STAR TREK
PATHFINDER

This module assumes you are already familiar with the setting. You should also grab the free SANTIAGO Player's Guide, which contains sci-fi rules for Pathfinder (ignore the default setting stuff). The following should be viewed as additional to that information. One major feature of ST in Pathfinder is that Hero Points are replaced by an expendable resource called "Technobabbles", which take the narrative place that magic holds in a fantasy game.

There's no section on skills and feats here (although a couple of new feats are introduced, as is one new skill) because you should use the skills and feats directly from the free SANTIAGO Player's Guide, which also includes new classes and archetypes, along with some changes to ranged combat rules for use in a sci-fi environment.

Pathfinder®
ROLEPLAYING GAME COMPATIBLE

ITEMS YOU NEED

You will need the following items in order to play STAR TREK Pathfinder.

1. The PATHFINDER RPG Core Rules from Paizo Publishing.

2. The free SANTIAGO adventure path player's guide. Ignore the stuff about the default setting and the AP, and concentrate on the rules for Pathfinder in space - it has archetypes, weapons, equipment, feats, classes, etc. all of which can be used directly here. This module works best as a mind of "add-on" to that PDF.

3. Pathfinder Sci-fi Ranged Weapons. A bunch of sci-fi weapons for futuristic settings. Starfleet may use phasers, but that doesn't mean everybody else does!

USEFUL RESOURCES

The following resources/generators will also be very useful and are highly recommended.

1. Star Trek Crowdmembers - fill up a Star Trek bar or street.
2. Spaceship Creator - generates a starship, captain, cargo, description, and more.
3. World Log - generates an M class planet.
4. World Generator - this time using the *Stars Without Number* system.
5. Random Space Radio Chatter - useful in the vicinity of a planet, star base, or space station.
6. Technobabble Generator - as mentioned above.
7. Alien Race Generator - creates a random *Pathfinder* alien race should you wish to play an uncommon alien species.

> You will need a working knowledge of the STAR TREK universe. This module provides a selection of rules and mechanics but does not describe the background, setting, or characters of STAR TREK. It is generally assumed that you have at least a passing familiarity with the franchise, but if not there are many resources freely available on the web – plus a whole pile of TV shows and movies!

Races/Species

Species	STR	DEX	CON	INT	WIS	CHA	SIZE/SP	PSIONIC	Special
Andorian		+2				-2	M/30'	No	Antennae, Cold Planet
Bajoran					+2		M/30'	No	Rebels
Betazoid					+2	+2	M/30'	Yes	Empathic
Caitan		+2	-2				M/35'	No	Night Vision, Acrobatic, Fast
Cardassian						+2	M/30'	No	Interrogators
Ferengi	-2					+2	S/30'	No	Glib, Small, Over-sized Ears
Gorn	+4	-2	+2				L/25'	No	Large, Slow, Natural Armor, Natural Weapons
Klingon	+2		+2		-2	-2	M/30'	No	Intimidating, Weapon Training, Ferocity
Orion		+2				-2	+2	M/30'	No	Traders
Romulan		+2		+2		-2	M/30'	Anti	Cunning, Intuitive, Spycraft
Tellarite			+2			-2	M/30'	No	Belligerent, Fortitude
Vulcan	+2			+2		-2	M/30'	Yes	Superior Senses, Logical

Andorians

Andorians are a blue-skinned, warlike race from an icy planet.

- +2 Dexterity, -2 Charisma. Andorians are martially skilled and dextrous, but abrasive.
- Antennae: Andorians gain a +4 species bonus on Perception skill checks due to their sensitive antennae.
- Medium: Andorians are Medium creatures and have no bonuses or penalties due to their size.
- Cold Planet: Andorians come from an icy planet, and get a +2 Fort save bonus against cold-related effects.

Bajorans

Bajorans are a stubborn, humanoid race recently occupied by the Cardassians.

- +2 Wisdom: Bajorrans are cunning and deeply spiritual, but otherwise very similar to humans.
- Medium: Bajorans are Medium creatures and have no bonuses or penalties due to their size.
- Rebels: Years of fighting the occupation by the Cardassians has given Bajorans a +2 racial bonus to Stealth checks.

Betazoids

Betazoids are empathic humanoids from Betazed. They often serve as counsellors and advisors, and are known for their telepathic prowess.

- +2 Wisdom, +2 Charisma: Betazoids are empathic and charismatic.
- Medium: Betazoids are Medium creatures and have no bonuses or penalties due to their size.
- Psionic: Betazoids always treat Psionics as a class skill.
- Empathic: Betazoids gain a +2 racial bonus to Sense Motive checks.

CAITIANS

Caitians are dextrous feline aliens.

- +2 Dexterity, -2 Constitution
- Medium: Caitians are Medium creatures and have no bonuses or penalties due to their size.
- Night Vision: Caitians can see in the dark up to 60 ft.
- Acrobatic: Caitians gain a +2 racial bonus to Acrobatics checks.
- Fast: Caitians have a base speed of 35'.

CARDASSIANS

Cardassians are cruel and sly, but can be very charismatic when needed.

- +2 Charisma: Cardassians are slyly charming.
- Medium: Cardassians are Medium creatures and have no bonuses or penalties due to their size.
- Interrogators: Cardassians grow up alert to Bajoran subterfuge. They gain a +2 racial bonus to Sense Motive checks.

FERENGI

Ferengi are short, mercenary humanoids who excel at trade.

- **-2 Strength, +2 Charisma:** Ferengi are physically weak, but are glib and persuasive.
- **Small:** Ferengi are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.
- **Glib:** Ferengi always consider Appraise, Bluff, Diplomacy, and Sense Motive as class skills. In addition, they receive a +2 racial bonus to any use of these skills.
- **Over-Sized Ears:** Ferengi have freakishly large ears capable of picking up even the smallest sounds. Ferengi gain a +4 bonus on Perception checks.

GORN

Gorn are large bipedal lizards.

- +4 Strength, +2 Constitution, -2 Dexterity: Gorn are large and powerful, but slow and clumsy.
- Large: Gorn are Large creatures.
- Slow: Gorn move at 25' per round.
- Natural Armor: Gorn have tough scaly skin, granting them a +2 natural armor bonus.
- Natural Weapons: Gorn possess natural claw attacks that inflict 1d4 points of damage on a successful hit. This is a primary attack, or a secondary attack if the Gorn wields a manufactured weapon.

KLINGONS

Klingons are hardy warriors with a strong code of honor and an obsession with combat.

