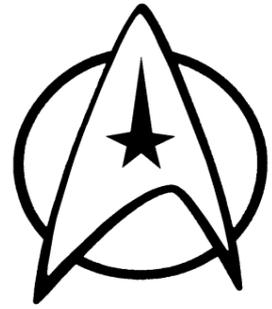


# STAR TREK

## 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	
Intelligence Procedures	Small Vessel Engineering	
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)

	<b>STR</b>	<b>END</b>	<b>INT</b>	<b>DEX</b>	<b>CHA</b>	<b>LUC</b>	<b>PSI</b>	<b>Critical Age</b>
<b>Human</b>							<b>-30</b>	<b>50</b>
<b>Andorian</b>	<b>+10</b>	<b>+5</b>				<b>-20</b>	<b>-20</b>	<b>85</b>
<b>Caitian</b>		<b>-5</b>		<b>+20</b>	<b>+5</b>	<b>+10</b>	<b>-30</b>	<b>45</b>
<b>Edoan</b>	<b>-5</b>			<b>+15</b>		<b>-15</b>	<b>-35</b>	<b>75</b>
<b>Tellarite</b>	<b>+5</b>	<b>+5</b>			<b>-10</b>	<b>-20</b>	<b>-40</b>	<b>50</b>
<b>Vulcan</b>	<b>+20</b>	<b>+10</b>	<b>+10</b>			<b>-40</b>		<b>110</b>
<b>Klingon Imperial</b>	<b>+10</b>			<b>+5</b>	<b>-30</b>	<b>-40</b>	<b>-60</b>	<b>40</b>
<b>Klingon Human Fusion</b>	<b>+10</b>	<b>+5</b>			<b>-20</b>	<b>-40</b>	<b>-50</b>	<b>45</b>
<b>Klingon Romulan Fusion</b>	<b>+10</b>	<b>+10</b>			<b>-10</b>	<b>-40</b>	<b>-40</b>	<b>60</b>
<b>Romulan</b>	<b>+10</b>	<b>+10</b>		<b>+5</b>		<b>-10</b>	<b>-20</b>	<b>70</b>
<b>Orion (Ruddy)</b>	<b>+10</b>				<b>-10</b>	<b>-25</b>	<b>-30</b>	<b>60</b>
<b>Orion (Green)</b>	<b>+15</b>	<b>+10</b>	<b>-10</b>		<b>+20</b>	<b>-25</b>	<b>-40</b>	<b>60</b>
<b>Orion (Grey)</b>	<b>-20</b>	<b>-20</b>	<b>+20</b>	<b>+10</b>	<b>-20</b>	<b>-25</b>	<b>-25</b>	<b>40</b>

# Record Endurance Statistics

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