

FASA Character Generation Evaluation Guide

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This guide gives the point totals for various schools, branches, etc. It is not intended as a character generation short-form since not all information pertinent to listed sections is included. Also, tours of duty and other special time-oriented skill progressions are not included.

- * Numbers in parenthesis () is number of years required to complete school, etc.
- * **i** = Round Down; **h**= Round Up
- * **Highlighted** sub-sections indicate to choose one of the schools below that section
- * Numbers in brackets { } indicate number of average points based on an Intelligence score of 55 and an average die roll on 1d10 of '5'

Star Fleet Officers:

Pre-Academy:

Educational	Number: (INT/10)/2i , Rating: 1d10 {12.5}
Personal Development	Number: (INT/10)/2i , Rating: 1d10 {12.5}

Academic Curriculum (4):

	260
Outside Electives	Number: 5, Rating: 1d10 {25}
Advanced Study	Number: INT/10i , Rating: 1d10 {25}

Branch School:

Comm/Damage Control (1.5)	150
Engineering (2.5)	225
Helm (1.5)	120
Medical (3.5)	320
Science (3.5)	350
Security (1.5)	150

Outside Electives	Number: 2, Rating: 1d10 {10}
Advanced Training	Number: INT/10i , Rating: 1d10 {25}

Department Head School (1): 75

Command School (1): 75

Star Fleet Intelligence Officers:

Pre-Academy:

Educational	Number: (INT/10i)/2, Rating: 1d10 {12.5}
Personal Development	Number: (INT/10i)/2, Rating: 1d10 {12.5}

Academic Curriculum (4):

	260
Outside Electives	Number: 5, Rating: 1d10 {25}
Advanced Study	Number: INT/10i , Rating: 1d10 {25}

Branch School:

Administrative (3)	250
Analysis (3)	185
Field Operations (3)	215
Technical Services (4)	295

Outside Electives	Number: 2, Rating: 1d10 {10}
Advanced Training	Number: 5, Rating: 1d10 {25}

Intelligence Command School (1):

	145
Advanced Training	Number: INT/10h, Rating: 1d10+1 {36}

Romulan Officers:

The Beginning (5):

Core	40
Electives	10

The Broadening (5):

<i>Starship Operations Specialties</i>	
Helm/Navigation	75
Communications	75
Weapon Systems	75
Propulsion and Power	75
<i>Starship Support Specialties</i>	
Support Systems	75
Small Equipment	75
<i>Science Specialties</i>	
Computer Sciences	75
Medical Sciences	75
Specific Sciences	65
<i>Military Operations Specialties</i>	
Security	75
Ground Forces	75
<i>Administration Specialties</i>	
Business Administration	75
Law	75
Diplomacy	75
Outside Electives	Number: 2, Rating: 10 {20}
Advanced Training	Number: 3, Rating: 1d10 {15}

The Coming Together of Knowledge (5):

Core	130
Advanced Training:	
In Specialty	Number: 10 + 1 per 10 points of INT above 50, Rating: 1d10 {50}
Outside Specialty	Number: 10, Rating: 1d10 {50}

The Great Duty (5):

Specialty Skills	Number: 15, Rating: 1d10 {75}
Other Skills	Number: 15, Rating: 1d10 {75}
Duty Skills	80

Advanced Officer's Training:

Core	30
Specialty Skills	
Starship Operations (1)	20
Starship Support (1)	20
Medical Specialists (2)	70
Science Specialists (2)	70
Military Specialists (1)	20
Law Specialists (2)	70
Administrative (1)	20

Klingon Officers

Pre-Academy Skills:

Personal Development	Number: $(\text{INT}/10i)/3$, Rating: 1d10 {8.3}
Martial Skills	Number: $(\text{INT}/10i)/3$, Rating: 1d10 {8.3}
Education	Number: $(\text{INT}/10i)/3$, Rating: 1d10 {8.3}

Imperial Star Academy:

Prime Learning (2)	185
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Skill Mastery