- +2 Strength, +2 Constitution, -2 Wisdom, -2 Charisma: Klingons and strong and tough, but lack common sense or social skills.
- Medium: Klingons are Medium creatures and have no bonuses or penalties due to their size.

- Intimidating: Klingons receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.
- Weapon Training: Their combat-oriented upbringing ensures that Klingons are automatically proficient in all martial weapons, as well as the bat'leth.
- Ferocity: Once per day, when a Klingon is brought below 0 hit points but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

ORIONS

Orions are green-skinned humanoids, often found as traders or privateers.

- Dexterity +2, Charisma +2, Wisdom -2. Orions are quick and charming, but impulsive.
- Medium: Orions are Medium creatures and have no bonuses or penalties due to their size.
- Traders: Orions always consider Appraise to be a class skill. Furthermore, they gain a +2 racial bonus to all Appraise checks.

ROMULANS

Romulans are cunning strategists related to the Vulcans.

- +2 Dexterity, +2 Intelligence, -2 Charisma: Romulans are skilled warriors and cunning tacticians.
- Medium: Romulans are Medium creatures and have no bonuses or penalties due to their size.
- Cunning: Romulans are superb tacticians and gain +2 to their initiative rolls.
- Intuitive: Romulans gain a +2 racial bonus to Sense Motive checks.
- Spycraft: Romulans gain a +2 racial bonus to Diplomacy checks used to gather information.
- Anti-psionic: Somehow the psionic potential of their close Vulcan cousins is not present in Romulans. In fact, the opposite is true; they are extremely unsuited to psionics. They gain a +2 bonus to saving throw vs. psionics, but can never have a Psionics skill score of more than 0.

TELLARITES

Pig faced humanoids, belligerant and ready to argue.

- +2 Constitution, -2 Charisma. Tellarites are tough and unpleasant.
- Medium: Tellarites are Medium creatures and have no bonuses or penalties due to their size.
- Belligerent: Tellarites gain a +2 racial bonus to Intimidate checks.
- Fortitude: Tellarites gain a +4 racial bonus to Fort saves vs. poison.

VULCANS

Vulcans are stoic, logical, and intellectual aliens who view emotion as a weakness. Governed by logic, Vulcans also exhibit more psionic potential than many species. Vulcans have a yellow/green complexion, pointed ears, and arched eyebrows. They are typiclly immaculately groomed.

- +2 Strength, +2 Intelligence, -2 Charisma: Vulcans are strong and intelligent, but very aloof.
- Medium: Vulcans are Medium creatures and have no bonuses or penalties due to their size.
- Psionic: Vulcans always treat Psionics as a class skill.
- Superior Senses: Vulcans gain a +2 racial bonus to Perception checks to hear sounds.
- Logical: The keen Vulcan logic gives them a +2 racial bonus to knowledge checks.

However, this same truant means they find it hard to lie, and so they suffer a -2 racial penalty to Bluff checks.

Android

Androids are extremely rare (even unique) and are presented separately to the rest of the alien species list.

- **+4 Strength, -2 Wisdom, -4 Charisma:** Androids are very strong, but can be naive. They have trouble with emotions, which is reflected in their low Charisma scores.
- Construct: Androids are [constructs](). However, their Hit Die, BAB, skill points, and saves are determined by class as normal.
- No Emotion: Their lack of emotions means that Androids take a -4 racial penealty to Sense Motive checks.
- Medium: Androids are Medium creatures with no bonuses or penalties for size.
- No Psionics: Androids always have a Psionics skill score of 0, cannot use psionics, and cannot be affected by telepathic psionic abilities.

Classes & Archetypes

The SANTIAGO Player's Guide provides a number of new classes and archetypes for sci-fi games. If you do not intend to play a Starfleet officer, those classes and archetypes adequately cover the soldiers, smugglers, mercenaries, traders and more of the galaxy. Feel free to use them exactly as shown.

Starfleet Officers

Starfleet officers begin their careers in one of the following academic paths:

1. Engineering (Engineer class)
2. Sciences (Engineer class with Scientist archetype)
3. Medical (Medic Class)
4. Security (Rogue with Investigator archetype or Fighter with Soldier archetype)
5. Intelligence (Rogue with Investigator archetype or Ninja with Operative archetype)

Most of the above are found in the SANTIAGO Player's Guide. The new Engineer archetype (Scientist) can be found below.

Officers usually progress over the course of a career to department heads, and then a few select officers may go on to command a starship or starbase.

Collaborative Commander

It is recommended that none of the PCs be the ship captain or outrank the other PCs. For this reason, the Collaborative Commander rule is used. The captain (or other ranking officer) is an NPC. The orders given by that NPC are precisely those decisions made by the PCs (unless you need a disobedience plot for narrative purposes). So when the PCs decide to beam down to a planet, the Collaborative Commander ordered them to. This way, the players are making all the decisions, but narratively they are following orders.

The players should be allowed to name and describe their Collaborative Commander.

Scientist (Engineer Archetype)

Scientists have a more theoretical background than Engineers, although experimental scientists still have a very hands-on approach. Most starships have a complement of scientists, including a Chief Science Officer.

Class Skills & Skill Ranks: as Engineer class.

Technobabble: From 2nd level, Scientists gain 2 Technobabbles per level instead of 1. This ability replaces the Craft Explosives ability (and its subsequent stages). At 5th level this increases to 3 per level, at 13th level it increases to 4 per level, and at 20th level the Scientist gains 5 Technobabbles.

Tricorder: Scientists can obtain a great deal of information from the smallest amount of evidence. Whether they are scanning DNA, mineral compositions, energy signatures, tachyon emissions, or anything else, these things reveal the secrets of the universe to the dedicated scientist. The scientist can spend a Technobabble to use his tricorder or shipboard sensors to use the following procedures, based on his scientist level. The Technobabble must be used to describe the activity. This replaces the Red Button abilities.

1-2	Detect Poison, Guidance, Detect Life Forms (replaces Detect Evil/Good/Law/Chaos), Detect Secret Doors
3-4	Status, See Invisibility
5-6	Locate Object, Obscure Object, Clairaudience/Clairvoyance
7-8	Divination, Arcane Eye, Detect Scrying, Locate Creature
9-10	Commune, Scrying
11-12	Find the Path, True Seeing

Other Character Types

The classes and archetytpes in the SANTIAGO Player's Guide can be used for other (non-Starfleet) character types.

