chief	Security Chief
Operations Chief	Operations Chief
Science Officer	Science Officer
C.M.O.	C.M.O.
<i>Counsellor</i>	<i>Counsellor</i>
<i>Liaison Officer</i>	

Those posts listed in italics are positions which may be optional in a given assignment. The job functions of that post may be filled by another officer on the station, or the station's mission may not require such a post.

When taking the generation of a character through Star Fleet it is advisable to bear in mind which post the character is destined to take in the forthcoming adventure and to take those skills which would be learnt by such a character.

Medical Officers may either be qualified as Doctors before they enter Star Fleet Academy, or they may go on to Medical School immediately after the Academy, and then onto service in the Fleet, thereafter they hold two ranks, one indicating their medical experience and another their service rank within Star Fleet.

CAREER DEVELOPMENT -- STAR FLEET ACADEMY



PREREQUISITES

- 1) STR 4+, EDU 5+, Home World = Federation
- or 2) University Graduate, Home World = Federation
- or 3) Doctor, and Home World = Federation

SKILLS

- | | |
|---|--------------------------------|
| Admin./Legal – 0 | Personal Equipment Systems – 0 |
| Communications – 0 | SPACE TECH (Cluster) – 2 |
| Computer – 0 | SPACE VESSEL (Cluster) – 1 |
| Energy Weapon – Energy Pistol – 1 | Survival – 1 |
| Environment Suit – 0 | Transporter Tech – 0 |
| Ground Tactics – 1 | Unarmed Martial Arts – 0 |
| Medic – Native Race – Trauma Aid – 0 | |

Additionally the character receives total skills levels equal to character's Education attribute from one department school as listed below.

Characters who wish to Graduate Star Fleet Academy as Doctors or Surgeons must either have qualified as Doctors at Med. School before entering the Academy, or else attend Med. School before beginning regular service in Star Fleet.

STAR FLEET ACADEMY TRAINING COURSES

ENGINEER'S SCHOOL

Engineering Officers

- | | |
|-----------------|--------------------------|
| SCREENS Shields | SHIP's SYSTEMS (Cluster) |
| Sensors | TRANS. TECH (Cluster) |

SECURITY SCHOOL

Security Officers

- | | | |
|-------------------|--------------------|-------------------|
| ENERGY WEAPON | Personal Equipment | Sensors |
| GUNNERY (Cluster) | Systems | TACTICS (Cluster) |
| Investigation | SCREENS – Shields | Unarmed Combat |

BRIDGE SCHOOL

Conn. & Ops. Officers

- | | |
|--------------|--------------|
| Ship Tactics | SPACE VESSEL |
| SPACE TECH | |

PILOT SCHOOL

Fighter Pilots

- | | | |
|----------------|------------------------|----------------|
| Astrogation | PILOT – Interface/Grav | Sensors |
| Fleet Tactics | RC Vehicle Ops. | Ship Tactics |
| GROUND VEHICLE | SCREENS | SHIP's SYSTEMS |
| GUNNERY | – Shields | VESSEL |

CARE TRAINING

Nurses, Doctors & Surgeons

- | | | |
|---------------|-----------------------|--------------|
| Biology | MEDICAL | Psychology |
| Chemistry | – Specify Race | TRANSPORTER |
| Genetics | – Trauma Aid | – Replicator |
| Investigation | Observation | |

Doctors and Surgeons must also attend Med. School.

MARINE SCHOOL

Marines

- | | | |
|-----------------|----------------|--------------------|
| ACROBAT | EXPLORE | MELEE |
| ARCHAIC WEAPONS | Ground Tactics | PERSONAL TRANSPORT |
| ARTILLERY | GUN COMBAT | SPACE HAND |
| Communications | HEAVY WEAPONS | |
| CRIME | Interrogation | |

SCIENCES SCHOOL

Science Officers

- | | | |
|-----------|------------------------|--------------|
| Biology | History | Robotics |
| Chemistry | LANGUAGE – Linguistics | Sensors |
| Genetics | Meteorology | Survey |
| Geology | Physics | Xeno-Biology |

COUNSELLOR'S SCHOOL

SCHOOL

- | | | |
|--------------|-------------|------------|
| Act/Bluff | Observation | Psychology |
| Admin./Legal | Persuasion | Research |
| Liaison | | |

CONTACTS

Two military.

