

**FASA TREK SKILLS ENCYCLOPEDIA**  
**Version 1.0**  
**Edited by Aristarchus**

[All text in the FASA Trek Skills Encyclopedia is quoted directly from the *STAR TREK: The Role Playing Game* core manuals (2<sup>nd</sup> ed), the *Star Fleet Intelligence Manual*, *Trader Captains and Merchant Princes* (2<sup>nd</sup> ed), and *The Klingons* copyright Paramount Pictures Corporation and published under exclusive licenses by the FASA Corporation at various dates in the 1980s. *STAR TREK* is a Registered Trademark of Paramount Pictures Corporation. This quoted material has been edited slightly for context. This compilation is not intended to infringe any copyright, but is offered as a gaming aid under widely accepted principles of "fair use."]

## UNDERSTANDING SKILL RATINGS

Perhaps the greatest area in which players can influence the creation of their player character is in the area of skills. In **STAR TREK: The Role Playing Game**, characters can do things that are based on their training and background. The areas where they have training or knowledge are called Skills. Some skills are mainly physical skills, such as *Sports*; others are mainly mental skills, such as *Computer Operation*; and still others are both, such as *Mechanical Engineering*. The combination of skills that a player character has is determined by his background. This includes his experiences before entering Star Fleet Academy, his Academy training, training in his area of specialization, his experiences on his Cadet Cruise, and his later cruises and training schools.

The ability of a character in a given mental or physical skill is measured by his Skill Rating in that area. Skill Ratings, like attribute scores, have a range of 1 to 100 points. In the case of Skill Ratings, however, 100 is an ideal that cannot be reached, and no Skill Rating can be higher than 99. The initial Skill Ratings are determined as part of the character creation process. Just as on-the-job training occurs in real life, once play has begun, Skill Ratings increase with use. After each adventure or each major mission of a continuing campaign, the character's Skill Ratings could increase in those skills that were used during the adventure.

Normally, Skill Rolls need not be made for routine use of skill, as long as the Skill Rating is 10 or greater, the characters have the time, are not under stress, and are attempting nothing unusual. Sometimes, however, a player will want his character to attempt something unusual or something usual in a critical situation. In these cases, success may not be automatic, and the game master will determine a character's ability to perform the unusual action, particularly if success will make a big difference in the play of the game or failure will bring potentially bad consequences. Skill Ratings above 10 come into play when a character attempts to perform such unusual actions.

### PROFICIENCY LEVELS IN ANY SKILL

<i>Skill Rating</i>	<i>Proficiency in Field</i>
0	Unskilled
1 - 9	Semiskilled
10	Minimum proficiency
10-39	Qualified
40 - 79	Professional
80 - 95	Expert
96+	Acknowledged leader

#### Unskilled

Characters have only their LUC score to use if they attempt to perform in an area where their Skill Rating

is 0. Such use should be limited to very critical circumstances. After all, not every character should be able to do everything.

#### Semi-skilled

A character attempting to do something for which he has no skill may botch the job entirely. For a character to handle *routine* matters in an area where his Skill Rating is less than 10, the game master may require a Skill Roll using one 10-sided die, not percentile dice. If the roll is greater than the Skill Rating, the attempt fails and something goes wrong, but the game master may allow a Saving Roll against LUC to see if the character figured it out anyway.

#### Qualified

Characters who have a Skill Rating of at least 10 and not more than 39 are said to be qualified in a skill. This means that they may use their skill with modest success in most non-critical circumstances. Their success will not be total, for they are not professionals, nor will it border failure, for they are, after all, proficient. In rising their skill, room is left for the close call, even in non-critical situations. The closer to 40, the less chance for close call. One way to simulate this is to subtract the Skill Rating from 40, and this gives the percentage chance for a close call.

For physical skills, a Skill Rating of 10 indicates that a character has familiarity with basic procedures used in those situations normally encountered. He can use that skill in noncritical, leisurely situations and have success. The quality of the product and the time taken to achieve the success are indicated by his Skill Rating. The Skill Rating indicates the quality of the action produced and the time taken to achieve the success. Thus a Skill Rating of 30 indicates that the character can use his skill in non-critical situations and perform with that skill three times as well as someone with a Skill Rating of 10. It also indicates that a person with a Skill Rating of 30 will take only one-third the time to do the same job as a person with a Skill Rating of 10.

For mental skills, a Skill Rating of 10 or more indicates a basic understanding of the concepts and vocabulary in an area of study. It also indicates that the most common facts in the area are known by the character, and that the common uses of the skill are within the character's grasp. In noncritical, leisurely situations, the character can apply his knowledge to solve problems. The Skill Rating is an indication of the difficulty of the problems that may be solved easily, and also an indication of the time needed to come up with the solution.

#### Professional Competency Level

Characters with a Skill Rating of 40 can use their skill with creditable success in every non-critical situation; this means that in normal use, these characters will not fail at using the skill. Normally a character will

have a Skill Rating of at least 40 in the areas where he normally functions. A character's training at Star Fleet Academy will give him a Skill Rating of at least 40 in his major. A Skill Rating of 60 or more indicates the equivalent of an advanced degree in that skill.

### Expert Level

Characters with a Skill Rating of 80 or more are experts who can use their skill with creditable success even in many critical situations. In critical situations, however, even the expert character may fail a Skill Roll. A Skill Rating of 96 or more indicates that the character is an acknowledged leader in the field, one of the few greats in the Federation.

## INCREASING SKILL RATINGS THROUGH PLAY

There are two ways a game master can allow characters to increase their Skill Ratings. The first allows a player to increase some of his character's Skill Ratings by 1 point after every game session, and the second allows him to increase those ratings by 1D10 points after every adventure or mission in a campaign. In either case, only the characters who saw action should have this chance, and only the skills that were used frequently should be considered.

In the first method, the player should keep track of all skills specifically used. For each skill used more than twice, the player should make a Skill Roll. In this case, the rating is increased by 1 point only if the roll is *greater than* the current Skill Rating. If the roll is equal to or less than the rating, the skill is not improved.

In the second method, the player may improve three (or more, at the game master's option) skills the character used frequently during the course of the adventure. The player makes a Saving Roll against his character's INT score. If the roll is successful, the player may roll 1D10 and add the resulting number of points to his Skill Rating in that skill.

Game masters may award bonus points to characters who push a skill to its limit by frequent successful use or by passing a very difficult Skill Roll. They may also award an extra point to characters who had the opportunity to make close observations of someone with a greater Skill Rating engaging in more-than-routine use of the skill. This is a teaching situation, covered under the rules pertaining to the skill of *Instruction*.

