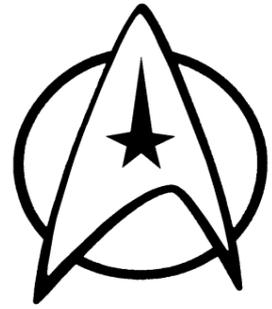


STAR TREK

CHARACTER GENERATION SUMMARY



Choose Character Type

Generation rules and character type found in book:

1. **Star Fleet Officer** (core STAR TREK RPG rules)
2. **Star Fleet Intelligence** (Star Fleet Intelligence manual)
3. **Trader** (Trader Captains & Merchant Princes)
4. **Klingon Empire Officer** (The Klingons: Game Operations Manual)
5. **Romulan Empire Officer** (The Romulans: Game Operations Manual)
6. **Orion** (The Orions: Book of Deep Knowledge)

Note that some skills are exclusive to certain character types. Master skill list below.

Administration	*Language	*Social Sciences
* Artistic Expression	Leadership	*Space Sciences
Assassination	*Life Sciences	*Sports
Bribery	Life Support Systems Technology	Starship Combat Strategy/Tactics
Carousing	*Marksmanship, Archaic	Starship Helm Operation
Clandestine Operations	Marksmanship, Modern	Starship Sensors
Communication Systems Operation	Mechanical Engineering	Starship Weaponry Operation
Communication Systems Technology	*Medical Sciences	Starship Weaponry Technology
Computer Operation	Negotiation/Diplomacy	Stealth
Computer Technology	*Personal Combat, Armed	Streetwise
Cryptology	Personal Combat, Unarmed	Surveillance
Damage Control Procedures	Personal Weapons Technology	Trade and Commerce
Deflector Shield Operation	*Physical Sciences	Transporter Operation Procedures
Deflector Shield Technology	*Planetary Sciences	Transporter Systems Technology
Demolitions	*Planetary Survival	*Trivia
Disguise	Security Procedures	Value Estimation
Electronics Technology	Shuttlecraft Pilot	*Vehicle Operation
Environmental Suit Operation	Shuttlecraft Systems Technology	Warp Drive Technology
Forgery	Small Equipment Systems Operation	Zero-G Operations
*Gaming	Small Equipment Systems Technology	
Instruction	Small Unit Tactics	<i>Holodeck Sys Op (TNG only)</i>
Intelligence Procedures	Small Vessel Engineering	<i>Holodeck Sys Tech (TNG only)</i>
Interrogation	Small Vessel Piloting	

*contains subskill lists

Roll Core Attributes

1. Roll **3d10 +40** and modify for character type (Human average is 40); LUC and PSI are 1d100
2. Divide **1d100/2 bonus points** amongst any attributes except PSI (max 30 in each, max 99 score)
3. Exception: **TRADER & ORION** characters roll **4d10 +30** and modify as normal
4. For each **10 full years** beyond critical age reduce STR, END and DEX by **1d10** (Orions also reduce INT, Grey Orions also CHA, and Green Orion CHA reduction is 2d10)

	STR	END	INT	DEX	CHA	LUC	PSI	Critical Age
Human							-30	50
Andorian	+10	+5				-20	-20	85
Caitian		-5		+20	+5	+10	-30	45
Edoan	-5			+15		-15	-35	75
Tellarite	+5	+5			-10	-20	-40	50
Vulcan	+20	+10	+10			-40		110
Klingon Imperial	+10			+5	-30	-40	-60	40
Klingon Human Fusion	+10	+5			-20	-40	-50	45
Klingon Romulan Fusion	+10	+10			-10	-40	-40	60
Romulan	+10	+10		+5		-10	-20	70
Orion (Ruddy)	+10				-10	-25	-30	60
Orion (Green)	+15	+10	-10		+20	-25	-30	60
Orion (Grey)	-20	-20	+20	+10	-20	-25	-25	40
Gorn	+30	+25		-20	-20	-20	-40	40
Tholian	N/A	-10	+10	N/A	-20	-20	N/A	N/A
Ferengi	+15			+15	-25		-30	50
Betazoid	-5	-10	+15	-10	+20		+30	70
Android	+40	+40		-10	-40	N/A (0)	N/A (0)	N/A

Record Endurance Statistics

MAX OP END	Equal to END
CURR OP END	Equal to END
INACT SAVE	20 (15 for Vulcan and Romulan characters)
UNG THRESH	5
WOUND HEAL RATE	END/20 (round down; Imperial Klingons round up)
FATIGUE HEAL RATE	END/10 (round down; Imperial Klingons round up)

Record Combat Statistics

ACTION POINTS (AP)	DEX/10 (round down) +4
To-Hit (Modern)	Average of DEX and (Marksmanship Modern)
To-Hit (HTH)	Average of DEX and Personal Combat (Unarmed)
Bare Hand Damage	Derived from STR (below) + Personal Combat (Unarmed)/10 (round down)
1-25	1d10 -3
26-50	1d10
51-75	1d10 +3
76-100	2d10
101-125	2d10 +3

Continue to individual books for background skills, academies, careers, and tours.