PROMOTION

Roll: 9+

DM: +1 if INT 6+, +1 if EDU 8+

Generally characters graduate from Star Fleet Academy with a Rank of Ensign jg., and will receive an automatic promotion to Ensign after their first term of service. But characters who graduate the Academy with Honours receive the rank of Ensign upon graduation.

A roll of 4-, however, means your character has failed the Academy. This does not preclude the character attending the four year Academy course again, but a second term will gain them no further skills.

OTHER EFFECTS

No secondary activities are allowed whilst attending Star Fleet Academy, nor is any money received. Character receives automatic admission to Star Fleet and a commission in the service characters must serve at least one term in Star Fleet.

OTHER EFFECTS, MARINES

Sub-dermal Communication Transceivers

Starfleet Marine troops have recently been using a new communications device which has been little advertised amongst the general ranks of the fleet. (Only command officers have been notified of their use.) As well as continuing to wear the standard communicator on their uniforms many marines are also being issued with a sub-dermal communications sub-space transceiver (SdCT) directly wired into their brain's audio-nerve centres.

This facility allows them to receive and transmit communications directly with other Starfleet personnel in combat situations without re-course to the use of their comm. Badges or verbal communications. These devices are almost undetectable and have, so far, proven very reliable.

Deep Sleep

Marine troops sent on long missions, where they may only be needed at the destination of the mission are often despatched in deep sleep hibernation units. Although ageing is substantially reduced during periods of deep sleep, all service time credits are awarded during these mission periods.

STAR FLEET SERVICE

PREREQUISITES 1) Graduate from Star Fleet Academy

FIRST TERM, SKILLS	Determination	Melee	Spacehand
	Engineer	Perception	Space Tech
	Gun Combat	Physical Science	Technician
	Interaction	Social Science	Vehicle
	Medical	Space Vessel	

SPECIAL ASSIGNMENT None

PROMOTION 9+, DM +1 if INT 7+

CONTACTS 1 off, Scientist, diplomat or trader

SUBSEQUENT TERMS, SKILLS	Determination	Melee	Spacehand
	Engineer	Perception	Space Tech
	Gun Combat	Physical Science	Technician
	Interaction	Social Science	Vehicle
	Medical	Space Vessel	

SPECIAL ASSIGNMENT

7+ for 1 off,

Aircraft

Archaic Weapons

Charm

Fine Arts

Heavy Weapons

Personal Transport

Tactics

Vice

Vessel

10+ optionally take an extra School Training Course, change of department or current department refresher/advanced course, cf. Star Fleet Academy (number of skills equal to Education score.)

SPECIAL ASSIGNMENT, MARINE TROOPS
deep sleep missions

DEEP SLEEP MISSIONS	
2d6	Deep Sleep
1-8	None
9-10	¼ term spent in deep sleep (1 yr.)
11	½ term spent in deep sleep (2 yrs.)
12	¾ term spent in deep sleep (3 yrs.)
13	full term spent in deep sleep (4 yrs.)

modifiers, +1 if special assignment, +1 if rank Ensign jg or Ensign, -1 if rank Lt. Com., -2 if rank Com., -3 if rank ≥ Cpt.

Time spent in hibernation means that the character's actual age, as used for ageing effects and appearance, are not increased.

Any skills gained are deemed to have been gained at refresher courses attended after awakening from deep sleep.

If a full term is spent in deep sleep (4 years) the character may not receive a promotion or make any contacts during this term.