Klingons: Berserkers, Brawlers, and Soldiers are all appropriate to Klingon characters. Engineers and Medics also exist on starships, but are less highly prized.

Romulans: Investigators, Operatives, and Soldiers are all appropriate to Romulan characters. Medics are also a vital part of a Romulan crew.

Criminals: Cat Burglars, Scoundrels, and Soldiers are all appropriate to civilian criminal characters. Also appropriate are Engineer (Demolitions Expert) and Brawlers.

Police/Intelligence: Investigators, Operatives, Seekers, and Soldiers are appropriate to police or intelligence based characters.

Psionics

Magic doesn't exist; but psionics certainly do. Some races exhibit more psionic ability than others. Psionics are – primarily – of a telepathic or empathic nature, although more powerful abilities including telekineis have been recorded. These rules only address the former. Psionics are associated with psionic energy, which can betdetected by tricorders.

Psionics (Wis): Psionics is a new skill. It is NOT a class skill for any race unless their racial entry specifically notes it, in which case it counts as a class skill no matter what class the character is. The DC of a psionics skill check is typically 10 + the target's WILL save plus or minus a modifier depending on the attempted ability.
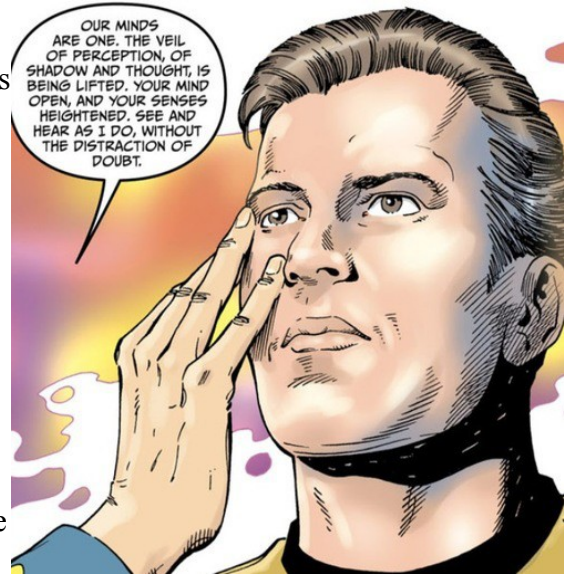
Ability	Modifier
Sense emotion (empathy)	+0
Read surface thoughts	-2
Read inner thoughts/secrets	-5
Instil suggestion	-2

The difficulty is also affected by range and similarity of species.

Situation	Modifier
Touch*	+2
Per 5 ft. distance	-2
Different species	-2
Greatly different species**	-5
Per additional target	-2

*Requires Touch AC attack unless the target is willing.

**The GM will apply this penalty if appropriate. It does not stack with the -2 for different species.

New Feat: Mind Meld (Racial; Vulcan)
Prequisites: Vulcan race, Psionics skill ranks 4
Benefit: When in physical contact with your target, you gain a +4 bonus to psionics checks.
Special: You may only use this feat with a single target.

New Feat: Empathy (Racial; Betazoid)
Prequisites: Betazoid race, Psionics skill ranks 4
Benefit: You do not suffer range penalties when using the Sense Emotion aspect of the Psionics skill.
Special: You must still have line of sight, although this may be via a viewscreen.

Weapons

These are used IN ADDITION to the existing [Pathfinder](#) sci-fi ranged weapons (see [SANTIAGO web enhancement here](#)).

Phaser A PHoton mASER (or PHASed Energy Rectification) is a common directed-energy weapon used in Federation space. They come in a variety of sizes and types, from hand-held pistols and rifles to starship-mounted batteries, and are typically adjustable in both width and output. Phasers can also be set to "overload" which creates a blast of up to a 150-ft radius. Small-arms phasers come in a variety of types as listed in the weapons table below. There are a variety of models of phaser (both pistol and rifle) but they all share the same stats.

> **Stun Setting:** All small-arm phaser weapons can be set to "stun". This changes the damage type to non-lethal.

Disruptor Easier to obtain than the more hi-tech phaser, and favoured by a variety of races, a disruptor excites the molecular bonds of targets. They are considered less elegant than phaser-based weapons, and their effects are described as thermal shock and blunt force, rather than the 'rapid nadion effect'. There are a variety of models of disruptor (both pistol and rifle) but they all share the same stats.

> **Varon-T Disruptor**: Highly illegal, even in very permissive areas, literally tears the body apart at the molecular level from the inside out, resulting in a relatively slow and excruciating death by disintegration. It shares the stats of a disruptor pistol, but continues to damage the target at a rate of 1d4 per round until a DC 15 Fort save (which can be attempted after each 1d4 damage is applied) is made.

Bat'leth A bat'leth is a curved longsword, although typically used two-handed. It has the properties of both sword and light shield (+1 AC). [Klingon]

Teral'n A teral'n is a polearm siimlar to a trident with retractable blades. Variations include axe-heads. [Romulan]

Lirpa A lirpa is a wooden staff with a semicircular blade at one end and a metal bludgeon at the other. [Vulcan]

D'k tahg, **Mek'leth** These weapons are, respectively, daggers and short swords, and share their stats. One additional variation, the Qutluch, is a ceremonial dagger used for assassination, and has a x3 critical modifer. [Klingon]

SIMPLE WEAPONS							
Weapon	Cost	Damage (M)	Critical	Range	Weight	Type	Special
Phaser Pistol	50 Cr	1d8 (3d8**)	x3	80 ft.	1 lb.	Fire	Sidearm*
Disruptor Pistol	40 Cr	1d8	x2	60 ft.	1 lb.	Fire	Sidearm*
MARTIAL WEAPONS							
Weapon	Cost	Damage (M)	Critical	Range	Weight	Type	Special
Phaser Rifle	120 Cr	1d10	19-20/x2	150 ft.	4 lb.	Fire	

		(4d10**)					
Disruptor Rifle	100 Cr	1d10	19-20/x2	120 ft.	5 lb.	Fire	

EXOTIC WEAPONS

Weapon	Cost	Damage (M)	Critical	Range	Weight	Type	Special
Bat'leth	100 Cr	1d10	x2	-	4 lb.	P/S	
Energy Whip	150 Cr	1d6	x2	-	2 lb.	Force	disarm, nonlethal, reach, trip
Teral'n	75 Cr.	1d6	x2	10 ft.	4 lb.	P	brace
Lirpa	100 Cr	1d6	x2	-	4 lb.	S/B	

* Weapons designated as Sidearms do not provoke AoO from adjacent opponents.
**The number in parenthesis refers to overload damage.