Combat Operations (3)	225
Combat Engineering (3)	220
Communications (2)	150
Medical (2)	150
Navigation/Helm (2)	150
Sciences (2)	150
Ship's Engineering (3)	225
Security (3)	225
Weapons/Defense (2)	150

Outside Electives	Number: $2 * \text{length of specialty school}$, Rating: 1d10 {24.4}
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Advanced Training	Number: $3 * \text{length of specialty school, plus 1 for every 10 points of INT above 50}$, Rating: 1d10 {36.6}
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Leaders of Men (1):

Advanced Training	75 Number: $\text{INT}/10i$, Rating: 1d10 {25}
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Leaders of Vessels (1):

Advanced Training	60 Number: $\text{INT}/10i$, Rating: 1d10 {25}
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Orion Characters:

Background Skills:

Personal Development
Education
Combat

Number: INT/10i , Rating: 1d10 {25}

Space Training [pick 1 of 3]:

1.) Traders

See [Trader Characters](#)

2.) Explorers

Explorer Basic Training (4) 335

Outside Electives Number: INT/10i +2, Rating: 1d10 {35}

Explorer Specialty Training

Helm/Navigation (2.5) 210

Engineering (3.5) 305

Communications (2.5) 210

Weapons/Defense (2.5) 220

Guards (2) 150

Medical (2.5) 220

Science (3.5) 280

Financial/Clerical (2.5) 260

Espionage (4) 375

Outside Electives Number: INT/10i , Rating: 1d10 {25}

3.) Orion Space Navy [pick 1 of 2]

1.) Recruits

Recruit Basic Training (1) 80

Outside Electives Number: 4, Rating: 1d10 {20}

2.) Officers School

Basic Training (4) 340

Outside Electives Number: INT/10i +5, Rating: 1d10 {50}

Specialty Training

Helm/Nav (2) 150

Engineering (2.5) 190

Comm. (2) 120

Weap./Def. (2) 150

Medical (2) 160

Science (2.5) 195

Finacial/Cler. (2) 200

Diplomacy (2.5) 240

Outside Elect. Number: INT/10i +3, Rating: 1d10 {40}

Command School (2) 175

Advanced Training Number: INT/10i , Rating: 1d10 {25}

Grey Orions:

Background Skills:

Technical
Normal

Number: INT/10i , Rating: 1d10 {25}

Fields of Specialization [INT 80+, pick 2; INT 90+, pick 3]:

Computer Operation (1.5)	165
Computer Technology (2)	235
Electronics (2)	230
Engineering (3)	350
Finance (4)	480
Science (3.5)	460
Medical (3.5)	435
Protocol (4)	500

Unauthorized Skills:

Number: INT/10i , Rating: 1d10 {25}

Green Slave Women:

Training: *Lodubyal Skills* (9): 400

Trader Captains and Merchant Princes

Background Skills:

Educational

Number: (INT/10)/2i , Rating: 1d10 {12.5}

Personal Development

Number: (INT/10)/2i , Rating: 1d10 {12.5}

Lane of Advancement [pick 1 of 3]:

1.) Merchant Academy

<u>Basic Training</u> (2)	150
Outside Electives	Number: 2, Rating: 10 {20}
<u>Specialty Training</u>	
Engineering (2)	150
Helm/Navigation (2)	140
Financial/Clerical (2)	140
Security (2)	140
Comm./Technical (2)	140

2.) Apprenticeship Program

<u>Basic Training</u> (1.5)	70
Outside Electives	Number: 4, Rating: 10 {40}
<u>Specialty Training</u>	
Engineering (1.5)	80
Helm/Navigation (1.5)	80
Financial/Clerical (1.5)	80
Security (1.5)	80
Comm./Technical (1.5)	80
Additional Experience	Number: 2, Rating: 10 {20}
Outside Electives	Number: 4, Rating: 10 {40}

3.) Base-Level Jobs:

Unspecialized Labor Skills	Number: Based on years of service, Rating: 1d10
Specialized Labor Skills	Number: Based on years of service, Rating: 1d10

Command Training School (1): 80