No secondary act skill acquisition is possible when any period of the term is spent in deep sleep. All other Starfleet benefits are NOT affected.

PROMOTION

7+, DM+1 if INT 7+, DM+1 if special assignment, DM-1 if any deep sleep

Characters who receive a promotion to a command position (Lt. Commander or above), Captain, 1st Officer, Commanding Officer, Executive Officer, 2nd Officer, must take a Command School Training Course, and will then receive the skills listed below.

Marines who have spent the entire term in deep sleep may not receive promotion during that term.

COMMAND SCHOOL
All Command Officers

Admin. / Legal – 1

Leadership – 1

Liaison – 2

Ship Tactics – 1

CONTACTS

1 off, Scientist, Diplomat, Trader

if special assignment, also from

Business, Criminal

OTHER EFFECTS

Star Fleet Officers receive no direct pay whilst in service all comforts and services are provided free of charge for the fleet member and their immediate family. However when the character retires from Fleet they do receive a substantial cash reward and an ongoing retirement fund.

However Star Fleet service does not actually end, there is a reserve clause in all contracts that allows for a character to be recalled to active service in an emergency. If another career is followed and a special assignment received a further roll of 10+ indicates that the special assignment is a recall to Star Fleet.

STAR FLEET OFFICER RANKS TABLE

Rank	Insignia	Rank	Insignia
Com.-in-Chief		Commander	
Fleet Admiral		Lieutenant Commander	
Admiral		Lieutenant	
Vice Admiral		Lt., jg	
Rear Admiral		Ensign	
Commodore		Ensign, jg (NCO-Chief)	
Fleet Captain			
Captain			

STAR FLEET MARINES

As well as the use of sub-dermal communication transceivers by Marine troops, and the use of hibernation sleep-tanks (as mentioned in the Academy entry above), the culture amongst Starfleet marines is somewhat different to that of regular Starfleet officers.

MARINE RANK

All Starfleet marines follow the same ranking system as used by line officers, but often they hold positions that may confuse line officers unused to the positions held in the marine platoons.

Marine Commander

Leader of a mission assignment or platoon, often ranked as Captain or Commander.

Sergeant

Equivalent of the 1st Officer to the Marine Commander, most often ranked as Lt. Commander or Lieutenant.

Commissary

Doctor or medic, most often only one medic is to be found in an entire platoon.

MARINE CALL SIGNS

All marines, including the command officers, have a nick-name or call-sign which is used in battle communications. In mess or even in informal discussions these nick-names are used by the marines, even calling their C.O. by his nickname too.

Line officers do NOT use these names in reference to marine troops unless they know that marine officer particularly well.

**STAR FLEET
RETIREMENT
BENEFITS TABLE**

Star Fleet Rank	Sum (Cr. Per term)
En. Jg / Ensign	4 400¢ per term.
Lt. Jg / Lieutenant	8 800¢ per term.
Lt. Commander	13 200¢ per term.
Commander	16 500¢ per term.
Captain	18 563¢ per term.
Fleet Captain	19 817¢ per term.
Commodore	20 486¢ per term.
Rear Admiral	20 832¢ per term.
Vice Admiral	21 008¢ per term.
Fleet Admiral	21 097¢ per term.

Star Fleet retirement Benefits are calculated on a per term basis,
e.g. if a character spent time in Star Fleet thus,

1 term as Ensign	= 1 x 4 400 ¢
1 as Lieutenant Jg.	+ 1 x 8 800 ¢
1 as Lieutenant	+ 1 x 8 800 ¢
1 as Lt. Commander	+ 1 x 13 200 ¢
2 as Commander	+ 2 x 16 500 ¢
	= 68 200 ¢ p.a.

Also characters retiring from Star Fleet receive a lump sum equal to 22 years retirement pension, i.e. in the example above

$$68\,200\text{ ¢} \times 22 = 1\,500\,400\text{ ¢}$$

Furthermore if a character later returns to Star Fleet any further service will increase the pension received when leaving the service, but any lump sum received will only be calculated on those years served in that second period.