Phaser Rifle 2373

power indicator
prefire chamber
beam emitter
stock
double-handed grip

DOUBLE-HANDED GRIP
Most phaser rifles function in the same way, although there are several models available in the 2370's. This model features a double-handed grip that is similar to that of its immediate predecessor, but has a longer stock to cope with recoil.
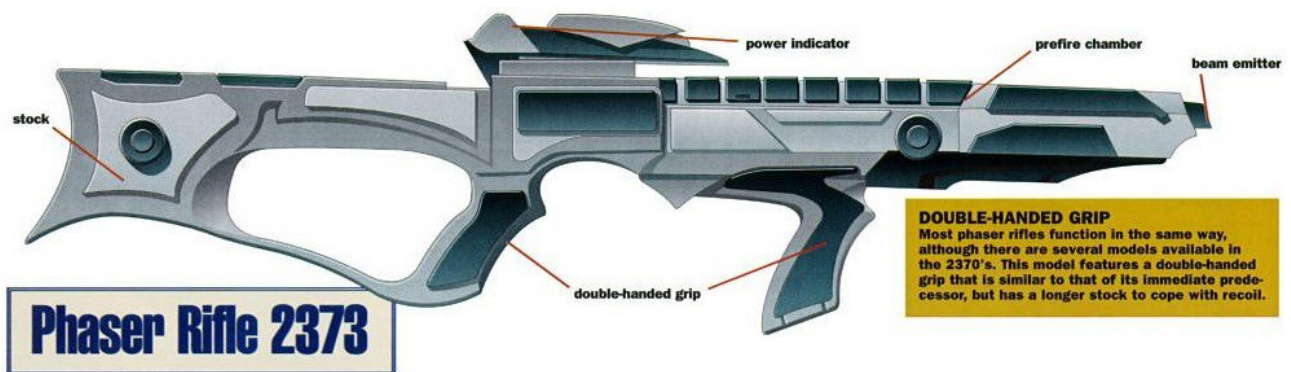
Equipment

Tricorders come in two varieties, granting skill bonuses. They work much like the existing skill kits, though the bonuses are slightly higher than Pathfinder skill kits traditionally grant. Both cost 100 Cr and weigh 1lb.

Tricorder (science): A science tricorder can be used for scanning and analysis. They grant the user +2 to Knowledge and Perception checks.

Tricorder (medical): a medical tricorder is highly specialized. It grants the user a +4 bonus to Heal checks.

An alternative approach is a "magic item" style approach using *detect* spells. Treat a tricorder as a rod (modifying the *rod of metal & mineral detection*).

Tricorder [Science]

Aura moderate tech; CL 9th; Slot none; Price 10,500 Cr; Weight 2 lbs.
Description
A tricorder is valued by science officers and miners alike, for it pulses and hums in the wielder's hand in the proximity of the specified material. As the wearer aims the tricorder, the display indicates the location and quantity of nearby concentrations of the material within 100 feet. Each operation requires a full-round action. The user can choose any material, element, or energy type. Tricorders can alternatively scan for life forms, and are able to identify the type and number of life forms within range. Additionally, a tricorder "stores" a bonus Technobabble which can be expended at any time. Once expended, the Technobabble cannot be replaced without extensive diagnostic and maintenance routines which take 1d6 days.
Construction*
Craft Rod, locate object; Cost 5,250 gp

*Or non-magical equivalents.

See the Scientist archetype for additional class-specific tricorder abilities.

Transporters, Communicators, and Replicators

Much of the technology doesn't really need extensive rules, and is more story-based than, say, a weapon. However, GMs should be aware that ST common tech is gamechanging in nature. While you can hand wave reasons why transporters or communicators aren't working, that becomes old pretty fast. For that reason, you'll need to adjust standard Pathfinder adventure styles to accommodate the fact that instantaneous transportation, communication, and matter replication is frequently available for free.

Transporter: it's a full-round action to operate a transporter. Normally it doesn't require a skill check, but certain conditions might make one necessary. A DC 10 Use Tech Device skill check is needed, with the following modifiers.

Condition	Modifier
No communicator	-2
Moving Target	-2
Storms	-2
Ion Storm/Solar Flare	-4
Thick Rock	-2
Shielding	-5
Transporter pad at both ends	+4

Failure generally indicates an inability to get a transporter lock. While transporter accidents have been known to occur, they are extremely rare.

OTHER EQUIPMENT

- **Antigrav:** a small hand-held device used to move heavy objects; each can cancel about 220lbs of mass. Several may be combined for larger items, but they cannot produce a negative gravity effect.
- **Aqualantern:** 30' radius light for use underwater.
- **Belt Light:** 30' cone of light ahead of the wearer. Does not require any hands.
- **Communicator:** enables instantaneous communication. The same things which block transporters (above) have the same effect on communicators. Using a communicator is a swift action. The maximum range of a communicator is about 16,000 miles.
- **Earpiece Receiver:** used on starship bridges and engineering areas, these receivers allow for private reception of audio. Often used by communications officers.
- **Environmental Suit:** a bit bulky, with a transparent helmet which allows 360-degree vision. Provides 24 hour of survival in deep space, or hot, cold, or poisonous environments. Also grants a +1 armor AC bonus; max Dex bonus of 2.
- **Forcefield Box:** used to transport anti-matter; carried by two crewmen.
- **Life Support Belt:** provides air and temperature regulation for 4 hours, generating a faint yellow/green forcefield.
- **Universal Translator:** built into communicators, starship systems, and subcutaneous chips, this will translate most alien languages instantly. It has a 95% chance of success with any new language, and 100% with any previously known language.
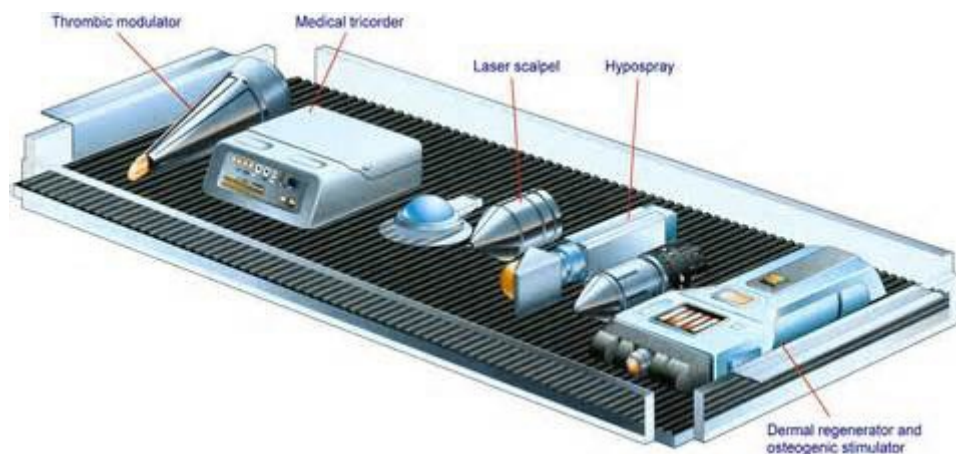
New Combat Rules

Feat: Vulcan Nerve Pinch (combat)

Prerequisites: Vulcan only; BAB +3
Benefit: You are able to perform the Vulcan Nerve Pinch combat maneuver (see below).