Game masters also should provide the player characters with the opportunity to gain new Skill Ratings. Between adventures, a player should have a chance to make a Saving Roll against his character's INT score to gain a brand new skill. This roll should only be made when the player specifically asks to devote time to learning something new, and it should be made with a modifier of 20 subtracted from the INT,

making success a bit harder to get. The time required should depend on the character's INT score and on the similarity of the skill to others he already knows; the minimum should be about 4 weeks.

Game masters should not allow Skill Rating increases to be too easy, or allow Skill Ratings to rise too quickly and too cheaply. Remember that Skill Ratings above 40 or 50 are (or should be) hard to attain — the result of intensive study and experience. It should be almost unheard of for player characters using the character generation system to ever gain Skill Ratings that rival those of Kirk, Spock, McCoy and the like. After all, the heroes of *STAR TREK* are semi-legendary figures — the best of the best. If players in a campaign are rivaling the top-echelon *Enterprise* personnel, either the campaign has been going on a very long time, or increases are given out much too freely. Feel free to bend the rules (even the rules on when to give rating increases) when necessary to maintain play balance and game integrity.

## SKILLS LIST

Some skills may require that the character develop a separate Skill Rating in a specific division. These skills are preceded by a solid star (\*). Examples are *Medical Sciences*, which requires a different Skill Rating for each racial type (Humans, Vulcans, etc.), and *Armed Personal Combat*, which requires a different rating for each weapon type. Sometimes, skill in one division may confer a lesser Skill Rating in another automatically.

Administration

\* Artistic Expression

Assassination

Bribery

Carousing

Clandestine Operations

Communication Systems Operation

Communication Systems Technology

Computer Operation

Computer Technology

Cryptology

Damage Control Procedures

Deflector Shield Operation

Deflector Shield Technology

Demolitions

Disguise

Electronics Technology

Environmental Suit Operation

Forgery

\*Gaming

Instruction

Intelligence Procedures

Interrogation

\*Language

Leadership

\*Life Sciences

Life Support Systems Technology

\*Marksmanship, Archaic

Marksmanship, Modern

Mechanical Engineering

\*Medical Sciences

Negotiation/Diplomacy

\*Personal Combat, Armed

Personal Combat, Unarmed

Personal Weapons Technology

\*Physical Sciences

\*Planetary Sciences

\*Planetary Survival

Security Procedures

Shuttlecraft Pilot

Shuttlecraft Systems Technology

Small Equipment Systems Operation

Small Equipment Systems Technology

Small Unit Tactics

Small Vessel Engineering

Small Vessel Piloting

\*Social Sciences

\*Space Sciences

\*Sports

Starship Combat Strategy/Tactics

Starship Helm Operation

Starship Sensors

Starship Weaponry Operation

Starship Weaponry Technology

Stealth

Streetwise

Surveillance

Trade and Commerce

Transporter Operation Procedures

Transporter Systems Technology

\*Trivia

Value Estimation

'Vehicle Operation

Warp Drive Technology

Zero-G Operations

## SKILLS ENCYCLOPEDIA

### Administration

This skill is required of department heads aboard a starship and important to anyone who keeps records or manages people and deals with the structure and function of bureaucracies. Expertise most frequently is gained through experience, but Star Fleet gives formal training to prospective department heads. This training includes record-keeping procedures and personnel management techniques, as well as the organization of most Federation departments and the structure of Star Fleet itself.

This skill would be used by characters attempting to pass information through or get information from government channels, to write a report for or make a presentation that will be accepted positively, or to deal with administrative personnel matters such as transfers. It would be particularly valuable for any character attempting to cut governmental red tape or to bypass normal bureaucratic channels.

This skill is taught in Department Head School. In trying to bypass normal Star Fleet channels, the Skill Rating should be averaged with the character's CHA score, simulating the character's effect on the clerks who could speed his request along.

### Assassination

This skill encompasses the knowledge of the many and varied methods and tactics designed to terminate a target individual or group that has some form of protection (such as bodyguards). Training includes the study of assassination techniques and specialized weapons and devices.

This skill is used to attempt assassinations and for recognizing and using any weapons or devices designed specifically for assassination.

Characters qualified in this skill (Skill Rating of 20 or more) may attempt assassinations. Determine success by making a Skill Roll against the average of the character's Skill Rating in *Assassination* and his INT score. Average the rating with *Security Procedures* when taking security precautions against the possibility of an assassination attempt. The rating may also be averaged with *Personal Weapons Technology* when attempting to operate or repair an unusual assassination device or weapon. This skill is available only as an elective, and so no Star Fleet Intelligence Officers receive any initial training.

### Artistic Expression

This skill encompasses fine arts, performing arts, and applied arts. Training is a combination of guided practice in technique and instruction in theory and important contributions to the field. Training in any of the performing arts includes instruction in repertoire

as well as extensive practice in solo and ensemble performance. A separate Skill Rating must be developed for each different type of art form. Typical choices in the fine arts are painting with oil, water color, or light, sculpting in stone, plastic, or gemstones, and writing short stories or poetry; typical choices in the performing arts include drama, vocal or instrumental music (specifying the instrument), and such dance forms as jazz or zero-G ballet; typical choices in the applied arts include optical photography, holography, graphic design, and so on.

The greater the skill in this area, the finer the expression of the art form chosen. This skill can be used by a character who desires to produce a piece of art or perform for non-player characters, such as for an important person on a newly discovered planet. Skill in music, for example, also may be used by a character attempting to reproduce a musical code, recognition sign, or even an alien language.

A separate Skill Rating must be developed for each different type of art form; the specific form chosen must be specified. For performing arts, the effect of a performance would be determined by a Skill Roll based on the average of the Skill Rating and the character's CHA score.

**THE KLINGONS:** Klingon art is more martial than Human art, and is mostly of the realistic school. More tolerated than respected, Klingon artists are expected to use their talents to glorify the warrior/conqueror theme. Most artists in the Empire are members of servitor races.

### Bribery

This skill involves subtle negotiation of bribes, kickbacks, and other quasi-legal and illegal payoffs. Training includes the art of tact, interpersonal dynamics, and knowing the correct sum to offer in situations.

This skill is important for subtle negotiation of bribes, kickbacks, and other quasi-legal and illegal payoffs. A character uses this skill whenever he must make a secret payoff or find a corruptible individual who can be 'bought'. Expertise is most often gained by experience only, but the basics of who to pay and when can be learned informally in most merchant training programs. Finesse, however, can be learned only by experience and by observing those who are more experienced.

In situations where bribery is not the usual practice, make a skill roll to determine the success of attempts to locate a corruptible official, negotiate a payment, and conceal the effort from the authorities. Failed efforts will raise the price, with particularly clumsy efforts perhaps revealing the attempt to the authorities or even causing the official approached to turn in the one offering the bribe. No attempt need be made to

locate corruptible officials or to conceal routine bribes and kickbacks at some star-ports particularly on Orion-controlled worlds or in freeports. There, such payments as might be required to grease the wheels of commerce are expected and handled mostly in the open, under such transparent pretenses as "donations to the Spaceman's Benevolent Fund". Thus, paying routine kickbacks or squeeze only requires a skill roll when the skill is used to get by with less than the usual payment.