Retirement pension is payable in two six monthly instalments, due one month and then seven months after the retirement date, thereafter a payment every six months is made. The lump sum benefit is paid on the day of leaving the service.

For the purposes of counting actual game time, a period of 1000.0 Star Dates equals one standard year. (Only full years, i.e. ¼ terms, are used for calculation of this benefit).

OTHER CAREERS

For other careers, as listed below, consult the Traveller: TNE Manual.

BELTER	MANAGER
BOUNTY HUNTER	MARTIAL ARTIST
BUREAUCRAT	MECHANIC
CIVIL ENGINEER	MEDICINE (Doctor/Nurse/Carer)
CIVIL PILOT	MERCENARY
COMPUTER PROGRAMMER	MERCHANT MARINE
CONSTRUCTION WORKER	PRISONER
CORSAIR	PROFESSOR
CRIMINAL	PSIONIC RESEARCHER
DIPLOMAT	REBEL
ENTERTAINER	SCIENTIST
FARMER	TOUGH/PUNK
HUNTER/GUIDE	TRADER / MERCHANT
JOURNALIST	UNDERCOVER AGENT/SPY
LAW ENFORCEMENT	WEALTHY TRAVELLER

**FERENGI
MERCHANTS** Use, Flight School, then Merchants
or Undergraduate University, then Merchants

**KLINGON DEFENCE
FORCE** cf. Volume 21 - Klingon Resource
or use, Military Academy, then Navy

**ROMULAN STAR
NAVY** Use, Military Academy, then Navy
or Military Academy, then Army
or Military Academy, then Undercover Agent/Spy

SECONDARY STATS

INITIATIVE Military Career = 1d6
Civilian Career = 1d6 + 2
Modifiers: +1 if more than one term as Barbarian, Bounty Hunter, Corsair, Criminal, Law Enforcement, Martial Artist, Mercenary, Rebel, Security in Star Fleet or any Klingon character.

AGE Humans Age (std. Years) = 17 + (Terms x 4)
Others as humans, unless otherwise specified in race descriptions

HIT CAPACITY Head = CON x 2 Other = (STR + CON) x 2
Chest = (STR + CON) x 3

WEIGHT Weight (Kg) = 65 + [4 x (STR – AGL)]
Modifiers: Males, +10% ;
others, various, dependant upon character race, consult your referee.

LOAD Load (Kg) = 3 x (STR + CON)

THROW RANGE Range (m) = 4 x STR

**UNARMED COMBAT
DAMAGE** UACD (Nd6) = (Melee Combat (Unarmed) x STR) + 10 round down (minimum 1)

STARTING MONEY For each eligible term multiply SOC or Gambling Asset by tech level cash base value, (Federation TL: 15).
Star Fleet Service is not eligible for this calculation. See Star Fleet service details.

SKILL CLUSTERS

SKILL CLUSTERS

When generating a character you may be offered a choice to pick a skill from a Skill Cluster. This means pick a skill from the named list below (Skills within a Cluster are NOT related, they are merely a **convenient list** from which to make a selection).

CASCADE SKILLS

Cascade skills are sets of skills that all have similar knowledge involved in their learning and application. You pick one of the skills and thereafter it may be used within the game as any of the other skills within that cascade set at half value.

i.e. if a character has the following cascade skill

TRANSPORTER – Replicator – 4 / C

and an EDU. score of 8 they character may use the Replicator skill at a level of 12 (C). But because the character has learnt about Replicators and they use a similar technology to that employed in both transporters and holodecks the character effectively has BOTH the following skills:

TRANSPORTER – Transporter – 2 / A

All other skills in the set at half the level as the main skill.