Race	STR	END	INT	DEX	CHA	LUC	PSI	Source	Note
Alpha Centauran	0	0	0	0	0	-20	-10	TOS	
Andorian	10	5	0	0	0	-20	-20	TOS	
Angelites	0	0	0	0	0	0	-30	STNG	Female Dominated Human Colony Angel One
Antican	10	10	0	0	0	0	-35	STNG	
Arcadian	-15	-5	10	0	0	-10	-30	TVH	
Ariolo	10	0	0	-20	-10	0	-60	TVH	Original given as 1D10 for Psi
Arkenite	-10	-10	20	10	-10	0	0	TVH	
Bajoran	0	5	0	0	0	-20	-5	TNG	
Bandi	0	0	0	0	-10	0	-40	STNG	
Benzite	-5	0	0	-5	-15	-15	-30	TNG	
Betazoid	-5	-10	15	-10	20	0	30	TNG	
Binars	-20	-20	10	0	-20	0	-60	STNG	
Bolian	0	0	0	10	0	-10	-25		
Bzzit Khaht	10	10	0	-10	-15	-30	-40	TVH	
Caitian	0	-5	0	20	5	-10	-30	TAS	
Capellan	5	5	0	0	0	-10	-40		
Cardassian	5	10	0	-10	20	0	-30	TNG	
Catullan	0	0	0	0	0	-25	-30		
Cygnian (Female)	15	10	0	0	5	-20	-20		
Deltan	0	0	20	0	30	-20	20	TMP	
Edo	30	30	0	20	30	0	-40	STNG	Not to be confused with Edoans
Edoan	-5	0	0	15	0	-15	-35	TAS	
Efrosian	10	5	5	0	5	0	-5	TVH	
Elasian	5	10	0	0	5	-30	-40		
Ferengi	15	0	0	15	-25	0	-30	TNG	
Human	0	0	0	0	0	0	-30	TOS	
Hyleen	0	0	0	0	0	-10	-5		
Joridian	0	0	0	0	0	-35	-60		
Kaferian	5	10	0	0	-15	-35	-25		
Kasheeta	10	0	0	-20	10	-10	-40	TVH	
Klingon, Human Fusion	10	5	0	0	-20	-40	-50	TOS	FASA solution for Klingon change
Klingon, Imperial	10	0	0	5	-30	-40	-60	TMP	
Klingon, Romulan Fusion	10	10	0	0	-10	-40	-40	FASA	
K'Normian	0	0	0	0	-5	0	30		
Ligonians	20	0	0	10	0	0	-40	STNG	
Medusan	0	0	0	0	0	0	0	TOS	40+4D10 Int, 60+2D10 Cha, 1D10 Luc, 3D10 Psi
Mordanians	10	20	-10	-10	-10	0	-40	STNG	
Orion, Green	15	10	-10	0	20	-25	-30	TOS	
Orion, Grey	-20	-20	20	10	-20	-25	-25	FASA	Hidden from outsiders.
Orion, Ruddy	10	0	0	0	-10	-25	-30	TAS	
Saurian	10	10	0	0	-10	-10	-20	TMP	
Selayans	30	30	0	-20	-20	0	-40	STNG	
Tellarite	5	5	0	0	-10	-20	-40	TOS	
Tiburon	0	0	0	0	0	-20	-30		
Trill	-10	5	10	0	10	-10	-30	TNG	
Troyian	5	5	0	0	0	-20	-20		
Turellians	10	-10	0	0	0	0	0	STNG	
Vulcan	20	10	10	0	0	-40	0	TOS	
Xelatians	-10	-15	0	15	15	20	-10	TVH	

Skills

Each character type has its own skill progression. Most include a selection of background skills, before progressing to an academy or academies followed by tours of duty. This process is the bulk of the character generation procedure; please reference the appropriate book for your character type.

For Example: STARFLEET

Pre-Academy Skills – Educational Background, Personal Development

**Star Fleet Academy – Academic Curriculum
Plus Outside Electives, Advanced Study**

**Branch School – Communications/Engineering/Helm/Medical/Navigation/Science/Security
Plus Outside Electives, Advanced Training**

Cadet Cruise

**Department Head School – Department Head School Curriculum
Plus Advanced Training**

**Command School – Command School Curriculum
Plus Advanced Training**

Post-Academy Experience – Tour Assignments, Special Final Tour Posting

At the end of this process, your character will possess a wide variety of skills appropriate to your career choices, some advanced to high levels. Other character types will differ.