Administration officers have a rating of at least 10 in this skill. If a *Bribery* skill roll fails, the authorities (or whoever was not supposed to find out) detect the attempt. This may occur because the bribe was not subtle enough, or the person being bribed proved not to be so corruptible after all, and turned in the character offering the bribe. Successful skill rolls reduce routine 'squeeze' and kickbacks in certain circumstances. If appropriate, average this rating with *Negotiation/Diplomacy* or a character's CHA or INT score.

Generally speaking, a character who tries to bribe his way through every encounter should be discouraged. A well-placed bribe or two, however, can be useful in oiling the wheels of bureaucracy. Squeeze payments are commonly expected by cargo-handlers customs officials, or port inspectors, with there being a greater likelihood at independent or Orion ports than mam UFP ports. Generally, the lower-level official dealing with the player characters directly will make some offhand suggestion about a "donation" or a "minor service fee". This will usually amount to about 1 credit for every 100 SCUs of cargo being moved or inspected, with a usual minimum of 15 credits. If the characters are particularly unfriendly to the squeezers, or take a bad attitude toward the "donation", that figure may go up as much as 100 percent.

If such squeeze payments are not made when asked for, the characters may find cargo handlers are especially slow and careless (perhaps resulting in damage or loss of cargo) or the characters may discover that they fail an inspection on a technicality requiring the payment of a substantial fee. It is common for players to attempt a Skill Roll against *Bribery* to reduce the amount of such payments. A successful attempt cuts the expected payment in half. The character is assumed to have used his bribery expertise to determine exactly how much squeeze is absolutely necessary, or perhaps found a higher level official to put the squeeze on the one expecting the payoff. Failure of the attempt, however, means the attempt to reduce the payment has offended someone. This requires the character to pay twice the normal amount of squeeze or face the possibility of uncooperative behavior or even outright sabotage.

*Bribery* may be useful in unexpected situations. A character might wish to use this skill to get information from closed official files by bribing a secretary, to get

a message to an imprisoned person by bribing a guard, or to influence a public official on a crucial vote. In such cases, the person being bribed is not actively seeking a payment. The subject may refuse the payment or even turn in the person offering the bribe if things are not handled very carefully.

The game master is quite justified to modify the Skill Roll as necessary for a successful bribe with the subject is either extremely corruptible or extremely resistant to corruption. The game master may even decide that a certain NPC is morally strong enough to resist even the most skillful bribe attempt. If an official is deemed incorruptible by the game master it is not fair to have a character thrown in jail for offering a bribe unless the character has had some warning. Thus, in this situation a nearly successful skill roll would tell the character that the bribe is not advisable and to refrain from making the offer. A successful skill roll would allow the character to find another official on the same or lower level who is more flexible.

The penalties for every attempt at bribery should be adjusted according to how far the Skill Roll was from being successful. If the Roll failed by only a few points, the player may get a negative response with the implication that if more money were involved things might change. A second attempt with a larger bribe would then receive a favorable target modifier. A Skill Roll that misses by 20 points or more should result in some trouble for the person offering the bribe. The subject may make accusations or contact authorities. If this happens the character may need to talk his way out of the situation using His *Negotiation/Diplomacy* skill, claiming that he was misunderstood and that no bribery was intended. If this does not work, the character may want to try to bribe his way out of the trouble. There should be some unfavorable target modifications to such attempts, however as officials are already on their guard about the character.

**THE KLINGONS:** Bribery skill involves the subtle negotiation of bribes, kickbacks, and other quasi-legal and illegal payoffs. This skill comes into play whenever a character must make a secret payoff or find a corruptible official whom he can bribe. Failure of a Skill Roll against the *Bribery* Skill Rating means that the authorities have detected the attempt, either because the bribe was not subtle enough, large enough, or because the official was not as corruptible as he had at first seemed.

### **Carousing**

This skill encompasses such pastimes as drinking, bar hopping, gambling, and chasing members of the opposite sex. Ratings in this skill are gained only through experience, much of it hard-earned indeed!

This skill is used to determine success at gambling, at blending into the crowd at a bar, and so on. It may be averaged with the rating in *Streetwise* to gain information by trying to drink an informant under the

table. It is also averaged with MAX OP END to determine how well a character can hold his Saurian Brandy and with CHA to determine how successful he is with the opposite sex.

### **Clandestine Operations**

This skill encompasses the techniques used to conduct undercover police work, espionage, or any activity where a character must obtain information or perform any other acts under a concealed identity.

This skill is used whenever a character attempts to infiltrate an organization's membership, to pretend to have skills not actually possessed, or to perform similar acts of bluffing to carry out his assignment. Persons with a *Clandestine Operations* rating of 20 or more could maintain a cover identity without suspicion and conceal espionage or other information-gathering activities from normal observers. No skill roll should be required under normal circumstances.

Concealing an identity or activities under unusual circumstances would require a Skill Roll against a character's Skill Rating in *Clandestine Operations*, with any modifiers applied by the game master. Such circumstances would include being under the scrutiny of an already suspicious individual, where particularly dangerous or conspicuous acts must be performed, or when bluffing one's way through a situation requiring talents that one does not possess. If appropriate, the character may average his rating with his INT, DEX, or CHA scores, or his *Negotiation/Diplomacy* Skill Rating.

Field Operations officers have a rating of at least 5 in this skill, and Intelligence Administration officers have a rating of at least 10. A rating of at least 10 implies a general familiarity with clandestine techniques. Characters would gain ratings of 20 only through experience in the field.

### **Communication Systems Operation**

This skill deals with the operation of all types of communication systems, from the standard-issue communicators to subspace radio. As taught by Star Fleet, it includes Star Fleet communications procedures such as opening hailing frequencies, standard codes and ciphers, and so on. The Communications Officer aboard a Starship has at least professional-level skill in this area.

A character competent in this skill can operate all Star Fleet communications gear under normal circumstances. This skill will be used in any starship-based or planet side adventures where a character experiences difficulty in communicating either with Star Base, with the landing party, or with the ship in orbit. For example, this skill could come into play when a character tried to send a message through subspace interference, when a transmission in code needed to be broken, or when alien transmissions needed to be analyzed.

The operation of unfamiliar communication equipment, the establishment of communication under adverse circumstances, or the cracking of unfamiliar codes is not covered under normal use, but those with greater skill in this area will have a greater success. Half the rating should be used for characters attempting to communicate with unfamiliar archaic or alien communications equipment, but a Skill Rating of 10 in the appropriate *Trivia* skill will allow even this equipment to be used at the full rating.