ACROBAT

Acrobatics (AGL) Stealth (AGL) Thrown Weapon (STR)
Climbing (con)

AIRCRAFT

PILOT cascade
– Airship (AGL) – Rotary Wing (AGL) – Fixed Wing (AGL)
– Glider (AGL) – Interface/Grav (AGL)
R. C. Vehicle Ops. (EDU)

ANIMAL HANDLING

Riding (con) Farming (INT) Guard/Hunting Beasts (con)

ARCHAIC WEAPONS

Thrown Weapon (STR) Archery (STR)

ARTILLERY

Forward Observer (INT) Heavy Artillery (STR) Energy Artillery (AGL)
Archaic Artillery (STR) RC Vehicle Ops. (EDU)

ARTISAN

Metallurgy (EDU) Carpenter (con) Jeweller (AGL)
Mason (STR)

CHARM

Act/Bluff (CHA) Carousing (CHA) Persuasion (CHA)
Recruiting (CHA) Service (CHA)

CRIME

Forgery (AGL) Pickpocket (AGL) Intrusion (AGL)

DETERMINATION

Leadership (CHA) Streetwise (INT) Willpower (INT)

ECONOMICS

Admin./Legal (EDU) Marketing (EDU)

ENGINEER

Construction (EDU) Combat Engineer (con) Excavation (EDU)
Starship Architecture (EDU)

EXPLORE

Climbing (con) Liaison (CHA) Map (EDU)
Navigation (INT) Survival (INT) Swimming (con)
High-G Environment (con)

FINE ARTS

Act/Bluff (CHA) Dance (AGL) Disguise (CHA)
Painting (INT) Sculpture (INT) Song (CHA)
MUSIC cascade
– Composition (INT) – Strings (AGL) – Wind (AGL)
– Percussion (AGL) – Keyboard (AGL) – Other specify (AGL)

GUN COMBAT

ENERGY WEAPON cascade
– Energy Pistol (AGL) – Energy Rifle (AGL)
SLUG WEAPON cascade
– Slug Pistol (STR) – Slug Rifle (STR)
Early Firearms (STR)

HEAVY WEAPONS

Autogun (STR) Heavy Guns (STR) Energy Artillery (AGL)
Grenade Launcher (STR) Tac. Missile (AGL)

INTERACTION

Bargain (CHA) Instruction (CHA) Interrogation (CHA)
LANGUAGE cascade
– Specify Language (CHA) – Linguistics (CHA)
Liaison (CHA) Recruiting (CHA)

MEDICAL	MEDICAL cascade (specify race) – Diagnosis (EDU)	– Trauma Aid (EDU)	– Surgery (EDU)
MELEE	Unarmed Martial Arts (STR) Armed Martial Arts cascade – Large Blade (STR) – Club (STR)	– Small Blade (STR)	– Polearm (STR)
PERCEPTION	Investigation (INT) Research (INT)	Observation (INT) Tracking (INT)	Psychology (INT)
PERSONAL TRANSPORT	Parachute (con) Muscle Transport cascade – Skates (AGL)	Grav Belt (AGL) – Skis (AGL)	– Wheels (AGL)
PHYSICAL SCIENCE	Biology (EDU) Genetics (EDU) Physics (EDU)	Chemistry (EDU) Geology (EDU) Robotics (EDU)	Farming (INT) Meteorology (EDU) Xeno-Biology (EDU)
SOCIAL SCIENCES	History (EDU) Persuasion (CHA)	Instruction (CHA) Psychology (INT)	Interview (INT) Research (INT)
SPACE VESSEL	Astrogation (INT) PILOT – Interface/Grav (AGL)	Sensors (INT)	Survey
SPACE HAND	Environment Suit (con)	Zero-G Environment (con)	
SPACE TECH	Communications (EDU) GUNNERY cascade – Missiles (EDU) SCREENS cascade – Shields (EDU) SHIP'S SYSTEMS cascade – Impulse (EDU) – Support (EDU) TRANSPORTER cascade – Transporter (EDU)	Gravitics (EDU) – Energy Weapon (EDU) – Cloak (EDU) – Power (EDU) – Holodeck (EDU)	RC Vehicle Ops. (EDU) – Warp (EDU) – Replicator (EDU)
TACTICS	Ground Tactics (INT)	Fleet Tactics (INT)	Ship Tactics (INT)
TECHNICIAN	Communications (EDU) Machinist (AGL) TRANSPORTER cascade – Transporter (EDU)	Computer (EDU) Mechanic (STR) – Holodeck (EDU)	Electronics (EDU) Personal Equipment Systems (INT) – Replicator (EDU)
VICE	Bribery (CHA) Streetwise (INT)	Disguise (CHA)	Gambling (INT)
VEHICLE	GROUND VEHICLE cascade – Wheeled (AGL) Riding (con)	– Tracked (AGL) PILOT – Interface/Grav (AGL)	– Hovercraft (AGL)
VESSEL	Hovercraft (AGL) WATERCRAFT cascade – Large (con)	– Small (con)	– Sailboats (con)

