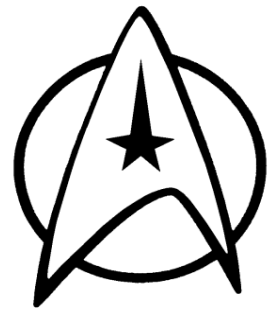


STAR TREK

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)

	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	-40	60
Orion (Grey)	-20	-20	+20	+10	-20	-25	-25	40

Record Endurance Statistics

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