### **Communication Systems Technology**

This skill deals with the technology of modern communication devices, including log records, message buoys, personal communicators, and subspace radios. Training includes instruction in communications transmission theory and guided practice in the construction and repair of the various devices used by Star Fleet. Communication Officers and Engineering Officers are qualified in this skill, so that they may make routine repairs in the event of equipment malfunction.

This skill is used during starship combat if a bridge hit damages the Communications Panel. It may be used by any player trying to repair any communications device.

When attempting to repair unfamiliar archaic or alien equipment, the Skill Rating should be half normal, but a Skill Rating of 10 in the appropriate *Trivia* skill will allow the full rating to be used. This skill is used during starship combat if a bridge hit knocks out the Communications Panel.

### **Computer Operation**

Taught from early grade school, this very important skill is a part of every educated person's background, as computers are used to analyze and retrieve data for nearly all purposes. Training includes the theory of computer operations and computer programming, as well as practice in the use of data-base systems for information retrieval.

Any character qualified in this skill can use the ship's computer for routine matters to find most obvious information; those with greater skills can use it creatively to dig out even obscure information from the computer's extensive memory banks. Any Star Fleet officer can *gather* the data, even though interpreting this data may require a specialist (Science Officer or Medical Officer). It can be of use when a character is trying to correlate facts observed into patterns that can be used to make plans.

All Star Fleet personnel have a Skill Rating of at least 20. Medical Officers, Communications Officers, and Science Officers usually have a rating of at least 40 in this skill.

### **Computer Technology**

This skill deals with the practical technical side of computers. Training includes some instruction in computer theory and guided practice in computer construction. Computer repair is stressed. Computer design and more complex computer theory is covered by the *Physical Science* skill of computer science.

This skill is used in the game for more-than-routine repairs. Such repairs are dealt with during training, but the more skilled an officer is in this field, the more successful he will be at difficult repairs. After a bridge hit in starship combat, it is used, with a Skill Roll and averaged with the Skill Rating in *Starship Helm Operation* or *Starship Sensors*, to repair the helm console or the sensors panel.

Engineering Officers, Science Officers, and Communications Officers have a Skill Rating of at least 10 in this skill so that they can do routine maintenance on even the sophisticated computers aboard starships.

### **Cryptology**

This skill involves knowledge of and ability to use subspace communication encryption procedures, conventional codes and ciphers, symbols, and body language for secret communication. Individuals with professional-level skill, combined with skill in the appropriate language, have some aptitude in decoding subspace transmissions, given time and adequate computer facilities.

This skill is used to prepare and read high-security coded messages, to estimate someone's emotional attitude based on body language, or to break an unfamiliar code or cipher. Coding and decoding messages are not difficult for characters with professional-level skill. For characters with lower Skill Ratings, time may be a vital factor. If such a character has access to shipboard or other sophisticated computers, he may make one skill roll to break the code for every twelve hours of study. Modifiers to the skill roll depend on the complexity of the message and the integrity of the code. For example, a simple code used between two merchant captains will probably be easier to crack than one of Star Fleet Command's highest-rated security codes.

When attempting to break a code, a character must average his *Cryptology* Skill Rating with his INT score. If a character is working on a subspace transmission in an alien language, average his INT score with his *Cryptology* and the appropriate racial language Skill Rating. If he is attempting to 'read' an alien's body language, average his INT score with either his *Cryptology* or the appropriate racial *Psychology* Skill Rating, whichever is lower. Intelligence Analysis officers have a rating of at least 10 in this skill.

### **Damage Control Procedures**

This skill involves assessing and correlating damage reports during combat and using damage control parties efficiently. Training includes efficient routing of damage control parties and instructional methods for training damage control parties.

This skill is used mainly in starship combat by the Communications/Damage Control Officer. It is used to help reduce damage from incoming fire and also to repair superstructure damage already sustained. In other situations, it may be used to reduce damage from an unavoidable collision or the like. Its use always requires a Skill Roll.

The Communications/Damage Control Officer has a rating of at least 40.

### **Deflector Shield Operation**

This skill involves the energizing of a starship's defensive screens, which protect it from space debris and from damage during starship combat. It also deals with the ship's tractor/pressor beams, which are used to maneuver small objects toward or away from the ship.

Qualified personnel can use their skill to operate the shields during most routine operations, but the ship's Navigator has the main responsibility for ship defenses during combat. Most often use of this skill requires a Skill Roll.

The Navigator, for example, may need to make a Skill Roll to determine if he can raise a shield quickly in an emergency. It is used as a measure of how efficiently he is able to use the power allocated to him, perhaps allowing him to gain more-than-normal amounts of shielding. It also can be used if a character attempts to use the tractor/pressor beams for non-routine matters, or to perform difficult maneuvers with the object being manipulated by the beams.

The Navigator has a rating of at least 40.

### **Deflector Shield Technology**

This skill involves the repair and maintenance of the devices that produce a starship's protective screens and its tractor/pressor beams. Training involves instruction on the theory behind the devices as well as extensive guided practice constructing and repairing the devices and their controlling panels.

In combat, the Navigator may use this skill with a Skill Roll to repair damage to the deflector shield panel after a bridge hit. It also could be used if a character desired to construct a tractor/pressor beam or shield generator while on an adventure.

Engineering Officers and Navigators have a rating of at least 10 in this skill.

### **Demolitions**

This skill involves knowledge and ability in using and defusing explosive materials for industrial and demolitions purposes. This includes theory, handling of explosive materials, construction of timing devices, placement for maximum effect, and safety precautions.

The skill is used whenever a character tries to detonate or deactivate explosives or explosive devices, or when estimating the effectiveness of a quantity of explosives against a specific target.

Characters with professional-level skill will rarely have problems accomplishing their objectives, and so no skill roll is required. However, less competent characters may achieve undesired effects. Characters with a rating less than 40 should average their DEX score with their *Demolitions* Skill Rating to determine success when defusing. Average their INT score with their *Demolitions* Skill Rating to determine success when planting and detonating. If a roll is unsuccessful, a second roll against the character's LUC score would be appropriate, if any chance exists for survival. This skill is available only as an elective, and so no Star Fleet Intelligence officers receive any initial training.

### **Disguise**

This skill involves the ability to camouflage or change an individual's natural appearance. The purpose may be to impersonate another individual or to avoid detection by authorities during a clandestine mission. Depending upon the availability of sophisticated disguise equipment (and within certain limits), a person may even appear to be of another race or sex than his own.

The skill is used whenever a character attempts to assume a guise different from his own natural appearance. Certain racial limitations exist for creating successful disguises. Anyone interacting with a character in disguise may make a Saving Roll against his INT score. If the roll is successful, he will notice something amiss in the ability, bearing, or makeup of the disguised person.