Vulcan Nerve Pinch (combat maneuver)

With a successful unarmed attack (CMB vs. CMD) you pinch a nerve in your target's neck. If you succeed, he falls unconscious for 2d4 minutes. Creatures with more than 4HD are immune to this maneuver, as are constructs. Unconscious creatures are helpless, and will not be woken by loud noises; slapping or wounding will wake the creature, however. Waking a creature is a standard action. Only humanoid creatures are affected by this maneuver. Attempting a Vulcan Nerve Pinch provokes an attack of opportunity.

Condition	CMD Modifier
Surprised	-4
Seen nerve pinch used recently	+2
Per previous attempt to nerve pinch	+2
Seen pinch used on an ally	+2

The nerve pinch is based on the first-level spell, *sleep*, except that it: requires a combat maneuver attack roll; affects only one target; and can be used "at-will".

Ranged Combat Rules

The SANTIAGO Player's Guide contains various changes to the Pathfinder combat rules for sci-fi ranged combat.
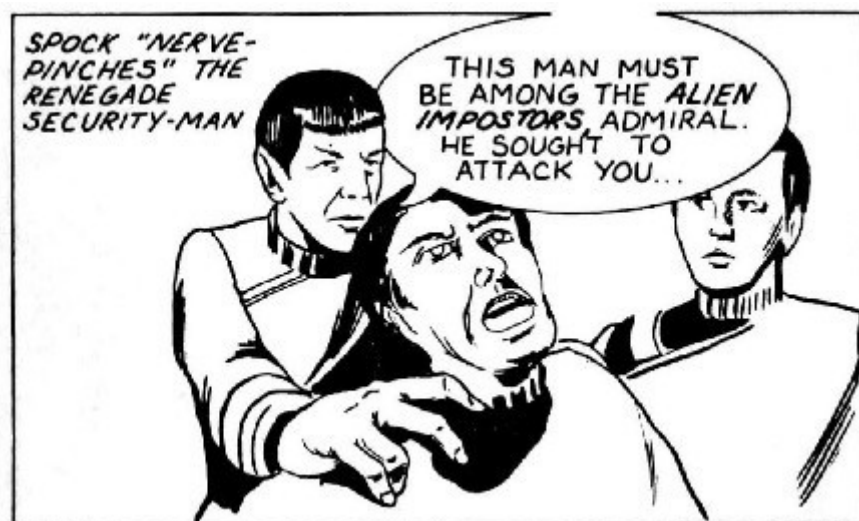
Technobabble

Technobabble is an important component of any ST game. The Technobabble Rule is in effect during any Pathfinder Star Trek game.

Technobabble is identical to the Hero Points rule found in the *Pathfinder Advanced Player's Guide*. They are renamed Technobabbles. You gain and spend Technobabbles in the same way that you would gain and spend Hero Points.

When spending a Technobabble to gain a bonus, action, reroll, or other benefit, you must also roll on the Technobabble Generator. This provides your Technobabble.

Some characters (scientists and engineers) gain Technobabbles faster than others. They gain 2 or more Technobabbles per level instead of 1 and can spend them in additional ways. Additionally, some items may be able to "store" a Technobabble and allow it to be spent later.

Technobabbles in a ST game are intended to be a little more front-and-center than Hero Points are in a regular Pathfinder game. Thematically, they partly occupy some of the narrative space that magic does in a fantasy setting. GMs should not be reluctant to hand them out.

Some sample Technobabbles:

- Recollimate the Atmospheric Data Capacitor!
- Oscillate the Astrophysical Data Discriminator!
- Resonate the Modulated Frequency Discriminator!
- Induce the Rapid Artificial Coupling!
- Reverse the Transwarp Baryon Relay!

New Feat: Technobabble Master
Prerequisite: Intelligence 14+
Benefit: You gain one additional Technobabble per level.

Medical Facilities

A fully-equipped Starfleet sickbay is a wondrous thing. It's the equivalent of having a high-level cleric on call. A sickbay can heal wounds and diseases, cure afflictions, and even bring people back from 'death'.* Easily available sickbays do reduce the chance of character death; this is OK.

Sickbays have levels much like Pathfnder clerics do. This determines what facilities are available, what resources are present, and what capabilities the sickbay has. Think of a sickbay like an NPC cleric. Because the procedures available are level-dependent, it might sometimes be necessary to locate a higher-rated facility for certain medical situatons.

A sickbay is assumed to be staffed with medical officers - this includes fully trained doctors and nurses.

Sickbay

A sickbay has access to cleric conjuration (healing) spells available to it's level. The sickbay uses the standard spells per day table that clerics use, but can only use spells designated as conjuration (healing). The limited number per day represents shipboard resources, staffing levels, and the like. The bonus spells depend on the Wisdom score of the Chief Medical Officer in charge of the sickbay. This is better if it's a PC, but it doesn't have to be.

Typically a large cruiser will have a level 9+ sickbay. A smaller scout might have a level 5 sickbay. A dilapidated merchant ship may have only a level 1 sickbay.

Note that the sickbay only gets the spells per day of a cleric. It does NOT gain a cleric's other abilities, such as channeling energy, domains, etc. Medical efforts in a sickbay are technological in nature, and do not require any divine source like that of a cleric. These efforts are referred to as "procedures".

A sickbay gives a circumstance bonus equal to its level or the Heal ranks of the practitioner (whichever is less) to any Heal checks made within it. So a character with 3 ranks in Heal cannot get more than a +3 bonus, even in a higher rated facility.

*Note that actual resurrection is not possible. Where a character is 'resurrected' he/she was in fact in a near-death state such as a coma.