ALPHABETICAL SKILL LIST

A	Acrobatics (AGL) Act/Bluff (CHA) Admin./Legal (EDU) Archaic Artillery (STR) Archery (STR) ARMED MARTIAL ARTS – Club (STR) ARMED MARTIAL ARTS – Large Blade (STR)	ARMED MARTIAL ARTS – Small Blade (STR) ARMED MARTIAL ARTS – Polearm (STR) Astrogation (INT) Autogun (STR)
B	Bargain (CHA) Biology (EDU)	Bribery (CHA)
C	Carousing (CHA) Carpenter (con) Chemistry (EDU) Climbing (con)	Combat Engineer (con) Communications (EDU) Computer (EDU) Construction (EDU)
D	Dance (AGL) Deja Vu (PSI)	Direction Sense (PSI) Disguise (CHA)
E	ENERGY WEAPON – Energy Pistol (AGL) ENERGY WEAPON – Energy Rifle (AGL) Electronics (EDU) Empath (PSI)	Energy Artillery (AGL) Environment Suit (con) Excavation (EDU)
F	Farming (INT) Fleet Tactics (INT)	Forgery (AGL) Forward Observer (INT)
G	Gambling (INT) Genetics (EDU) Geology (EDU) Grav Belt (AGL) Gravitics (EDU) Grenade Launcher (STR)	Ground Tactics (INT) GROUND VEHICLE – Wheeled (AGL) GROUND VEHICLE – Tracked (AGL) Guard/Hunting Beasts (con) GUNNERY – Energy Weapon (EDU) GUNNERY – Missiles (EDU)
H	Heavy Guns (STR) Heavy Artillery (STR) High-G Environment (con)	History (EDU) Hovercraft (AGL)
I	Instruction (CHA) Interrogation (CHA) Interview (INT) Jeweller (AGL)	Intrusion (AGL) Investigation (INT)
J		
K	LANGUAGE – specify (CHA)	Leadership (CHA)
L	LANGUAGE – Linguistics (CHA)	Liaison (CHA)
M	Machinist (AGL) Map (EDU) Marketing (EDU) Mason (STR) Mechanic (STR) MEDICAL – Diagnosis (EDU) (specify race) MEDICAL – Trauma Aid (EDU) (specify race) MEDICAL – Surgery (EDU) (specify race) Metallurgy (EDU) Meteorology (EDU) Mind Meld (PSI) Navigation (INT)	Mind Touch (PSI) MUSCLE TRANSPORT – Skates (AGL) MUSCLE TRANSPORT – Skis (AGL) MUSCLE TRANSPORT – Wheels (AGL) MUSIC – Keyboard (AGL) MUSIC – Other specify (AGL) MUSIC – Composition (INT) MUSIC – Strings (AGL) MUSIC – Wind (AGL) MUSIC – Percussion (AGL)
N	Observation (INT)	Nerve Pinch (PSI)
O		
P	Painting (INT) Parachute (con) Personal Equipment Systems (INT) Persuasion (CHA) Physics (EDU) Pickpocket (AGL) PILOT – Airship (AGL)	PILOT – Rotary Wing (AGL) PILOT – Fixed Wing (AGL) PILOT – Glider (AGL) PILOT – Interface/Grav (AGL) Premonition (PSI) Psychology (INT)