Field Operations officers have a rating of at least 5 in this skill.

### **Electronics Technology**

This general skill encompasses all electronics work, including the construction and repair of most electronic gear, with the exception of computers, communications devices, deflector shields, and other specialized equipment. Training includes instruction in circuit theory, electronics design, and construction techniques.

This skill is used when a character attempts to repair any electronics gear not specifically covered under a different skill, such as an environmental belt. It may be used if a character attempts to construct a new

electronic device, but characters with high Skill Ratings have a better chance of the device working properly.

Science and Engineering Officers have a rating of at least 10 in this general skill.

### **Environmental Suit Operation**

This skill is essential for any character who can be expected to perform tasks in hostile environments. All Star Fleet personnel are qualified to work in an environmental suit, having trained in a wide variety of environments, including extreme heat and cold, poisonous atmospheres, vacuum, and underwater. Instruction is given in the suit's functions and in emergency repairs, and guided practice is given in which trainees are expected to perform normal work. Training includes the use of a life support belt.

This skill could be used by any character who desired to do something unusual while wearing the suit, such as delicate work, combat or other less-than-leisurely movement, or emergency repairs. Any unusual use will require a Skill Roll. Failure indicates that the character could not do what was attempted. A DEX roll would then determine if the character fell or put himself into a potentially dangerous situation.

All Star Fleet personnel have a rating in this skill of at least 10. Security Officers at least 20, and Science Officers at least 30.

### **Forgery**

This skill involves the ability to prepare false documents and to forge signatures without detection, ranging from altering simple forms to changing official records.

This skill also includes the knowledge of how to create bogus electronic ID cards (such as those used by Star Fleet and as credit transfer cards on most advanced worlds) and computer carts containing synthesized voices when proper equipment is available. This skill is not officially taught in any formal classes, but the basics (up to a Skill Rating of 10) can be learned secretly during apprenticeship or on the job if a trained forger is available to teach the techniques. Expertise is increased by practice and through experience.

With proper equipment, which is very expensive and difficult to come by, a skilled forger can alter or create electronic ID cards similar to those used by Star Fleet or banks. The card created or altered will have a chance of working equal to the Forgery Skill Rating of the forger, until the card is put through an electronic scanner, when the chance will be the Forgery Skill Rating less 20 points because of the precision of electronic scanners. Every time the card is used, a skill roll against one or the other of these targets must be attempted, with failure meaning the forgery or alteration is detected. If the forgery is detected by a

bank machine or other automatic transaction device, it will not return the card, and the nearest civil or Star Fleet authorities will be alerted automatically. Even so, some players may decide that forgery of the electronic record of their own personal bank accounts is an easy way to make money. This may work occasionally especially if a funds transfer is made on a personal transactor that would not be connected directly to the database. Directly connected terminals will be able to spot a discrepancy, however, and if this sort of thing is attempted too often, the character will be caught eventually.

Forgery is not the same as counterfeiting money. Paper money is used very little in the UFP, but what exists is well-protected against imitation. A character would need special expertise (like a Trivia skill for counterfeiting techniques), special equipment, and probably help on the inside (to obtain authentic paper or plates) to prepare counterfeit currency of any space faring culture. Considering the rarity of paper-money transactions of any size in such cultures, the return would probably not be worth the effort.

This skill is used whenever a character forges or examines the authenticity of false documents, ID cards, or computer carts. For example, this skill would be used by characters who were attempting to alter cargo manifests or create totally false documents to conceal the origin of smuggled or hijacked cargoes. It would also be used to forge someone's signature, duplicate official badges or identification, or duplicate any official written material that is protected from such duplication in some manner. *Forgery* skills include not only the duplication of signatures but the preparation of any type of bogus document. Smugglers must sometimes create fake cargo manifests to conceal their activities. Con men may prepare phony stock certificates or deeds to valuable land.

This skill, like *Bribery*, involves acts that are, in the strict sense of the term, criminal. Not all uses of the skill are necessarily morally objectionable, however, and their moral interpretation largely depends on the circumstance. For example, forging someone's signature to obtain their savings for the forger's personal gain is not only criminal, but morally objectionable. On the other hand, forging the signature of an official to get a friend out of a prison camp is criminal but a blameless act if the friend was wrongly imprisoned and is about to be executed by a totalitarian government.

Any character with professional-level skill can forge simple printed documents well enough so that they will pass a cursory examination. Special equipment is required to create false ID cards or computer carts. If such equipment is available, roll against the average of *Forgery* and either *Electronics Technology* or *Computer Technology* to create a false ID card. Roll against the average of *Forgery* and either *Computer*

*Technology* or *Communication Systems Technology* to create a false voiceprint computer cart.

When *Forgery* is used to duplicate a signature or other writing. By hand, the Skill Rating is averaged with the DEX score as the target for any skill rolls. Otherwise, it is used alone. *Forgery* attempts involving unimportant non-player characters as victims require only a basic skill roll. When a forgery is inspected by an important NPC or a player character, however, the target must be modified to account for the victim's intelligence, luck, and expertise in forgery. Characters with INT and/or LUC scores of 70 or more are more likely to spot a forgery, as will characters who themselves possess Skill Ratings of at least 10 in *Forgery*. Against such characters, skill roll attempts should be made with an unfavorable modifier of 10 points subtracted from the normal target. Victims with *Forgery* skill might be given a skill roll to detect the forgery, but this sort of roll should not be made unless the victim actually states that he is closely examining the document in question. There would also be a chance that a skilled forger could spot the work of a less skilled forger, even without close examination. To find this chance, subtract the Skill Rating of the forger from the Skill Rating of the victim to give the percent chance, and make the roll secretly. Success would let the victim know that he spots the forgery at once, simply because he knows what to look for in a forged document.

If a person carefully examines a forged printed document, have him make a skill roll against the average of his *Forgery* rating and INT score. If successful, he will notice that something is strange, and he may further investigate the document. A forger can check his own printed work for possible flaws by making a *Forgery* skill roll. This does not guarantee that the forgery will stand up to an investigation, but it does allow a forger to judge his own work. Detection and evaluation of falsified ID cards and computer carts require a ship's computer or special detection equipment.

Intelligence Administration officers have a rating of at least 15 in this skill.

### Gaming

This skill involves games of mental prowess and strategy, including three-dimensional chess and wargames and simulations. The game must be specified. Training includes a study of the rules and strategies of the game, as well as analysis of the games played by past masters of the game, but most importantly it includes much practice and experience playing the game.

Gaming does not include physically strenuous games, which are part of *Sports*. It does *not* include figuring odds and gambling, which are part of *Carousing*, though some card games and games with dice are

included here, as long as skill, and not luck, controls the win.