Standard Procedure List:*

0: *Stabilize*
1: *Cure Light Wounds*
2: *Cure Moderate Wounds, Delay Poison, Remove Paralysis, Restoration (Lesser)*
3: *Cure Serious Wounds, Remove Blindness/Deafness, Remove Disease*
4: *Cure Critical Wounds, Neutralize Poison, Restoration*
5: *Breath of Life, Cure Light Wounds (Mass), Raise Dead*
6: *Cure Moderate Wounds (Mass), Heal*
7: *Cure Serious Wounds (Mass), Regenerate, Restoration (Greater), Resurrection*
8: *Cure Critical Wounds (Mass)*
9: *Heal (Mass), True Resurrection*

*Note that other procedures may exist.

Facility Procedures Per Day

Level	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Example Facility
1st	3	1	—	—	—	—	—	—	—	—	
2nd	4	2	—	—	—	—	—	—	—	—	Orion Privateer
3rd	4	2	1	—	—	—	—	—	—	—	
4th	4	3	2	—	—	—	—	—	—	—	Private Yacht
5th	4	3	2	1	—	—	—	—	—	—	Scout Vessel
6th	4	3	3	2	—	—	—	—	—	—	
7th	4	4	3	2	1	—	—	—	—	—	
8th	4	4	3	3	2	—	—	—	—	—	
9th	4	4	4	3	2	1	—	—	—	—	Constitution Class Cruiser
10th	4	4	4	3	3	2	—	—	—	—	
11th	4	4	4	4	3	2	1	—	—	—	
12th	4	4	4	4	3	3	2	—	—	—	Medical Ship
13th	4	4	4	4	4	3	2	1	—	—	
14th	4	4	4	4	4	3	3	2	—	—	
15th	4	4	4	4	4	4	3	2	1	—	Major Starbase
16th	4	4	4	4	4	4	3	3	2	—	
17th	4	4	4	4	4	4	4	3	2	1	
18th	4	4	4	4	4	4	4	3	3	2	
19th	4	4	4	4	4	4	4	4	3	3	
20th	4	4	4	4	4	4	4	4	4	4	

Bonus procedures per day based on CMO's Wisdom score:

Wisdom	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
12–13	—	1	—	—	—	—	—	—	—	—
14–15	—	1	1	—	—	—	—	—	—	—
16–17	—	1	1	1	—	—	—	—	—	—
18–19	—	1	1	1	1	—	—	—	—	—
20–21	—	2	1	1	1	1	—	—	—	—
22–23	—	2	2	1	1	1	1	—	—	—
24–25	—	2	2	2	1	1	1	1	—	—

A Recap of the Heal Skill

As mentioned above, a sickbay grants a circumstance bonus to Heal checks equal to its level or to the Heal ranks of the practitioner (whichever is lower). The bonus granted by a healer's kit or medical tricorder does NOT stack with this bonus.

Check: The DC and effect of a Heal check depend on the task you attempt.

Task	DC
First aid	15
Long-term care	15
Treat wounds from caltrops, *spike growth,* or *spike stones*	15
Treat deadly wounds	20
Treat poison	Poison's save DC
Treat disease	Disease's save DC

First Aid: You usually use first aid to save a dying character. If a character has negative hit points and is losing hit points (at the rate of 1 per round, 1 per hour, or 1 per day), you can make him stable. A stable character regains no hit points but stops losing them. First aid also stops a character from losing hit points due to effects that cause bleed (see Conditions for rules on bleed damage).

Long-Term Care: Providing long-term care means treating a wounded person for a day or more. If your Heal check is successful, the patient recovers hit points or ability score points lost to ability damage at twice the normal rate: 2 hit points per level for a full 8 hours of rest in a day, or 4 hit points per level for each full day of complete rest; 2 ability score points for a full 8 hours of rest in a day, or 4 ability score points for each full day of complete rest.

You can tend to as many as six patients at a time. You need a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands. Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself.

Treat Wounds from Caltrops, Spike Growth, or Spike Stones: A creature wounded by stepping on a caltrop moves at half normal speed. A successful Heal check removes this movement penalty. A creature wounded by a *spike growth* or *spike stones* spell must succeed on a Reflex save or take injuries that reduce his speed by one-third. Another character can remove this penalty by taking 10 minutes to dress the victim's injuries and succeeding on a Heal check against the spell's save DC.

Treat Deadly Wounds: When treating deadly wounds, you can restore hit points to a damaged creature. Treating deadly wounds restores 1 hit point per level of the creature. If you exceed the DC by 5 or more, add your Wisdom modifier (if positive) to this amount. A creature can only benefit from its deadly wounds being treated within 24 hours of being injured and never more than once per day. You must expend two uses from a healer's kit to perform this task. You take a –2 penalty on your Heal skill check for each use from the healer's kit that you lack.

Treat Poison: To treat poison means to tend to a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned

character makes a saving throw against the poison, you make a Heal check. If your Heal check exceeds the DC of the poison, the character receives a +4 competence bonus on his saving throw against the poison.

Treat Disease: To treat a disease means to tend to a single diseased character. Every time the diseased character makes a saving throw against disease effects, you make a Heal check. If your Heal check exceeds the DC of the disease, the character receives a +4 competence bonus on his saving throw against the disease.

Action: Providing first aid, treating a wound, or treating poison is a standard action. Treating a disease or tending a creature wounded by a *spike growth* or *spike stones* spell takes 10 minutes of work. Treating deadly wounds takes 1 hour of work. Providing long-term care requires 8 hours of light activity.

Try Again: Varies. Generally speaking, you can't try a Heal check again without witnessing proof of the original check's failure. You can always retry a check to provide first aid, assuming the target of the previous attempt is still alive.

Special: A character with the Self-Sufficient feat gets a bonus on Heal checks.

A healer's kit gives you a +2 circumstance bonus on Heal checks.

Warp Speed & Travel

Warp speed was recalibrated to a 1-10 scale (with 10 being infinite speed) between TOS and TNG. This document uses the older TOS scale which has no upper limit. Note that speeds above Warp 10 on this scale are known as "transwarp speeds"; during the TOS era, only the USS Excelsior possesses an experimental transwarp drive. These become much more common later.

1 parsec = 3.26 light years = 1 hex

This turns out to make Warp 7 very close to 1 day per light year, making it standard travel speed for long-range journeys. With local variations and other factors taken into account, it's safe to say that Warp 7 is 1 day per light year.