Q R RC Vehicle Ops. (EDU)
 Reality (PSI)
 Recruiting (CHA)

S SCREENS – Shields (EDU)
 SCREENS – Cloak (EDU)
 Sculpture (INT)
 Sense Pain (PSI)
 Sensors (INT)
 Service (CHA)
 Ship Tactics (INT)
 SHIP's SYSTEMS – Impulse (EDU)
 SHIP's SYSTEMS – Power (EDU)
 SHIP's SYSTEMS – Warp (EDU)
 SHIP's SYSTEMS – Support (EDU)

T Tac. Missile (AGL)
 Tele-Chronesis (PSI)
 Thrown Weapon (STR)
 Tracking (INT)
 Unarmed Martial Arts (STR)

U

V W WATER CRAFT – Large (con)
 WATER CRAFT – Small (con)
 Xeno-Biology (EDU)

X

Y Z Zero-G Environment (con)

Research (INT)
 Riding (con)
 Robotics (EDU)
 SLUG WEAPON – Slug Pistol (STR)
 SLUG WEAPON – Slug Rifle (STR)
 SLUG WEAPON – Early Firearms (STR)
 Song (CHA)
 Starship Architecture (EDU)
 Stealth (AGL)
 Streetwise (INT)
 Survey (INT)
 Survival (INT)
 Swimming (con)

TRANSPORTER – Transporter (EDU)
 TRANSPORTER – Holodeck (EDU)
 TRANSPORTER – Replicator (EDU)

WATER CRAFT – Sailboats (con)
 Willpower (INT)

STAR TREK: TRAVELLER -- NEW SKILLS

for use in the STAR TREK™ Universe

- DEJA VU (PSI)** *See racial descriptions for use. (El-Aurians)*
- DIRECTION SENSE (PSI)** *See racial descriptions for use. (Efrosians)*
- EMPATH (PSI)** *See racial descriptions for use. (Betazoids, Deltans, Efrosians, Haliian)*
- FEEL 'PA' (PSI)** *See racial descriptions for use. (Bajorans)*
- MIND MELD (PSI)** *See racial descriptions for use. (Vulcans, Haliian)*
- MIND TOUCH (PSI)** *See racial descriptions for use. (Vulcans)*
- NERVE PINCH (PSI)** *See racial descriptions for use. (Vulcans)*
- PERSONAL EQUIPMENT SYSTEMS (INT)** Skilled in the use of various personal equipment items. Included in this category are Tricorders, PADDs and various other hand-held devices.
Doctors may also use this skill in the use of a Feinberger scanning device attached to a medical tricorder, in association with their medical skills.
- PREMONITION (PSI)** *See racial descriptions for use. (El-Aurians, Haliian)*
- REALITY (PSI)** *See racial descriptions for use. (El-Aurians, Haliian)*
- SCREENS** (cascade)
– **Shields (EDU)** Knowledgeable in the operation and use of Shield Defence devices aboard starships and other vessels.
– **Cloak (EDU)** Knowledgeable in the operation and use of electronic Cloaking/Camouflage devices aboard starships and other vessels.
- SENSE PAIN (PSI)** *See racial descriptions for use. (Deltans, Efrosians)*
- SHIP's SYSTEMS** (cascade)
– **Impulse (EDU)** Use, maintenance and operation of Impulse and Fusion reactor systems, also covering various other means of sub-light drives used by Starships.
– **Power (EDU)** Use, maintenance and operation of Power supply, control, compatibility and various reactor systems aboard Starships.
– **Warp (EDU)** Skilled in the theory, application, maintenance and use of Matter/Anti-matter reactor cores on board starships, in particular in their application to Warp theory and propulsion systems.
– **Support (EDU)** This skill covers the miscellaneous engineering systems, such as environmental control, waste systems, life support systems, various computer systems, structural integrity fields, and minor sub-systems maintenance and operations on board starships.
- TELE-CHRONESIS (PSI)** *See racial descriptions for use. (El-Aurians)*
- TRANSPORTER** (cascade)
– **Transporter(EDU)** Use, operation and maintenance of transporter systems and sub-systems.
– **Holodeck (EDU)** Knowledge on holodeck systems, including matter replication, force-fields, tractor systems and programming of such systems.
– **Replicator (EDU)** Application of transporter related systems, matrix filters in the use of replicator systems. Also including knowledge of CAD systems designed for use with replicators in the creation of objects.