This skill may come into play if a character is challenged while on a diplomatic mission, much in the way of the legendary riddle games of ancient Terra. It is possible that the strategies of the game can be applied to problem solving in difficult circumstances.

**THE KLINGONS:** Gaming skill includes knowledge of the basic forms of klin zha (Klingon chess), a skill that few warriors lack. The game is also an integral part of Klingon history and politics, which are known as the komerex zha, or the perpetual game of empire. The game has great status in the Empire, which makes klin zha grandmasters highly regarded. Any character with a *Gaming* Skill Rating of 40 or higher is considered a master, while a Skill Rating of 80 or higher confers grandmaster status.

#### **Instruction**

This is the skill of passing on knowledge to others. All Star Fleet officers have a rating of at least 10 in this skill, because they are expected to teach skills they know to the men and women under their command. Training involves the use of audio and visual aids, testing and other assessment tools, and other instructional techniques.

This skill is used by characters attempting to teach a skill they know to another player or non-player character. A Skill Roll will be required for a character to actually teach another a skill. The process takes time, based on the INT of the student and the Skill Rating of the teacher; the game master must judge this, but the time required should be no less than 4 weeks. The teacher must have a rating in the skill being taught that is at least 20 points more than the student's rating in the same skill. If the Skill Roll is successful, the student gains 1D10/2 skill points.

#### **Intelligence Procedures**

This skill provides knowledge of standard operating procedures in an intelligence-oriented environment, including all normal SFIC operating procedures and special Intelligence training that becomes second nature to Intelligence officers. These techniques include the ability to conceal oneself, to locate concealed electronics recording and transmitting equipment, and to arrange meetings with contacts and informants. The skill teaches characters with the best ways to enter an unknown and potentially hostile environment and likely methods for handling adverse conditions.

This skill is used whenever a character is concealing or searching for hidden electronics equipment, establishing contact with local assistance, or reasoning out a way to solve an unexpected problem. A successful skill roll indicates that the character was able to accomplish a desired task according to proper Star Fleet Intelligence procedures. An unsuccessful

roll indicates failure, with the game master judging exact specifics resulting from failure. Averaging the rating with the character's INT, DEX, or LUC score may be appropriate in some situations.

Intelligence Analysis and Technical Services officers have a rating of at least 5 in this skill, and Field Operations officers have a rating of at least 10.

#### **Interrogation**

This skill governs the questioning of prisoners, sometimes under duress or torture. Some degree of privacy, and possibly special equipment, is required for best results.

This skill is used whenever a character subjects a prisoner to interrogation. When attempting to interrogate a prisoner, a character must make a Skill Roll against his Interrogation Skill Rating. If the roll is successful, the victim may try a Saving Roll against his INT if the interrogator is using trickery, or against his END if he faces duress or torture. If the victim's roll succeeds, he reveals no information. Otherwise, the questioner receives at least one piece of significant information. If an interrogator fails his skill roll, the interrogation attempt is completely unsuccessful.

The game master may adjust the victim's saving roll up or down, depending upon the importance of the information and the character's training and temperament. For instance, a highly trained Star Fleet Security Officer would be less likely to break under interrogation than would a civilian. If the skill roll is successful, the victim can then make a Saving Roll against his INT score (if the interrogator is using trickery) or his END score (if duress or torture is used). If his roll is successful, the victim reveals no information. If unsuccessful, the interrogator gets a significant piece of knowledge.

If the interrogator uses torture, it is possible that the victim may die before giving up any secrets. If the victim fails his Saving Roll against his END score by more than 20 points, he passes out, taking 2D10 points of wound damage in the process. The victim may be immediately revived (if the damage did not kill him), but the interrogator will gain no information, and he must make another skill roll, repeating the above process. 2D100 minus the interrogator's *Interrogation* Skill Rating minutes of interrogation inflicts 1D10 points damage on the victim, regardless of the outcome. If tortured, the victim receives wound damage. If trickery is used, the damage is temporary. Thus, a victim's CURR OP END continues to drop under torture, making it all the more likely that he will pass out or die under duress before talking. It is possible to administer medical aid to raise the victim's CURR OP END before continuing torture.

[NOTE: Because Vulcans know mental techniques to block pain, it is impossible to torture information out of

one. Many secret agents have learned similar techniques, which gives them a 20-point bonus to all Saving Rolls to withstand pain.]

Intelligence Administration officers have a rating of at least 15 in this skill.

### Klingon Skills

Klingon characters have and use the same skills described in the STRPG2 rules. To help make Klingons realistic as characters see "THE KLINGONS" section in each of the following skill entries. These sections clarify how Klingons use skills familiar from the basic rules set:

Artistic Expression  
Bribery  
Gaming  
Social Sciences, Klingon Law  
Social Sciences, Racial Culture/History  
Sports, Swimming  
Surveillance

#### KLINGONS USING NON-KLINGON EQUIPMENT

Klingon characters may use non-Klingon equipment, but Skill Ratings to use that equipment are effectively halved for such operations. Thus, a Klingon with a Skill Rating of 48 in *Transporter Operation Procedures* will roll against a Skill Rating of 24 to successfully use a Federation transporter.

This penalty is negated if the character can make a successful Skill Roll against the appropriate *Language* Skill Rating, or has had time to become familiar with the controls, either through extensive trial and error or with the guidance of someone who either reads the language or who is of the appropriate race to instruct the character.

This does not apply to *Marksmanship* skills, however, as most personal weapons are similar enough that a user's skill with one type of energy weapon will allow him to use any energy weapon.

### Language

This skill area covers not only spoken Earth languages and alien languages, but also ancient written languages and languages that are so alien as to be not even sound-based (flashing lights, waving tentacles, etc.), where the 'speakers' must use mechanical devices to communicate.

All characters are considered to have a rating of 40 in *speaking* their native tongue and a rating of 20 in *writing* it; in addition, all Star Fleet personnel are considered to have a rating of 40 in *speaking* Galacta, the standard Federation language, and a rating of 20 in *writing* it. (This language is similar to and treated as English in the TV series.) Each Star Fleet officer has

a rating of at least 15 in speaking *and* writing one other language because of his Academy training.

Characters who desire to increase their Skill Ratings in writing their native tongues and Galacta should use the *Trivia* skill. Translators have ratings of 40 or more in the languages they will translate. Each language must be studied separately, so that a character, particularly a Communications Officer, may have a number of Skill Ratings, one for each language he knows.

Characters with basic proficiency in a language can converse in or read that language for most uses, but more expertise is required for communication using highly technical terms, slang, jargon, or their specialized words. Characters with professional-level skill in two languages can act as translators and interpreters, and characters expert in a language can write skillfully and express themselves fluently and elegantly in that language. Language skills could be important to a character if he attempts to communicate with a being of another race without using the universal translator, if he were overhearing a conversation in that tongue, for example.