Warp	C	1 parsec in	DAYS	HOURS	1 ly in	DAYS	HOURS
1	1	3.26	1189.90	28557.60	1	365.00	8760
2	8	0.4075	148.74	3569.70	0.125	45.63	1095.00
3	27	0.1207407407	44.07	1057.69	0.037037037	13.52	324.44
4	64	0.0509375	18.59	446.21	0.015625	5.70	136.88
5	125	0.02608	9.52	228.46	0.008	2.92	70.08
6	216	0.0150925926	5.51	132.21	0.0046296296	1.69	40.56
7	343	0.0095043732	3.47	83.26	0.0029154519	1.06	25.54
8	512	0.0063671875	2.32	55.78	0.001953125	0.71	17.11
9	729	0.0044718793	1.63	39.17	0.0013717421	0.50	12.02
10	1000	0.00326	1.19	28.56	0.001	0.37	8.76
11	1331	0.0024492863	0.89	21.46	0.0007513148	0.27	6.58
12	1728	0.0018865741	0.69	16.53	0.0005787037	0.21	5.07
13	2197	0.0014838416	0.54	13.00	0.0004551661	0.17	3.99
14	2744	0.0011880466	0.43	10.41	0.0003644315	0.13	3.19
15	3375	0.0009659259	0.35	8.46	0.0002962963	0.11	2.60
16	4096	0.0007958984	0.29	6.97	0.0002441406	0.09	2.14
17	4913	0.0006635457	0.24	5.81	0.0002035416	0.07	1.78
18	5832	0.0005589849	0.20	4.90	0.0001714678	0.06	1.50
19	6859	0.0004752879	0.17	4.16	0.0001457938	0.05	1.28
20	8000	0.0004075	0.15	3.57	0.000125	0.05	1.10

On the main galactic map, 1 hex is one parsec. Therefore travel from Earth to Vulcan (4 hexes) takes 3.47 days at Warp 7.

Klingon Soldier CR 1/3

Klingon warrior 1
LE Medium humanoid
Init +0; **Perception** +0

Defense

AC 13, touch 10, flat-footed 13 (+3 armor)
hp 6 (1d10+1)
Fort +3, **Ref** +0, **Will** −1
Defensive Abilities ferocity

Offense

Speed 30 ft.
Melee bat'leth +5 (1d10/x2)
Ranged disruptor pistol +1 (1d8/x2)

Statistics

Str 17, **Dex** 11, **Con** 12, **Int** 10, **Wis** 11, **Cha** 8
Base Atk +1; **CMB** +4; **CMD** 14
Feats Weapon Focus (bat'leth)
Skills Intimidate +4
Languages Standard, Klingon
SQ weapon familiarity

Ecology

Environment temperate hills, mountains, or underground
Organization solitary, gang (2–4), squad (11–20 plus 2 sergeants of 3rd level and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 sergeant of 3rd level per 10 adults, 1 lieutenant of 5th level per 20 adults, and 1 leader of 7th level per 30 adults)
Treasure NPC gear (klingon battle armor, bat'leth, disruptor pistol)

Klingon Captain CR 4

XP 1200
Klingon warrior 6
LE Medium humanoid
Init +0; **Perception** +5

Defense

AC 18, touch 10, flat-footed 18 (+8 armor)
hp 51 (6d10+12)
Fort +7, **Ref** +2, **Will** –3
Defensive Abilities ferocity

Offense

Speed 30 ft.
Melee +2 bat'leth +12/+7 (1d10+2/x2)
Ranged +2 disruptor pistol +8 (1d8/x2)

Statistics

Str 17, **Dex** 11, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10
Base Atk +6/+1; **CMB** +9; **CMD** 19
Feats Power Attack +4/-2, Toughness +6, Weapon Focus (bat'leth)
Skills Acrobatics -6, Bluff +2, Climb -3, Diplomacy +1, Escape Artist -6, Fly -6, Intimidate +9, Perception +5, Ride -6, Sense Motive +4, Stealth -6, Survival +3, Swim -3
Languages Standard, Klingon
SQ weapon familiarity

Ecology

Environment temperate hills, mountains, or underground
Organization solitary, gang (2–4), squad (11–20 plus 2 sergeants of 3rd level and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 sergeant of 3rd level per 10 adults, 1 lieutenant of 5th level per 20 adults, and 1 leader of 7th level per 30 adults)
Treasure NPC gear (+2 klingon superior battle armor, +2 bat'leth, +2 disruptor pistol)

Gorn Warrior CR 3

XP 800
CE Large humanoid (giant, reptilian)
Init −1; **Senses** darkvision 60 ft., low-light vision; Perception +5

Defense

AC 17, touch 8, flat-footed 17 (+4 armor, −1 Dex, +5 natural, −1 size)
hp 30 (4d8+12)
Fort +6, **Ref** +0, **Will** +3

Offense

Speed 25 ft.
Melee Gorn greatclub +7 (2d8+7)
Ranged disruptor rifle +1 (1d10+5/19-20)
Space 10 ft.; **Reach** 10 ft.

Statistics

Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7
Base Atk +3; **CMB** +9; **CMD** 18
Feats Iron Will, Toughness
Skills Climb +7, Perception +5
Languages Gorn

Ecology

Environment temperate or cold hills
Organization solitary, pair, gang (3–4), or family (5–16)
Treasure standard (Gorn armor, Gorn greatclub, disruptor rifle)

Ferengi Scavenger CR 1/3

XP 135
Ferengi warrior 1
N Small humanoid
Init +6; **Senses** darkvision 60 ft.;Perception +3

Defense

AC 15, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 size)
hp 6 (1d10+1)
Fort +3, **Ref** +2, **Will** –1

Offense

Speed 30 ft.
Melee energy whip +2 (1d6)
Ranged disruptor pistol +4 (1d8)

Statistics

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 15
Base Atk +1; **CMB** +0; **CMD** 12
Feats Improved Initiative
Skills Bluff +12, Sense Motive +6, Appraise +6, Diplomacy +12
Languages Standard, Ferengi

Ecology

Environment temperate forest and plains (usually coastal regions)
Organization gang (4–9)
Treasure NPC gear (kevlar armor, energy whip, disruptor pistol, other treasure)

Borg Drone CR 1/2

XP 200
LE Medium humanoid
Init +0; **Senses** darkvision 60 ft.; Perception +0

Defense

AC 12, touch 10, flat-footed 12 (+2 natural)
hp 12 (2d8+3)
Fort +0, **Ref** +0, **Will** +3
SD: Adaptive

Offense

Speed 30 ft.
Melee slam +4 (1d6+4)
Ranged disruptor rifle +1 (1d10/19-20)

Statistics

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10
Base Atk +1; **CMB** +4; **CMD** 14
Feats Toughness
Special Qualities staggered

Ecology

Environment any
Organization any
Treasure none

Staggered (Ex): Borg have poor reflexes and can only perform a single move action or standard action each round. A Borg can move up to its speed and attack in the same round as a charge action.