CHARACTER GENERATION RESOURCES

CHARACTER WORKSHEETS

Character Generation Worksheets are available from the club (in 8-page NCR sets). These forms allow the easy notation of characters generated using these rules, and posting of copies to all concerned. No charge will be made for the provision of these sheets to club members though a nominal contribution to clubs funds may be appreciated.

(2003)

A d20 character development worksheet is available from the club website, to assist in tracking prior history character development. (<http://trekrpg.info>)

CHARACTER REGISTRATION

Any characters generated should be submitted to Star Fleet Command (The Club Secretary) who will, in discussion with the owner of the character...

- Assign the character a posting in the QUEST STRav™ Universe (allowing the character to be used in possible future adventure games) and
- Type up the character onto a formal character sheet record. (This is done using a RTF Word Processor file, also available from the Club).

(2003)

If you would like your character listed on the Trekrpg.info website please submit the character in XML format (sample file available from the website <http://trekrpg.info>)

COMPUTER GENERATION

For quick character generation the QUEST Club has an official Character Generation program for MS-DOS based computer systems (running under MS-QBASIC). This system allows the automatic generation of completed Starfleet Officers and is also available free of charge.

(2003)

The club are working on a set of data files for PCGen, the free public domain Character Generator, available at (<http://pcgen.sourceforge.net>)

TYPEFACES

For Windows based Computers the Club holds on file all character sheets (as Lotus 1-2-3 spreadsheets/to be changed to RTF file format) and a wide selection of typefaces related to the Star Trek Universe, all of which are available on request.

(2003)

Character sheets are available as XML datafiles, and along with an XML Transformation Stylesheet may be viewed/printed in a compatible web-browser.

COMPUTER DATABASE

The club's Official LCARS Library system is located on the Internet World Wide Web at <http://trekrpg.info>

(2003/07)

Current game website at <http://trekrpg.info>

COPYRIGHT

©QUEST Club, developed by TapSoft™ MultiMedia Inc. 1995-2007

STrav™ (Star Trek: Traveller) is owned and administered by the QUEST Star Trek Club, for use by its members role-playing in the Star Trek Universe with the Traveller: The New Era science-fiction role-playing rule set, Last Unicorn Games' Star Trek RPGs and Traveller:20 SF-RPG.

Star Trek™ is a trademark wholly owned by Paramount Pictures Corp.

Traveller, MegaTraveller, Traveller: The New Era and T4 (Marc Miller's Traveller) are trademarks owned by Marc Miller and Far Future enterprises.

T20 and Traveller:20 are trademarks of Quiklink Interactive

Star Trek: The Role-Playing Game is a trademark formerly owned by FASA Corp., Last Unicorn Games, and lately Decipher Inc.

Parts of these publications are copyright by various authors as credited, used with their permission.

The contents of these publications are produced free of charge, and are available for free distribution, so long as each volume is kept intact and these conditions remain part of that package.

(2003/07)

Revised for Public pdf Release: 2007.102
©1995-2007 trekrpg.info / mygames.webbies.org.uk / sevarian.com
Come visit our website at: <http://trekrpg.info>