### Leadership

Taught to all Star Fleet Cadets and reinforced at Department Head School and Command School, this is one of the most important skills for those who aspire to command. Instruction is given in motivational techniques, listening, and discipline, and guided practice is given in debate, persuasion, and others of the speech arts. Personnel management training is also given. Star Fleet officers who pass through Command School have professional-level skill in this area.

This skill is used when a character tries to influence others, often modified for his CHA score. It would be used when convincing subordinates to follow an unusual or highly dangerous order. It would be used when attempting to sway a crowd or lead a group of people the character is not used to commanding.

Skill Rolls will *not* be required for most orders given to an officer's subordinates, who are used to taking orders from him. Skill Rolls may be required when convincing subordinates to follow an *unusual* or *highly dangerous* order, depending on the circumstances. A Skill Roll would be required when attempting to sway a crowd or lead a group of people the character is not used to commanding. For influencing an individual or a small group of professionals, skill in *Negotiation/Diplomacy* is used instead.

All Star Fleet officers have a rating of at least 10 in this skill, and those who pass through Command School have a rating of at least 40.

### Life Sciences

This group of skills includes the study of living things, both terrestrial and alien plants and animals, bacteria,

fungi, and other organisms. Separate Skill Ratings must be developed for each type of life science, such as those examples listed below.

#### **Bionics**

Training includes the study of how biological systems and functions can be applied to engineering problems. Included are the physical melding of beings and machinery, such as with artificial organs or electro-mechanically enhanced senses. Bio-engineers can use their skill to create artificial organs and limbs.

#### **Botany**

Training includes the study of plants, from simple algae to complex flowering and non-flowering varieties. It also includes such agricultural topics as growth mechanisms, genetics, cross-fertilization, hybridization, and hydroponics (growth without soil). Most botanists can recognize poisonous and edible plants, and from plants under cultivation can deduce information about the technology, metabolism, and life-style of those doing the agriculture.

#### **Ecology**

Training includes the study of how living things interact with their environment. Planetary ecologists can determine if a planet is habitable, as well as the probable effects of colonization on the planet's life forms and environment. Ecologists can use their skill to determine which, if any, plants and animals can become part of the food chains of Federation or alien races.

#### **Exobiology**

Training includes the study of life forms alien to humanoid creatures. It involves the study of non-carbon based organisms, with life cycles that may not include nitrogen, oxygen, or water. Exobiologists can use their skill to give information about the structure and function of alien creatures and plants, perhaps even determining that what appears to be non-living is in fact alive, but of a structure totally new to the Federation.

#### **Genetics**

Training includes the study of heredity and variations in living things from one individual, group, species, or generation to another. Genetic specialists added their skills to projects like constructing The Genesis Device or breeding genetic 'supermen' such as Kahn Noonian Singh.

#### **Zoology**

Training includes the study of animal life, with particular emphasis on the properties of

and characteristics exhibited by an animal, an animal type, or an animal population. Zoologists can use their skill to recognize predators and prey, and they can determine which animals are likely to be dangerous or beneficial to a landing party.

The Skill Rating in the life science may be averaged with the rating in *Starship Sensors* to gain specific data, or it may be averaged with *Computer Operation [Small Equip Sys Op?]* to gain information from a tricorder.

All Star Fleet officers have a rating of at least 10 in one of these sciences. Science and Medical Officers most often have ratings in several skills, or a rating of more than 40 in at least one of these skills.

#### **Life Support Systems Technology**

This skill deals with the operation, repair, and modification of life support machinery, both shipboard equipment and landing party equipment. Training includes the technology of the starship life support systems, environmental suits, life support belts, and standard medical life support equipment.

This skill may be used by characters attempting to repair the ship's life support systems during starship combat or to modify medical life support equipment for emergency surgery. In starship combat, this skill may be used, with a Skill Roll, to repair the ship's life support systems during starship combat. It also is used to repair a damaged environmental suit or life support belt.

Medical and Engineering Officers have ratings of at least 10 in this skill.

#### **Marksmanship, Archaic Weapon**

This skill encompasses the use of all ancient (in *STAR TREK terms*) projectile weapons, from slings through crossbows to 20th-century firearms. Training includes extensive hands-on practice with the weapon, including its assembly, cleaning and care.

Characters with professional-level skill in a weapon can construct or reload their own projectiles, make field repairs to a damaged weapon, and use the weapon competently in most normal cases. The Skill Rating in this skill is averaged with the character's DEX score to determine the To-Hit Number for the weapon used during combat, and thus in combat and in other critical situations, those with higher Skill Ratings will have a greater chance to hit.

Though separate Skill Ratings must be developed for each weapon type, game masters may allow half or more of a Skill Rating in one weapon to apply to the use of a similar weapon; the more similar the weapon, the greater part of the Skill Rating should be allowed.

### **Marksmanship, Modern Weapon**

This skill encompasses the use all types of Star Fleet side arms and other light weapons, as well as similar weapons carried by Klingons, Romulans, and other known races. Because one of these weapons works very much like another, there is no need to specify individual types as far as aiming and firing are concerned.

This rating is averaged with the character's DEX to determine the base To-Hit Number for the weapon. It may be applied in part to help determine the to-hit numbers for unfamiliar weapons until basic familiarity is gained. Skill in one modern weapon gives skill in all that are familiar to the character; familiarity is gained rather quickly.

All Star Fleet personnel have a rating of at least 20 in this skill. Security Officers have a rating of at least 40.

### **Mechanical Engineering**

This general skill covers the technology of mechanical devices. Training is given to Engineering Officers in assembly, repair, and design of the mechanical devices and systems common to the Federation.

This skill would be used to rig a temporary airlock, make field repairs to a ground vehicle with a damaged gear box, and so on.

Engineering Officers have a rating of at least 10 in this skill, though most will want to make it higher by making this skill one of their 3 specialties from Branch School.

### **Medical Sciences**

This broad group of skills includes everything from first aid to surgery and psychiatry. Separate Skill Ratings must be gained for each separate race in *General Medicine* and *Psychology*. **These skills are pre-requisites to all other medical skills, and no other medical skill may be learned until a character has a rating of 40 in them.** Additional Skill Ratings may be gained in the other medical sciences listed below as examples.

#### ***General Medicine [Pre-requisite]***

This is the anatomy and physiology of the body, its systems, organs, and tissues. Training begins with first aid and continues through diagnosis and treatment of most common disorders, including wounds and diseases. The basics of this skill are given to all Star Fleet personnel. Professional-level training in this area is required of all practicing physicians and other medical specialists. All Star Fleet Medical Officers are trained to treat several races. This Skill Rating that is used in determining success in first aid attempts.