Adaptive (Ex): Borg are able to adapt their shielding to new attacks, rendering them ineffective. Whenever they receive damage, roll 1d6. On a roll of 6, the Borg (collectively) will have now adapted to that attack and will no longer suffer damage from it. The attack is a specific type (e.g. Starfleet phasers, or Orion disruptors). This does not apply to normal physical damage of the piercing, slashing, and bludgeoning type. It is possible to reset this resistance to a specific attack by spending a Technobabble (in which case the attacker will "cycle the photon frequencies" or something similar).

CREATING A BORG

The Borg are known for their ability to assimilate other creatures. "Borg" is an acquired template that can be added to any corporeal creature, referred to hereafter as the base creature.

Challenge Rating: This depends on the creature's new total number of Hit Dice, as follows:

HD	CR	XP
1/2	1/8	50
1	1/4	100
2	1/2	200
3–4	1	400
5–6	2	600
7–8	3	800
9–10	4	1,200
11–12	5	1,600
13–16	6	2,400
17–20	7	3,200
21–24	8	4,800
25–28	9	6,400

Alignment: Always lawful evil.

Type: The creature's type remains the same. It uses all the base creature's statistics and special abilities except as noted here.

Armor Class: Natural armor is based on the Borg's size:

Borg Size	Natural Armor Bonus
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

Hit Dice: Drop HD gained from class levels (minimum of 1) and change racial HD to d8s. Borg gain a number of additional HD as noted on the following table.

Borg Size	Bonus Hit Dice
Tiny or smaller	—
Small or Medium	+1 HD
Large	+2 HD
Huge	+4 HD
Gargantuan	+6 HD
Colossal	+10 HD

Borg use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Defensive Abilities: Borg lose their defensive abilities and gain all of the qualities and immunities granted by the Borg template . Borg gain the Adaptive special defense (see below).

Speed: Winged Borg can still fly, but maneuverability drops to clumsy. Retain all other movement types.

Attacks: A Borg retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. It also gains a slam attack that deals damage based on the Borg 's size, but as if it were one size category larger than its actual size.

Special Attacks: A Borg retains none of the base creature's special attacks.

Abilities: Str +2, Dex –2. A zombie has no Con or Int score, and its Wis and Cha become 10.

BAB: A Borg's base attack is equal to 3/4 its Hit Dice.

Skills: A Borg has no skill ranks.

Feats: A Borg loses all feats possessed by the base creature, and does not gain feats as its Hit Dice increase, but it does gain Toughness as a bonus feat.

Special Qualities: A Borg loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A Borg gains the following special qualities:

Staggered (Ex): Borg have poor reflexes and can only perform a single move action or standard action each round. A Borg can move up to its speed and attack in the same round as a charge action.

Adaptive (Ex): Borg are able to adapt their shielding to new attacks, rendering them ineffective. Whenever they receive damage, roll 1d6. On a roll of 6, the Borg (collectively) will have now adapted to that attack and will no longer suffer damage from it. The attack is a specific type (e.g. Starfleet phasers, or Orion disruptors). This does not apply to normal physical damage of the piercing, slashing, and bludgeoning type. It is possible to reset this resistance to a specific attack by spending a Technobabble (in which case the attacker will "cycle the photon frequencies" or something similar).

Romulan Operative CR 1/3

XP 135
Romulan warrior 1
LE Medium humanoid
Init +4; Perception +2

Defense

AC 14, touch 12, flat-footed 13 (+2 armor, +2 Dex)
hp 5 (1d10)
Fort +2, **Ref** +2, **Will** –1; +2 vs. psionics

Offense

Speed 30 ft.
Melee ceremonial blade +2 (1d6/18–20)
Ranged disruptor pistol +3 (1d8)
SQ Poison use

Statistics

Str 11, **Dex** 15, **Con** 10, **Int** 10, **Wis** 9, **Cha** 10
Base Atk +1; **CMB** +1; **CMD** 13
Feats Weapon Finesse
Skills Perception +2, Stealth +2; Sense Motive +4; **Racial Modifiers** +2 Sense Motive
Languages Standard, Romulan
SQ poison use

Ecology

Environment any
Organization pair, squad (3–4), patrol (5–8), or war party (10–40)
Treasure NPC Gear (light armor, ceremonial blade, disruptor pistol, poison [2 doses], 3d6 Cr, other treasure)

Poison Use (Ex) Romulans are skilled in the use of poison and never risk accidentally poisoning themselves. Romulans favor an insidious toxin that causes its victims to lapse into unconsciousness —this poison allows them to capture enemies with great ease. *Romulan Poison*—injury; *save* Fort DC 13; *frequency* 1/minute for 2 minutes; *initial effect* unconsciousness for 1 minute; *secondary effect* unconsciousness for 2d4 hours; *cure* 1 save.

Appendix: Starships

Starships from FASA's *Ship Recognition Manuals* can be used. The firing chart of a shipboard weapon (designated A-Y) gives the maximum range of the weapon, range increment, and attack modifier.

Firing Chart	Range Increment	Max Range	Attack Modifier
A	1	4	-3
B	1	10	-1
C	1	6	-1
D	1	6	+0
E	2	8	+0
F	2	8	+1
G	2	10	+1
H	2	10	+2
I	3	12	+2
J	2	10	+4
K	3	15	+2
L	3	12	+4
M	3	14	+2
N	3	13	+4
O	3	14	+4
P	4	18	+2
Q	3	14	+4
R	4	16	+4
S	4	16	+4
T	4	18	+4
U	4	20	+4
V	5	21	+3
W	4	20	+5
X	5	22	+4
Y	5	24	+4

A starship's helmsman or gunner makes a ranged attack against the target ship's AC. AC is derived directly from ship size (Class) as shown below. The AC of a Constitution class starship is 9. Range increments apply as normal: beyond the range increment, the attack takes a cumulative –2 penalty for each full range increment (or fraction thereof) of distance to the target.

$$AC = 20 - CLASS$$