### ***Pathology***

Training involves the study of diseases and the changes caused by them in tissues and organs. It also includes extensive study of tissues, including analysis for trace substances, bacteria, and viruses. Pathologists can use their skill to analyze a tissue sample for poisons or to perform an autopsy.

### ***Pharmacology***

This skill involves the chemical and physiological effect of all drug types. Training includes study of the properties and reactions of various drugs, with particular attention to their effect on different species and races. This skill is used to determine the success or failure of drug-related experiments or research, and to provide the character with knowledge of drugs used in medicine, security work (poisons, truth serums, and so forth), and other related fields.

### ***Psychology [Pre-requisite]***

Training involves study of the working of the thinking mind. Observational techniques are taught for use in behavior studies of individuals and groups. Extensive training in this area is given to all Star Fleet Medical Officers, so that they may deal with several races. Psychologists can use their skill to detect patterns that deviate from the norm, gaining information about the state of mind of those under observation.

### ***Surgery***

Training includes advanced techniques, including anesthetics and organ transplant. Surgeons can use their skill to save the life of a severely wounded or diseased character.

Although a character may gain separate Skill Ratings in these medical specialties if he desires, he may choose instead to gain a rating in the skill for his native race and average his skill in *General Medicine* to determine his Skill Rating for other races.

The character's skill in *General Medicine* is used with a Skill Roll for all emergency first aid attempts. All Star Fleet personnel are qualified in personal first aid on themselves and members of their own race; this means that they have a rating of at least 10 in *General Medicine* for their own race. Medical Officers have a rating of at least 40 in their own race, and probably in several other races. Security Officers have a rating of 10 in *Psychology* for their own race; Medical Officers have ratings of at least 40 in *Psychology* for their own race, and probably in several others.

### **Mining**

This skill includes knowledge of techniques used in mine and tunneling operations, both on planets and within asteroid belts.

This skill is used for evaluating a mining operation or process. It allows characters to locate especially rich veins of metallic ores, and to be familiar with the most effective techniques to process ores and the commercial value of mineral deposits.

This skill is available only as an elective, and so no Star Fleet Intelligence officers have any initial training. A rating of at least 10 implies a general familiarity with mining techniques. Characters can gain ratings of 20 or more only through experience as a miner or mine engineer. Intelligence agents use this skill primarily as part of a cover identity, as miners have access to many disreputable characters, underground passageways, explosives, as well as rumors of possible interest.

### **Negotiation/Diplomacy**

This skill involves attempts to influence individuals, like an ambassador, or small groups of intelligent, informed people, such as a planetary council; generally, it cannot be used to influence player characters. It is taught to Star Fleet officers in Command School, because in making a first impression on a dubious official or stubborn native, it is most vital.

The skill can be used in any verbal interaction between player characters and non-player characters. Those with a higher Skill Rating will be able to exercise their influence with greater success. The rating in this skill is averaged with the character's CHA score as a base target for Skill Rolls to influence individuals, like an ambassador, or small groups of intelligent, informed people, such as a planetary council.

One way to find out if a Skill Roll is necessary is to subtract the rating from 100, giving the chance that a roll is needed. If a roll is not needed, then the character's verbal interaction proceeds in his favor. If a roll is needed and is successful, the same result occurs. If a roll is needed and is unsuccessful, then he fails. The more the roll was more than the target, the worse the reaction to the character. For example, if the character fails a roll by only 10 points, his attempt is met with a polite, regretful negative. If he fails by 30 points, the refusal to cooperate is forceful. If he fails by 50 or more, the refusal may be accompanied by physical force.

All top Star Fleet command personnel have a rating of at least 10 in this skill.

### **Personal Combat, Armed**

This skill involves the use of ancient and modern hand weapons in personal combat, such as the sword,

the club or mace, the spear, and the knife or dagger. Training involves guided practice in the various attack and defense modes for each weapon, as well as in the weapon's care. A separate Skill Rating must be developed for each class of weapon, but half or more of the rating may be applied to similar weapons; the more similar the weapon, the greater the part of the rating allowed.

The rating is averaged with the character's DEX score to determine the base To-Hit Number for the weapon. Individuals with a higher rating will be more successful in combat.

### **Personal Combat, Unarmed**

This skill is all-inclusive, simulating all unarmed combat styles (judo, karate, boxing, etc.). Training involves physical conditioning, as well as instruction and guided practice in attack and defense modes, falls, special series of attacks, and so on. Though not all forms of unarmed combat are alike, separate Skill Ratings are not required in the separate forms.

The rating is averaged with the character's DEX to determine the base To-Hit Number for unarmed combat. For every 10 points in this skill, the damage in unarmed combat is raised 1 point. It is used to determine the proficiency of animals in combat as well; in general, meat-eaters are more proficient than vegetarians.

### **Personal Weapons Technology**

This skill involves the repair and modification of modern side arms such as phasers and disruptors. Training includes instruction in beam circuitry and guided practice in repair techniques. All Star Fleet personnel receive some minor training in this skill to allow them to recharge their own weapons and to replace obviously damaged microchips; Security and Engineering Officers receive additional training in this skill so that all are qualified to make most normal repairs.

This skill would be used by a character attempting to make modifications to a phaser or disrupter or to repair one in the field. It might be used in adapting a phaser to power sources other than those intended, such as a 20th-century wall plug.

All Star Fleet personnel have a rating of 5 or more in this skill. Engineering and Security Officers have a rating of 10 or more.

### **Physical Sciences**

This large group of skills includes the theoretical sciences that govern the behavior of non-living materials solids, liquids, gases, and plasmas. The group also includes mathematics and computer sciences. Separate Skill Ratings must be developed in each science, such as the examples listed below.

### **Chemistry**

Training includes study of the behavior of elements and compounds, their reactions and synthesis, as well as chemical analysis. It also includes practice in standard laboratory techniques and in the interpretation of chemical data from sensor and tricorder scans. Chemists can use their skill to analyze the chemical composition and behavior of unknown substances, both aboard ship and on a planetary surface.

### **Computer Science**

Training involves the theoretical basis for computer design and construction, and it includes the analysis of sophisticated computer systems. Extensive guided practice is given in the construction of experimental computers and in computer linkups with many types of remote sensing devices. Computer scientists can use their skill to analyze software/hardware problems, to build or rebuild computers, and to fathom the functioning of alien computation devices.

### **Drafting**

This skill involves the preparation of professional drawings, including deck plans, building blueprints, wiring or circuit diagrams, simple topographic maps, and similar printed or computer-enhanced technical illustrations. This skill is used to convey information in graphic form.

### **Gravitics**

This skill involves knowledge, both practical and theoretical, of gravities and gravitically powered devices. The character learns the theoretical basis for anti-gravity and the knowhow to maintain and repair gravitic (and anti-gravitic) devices, including many forms of land transportation and various A-grav platforms. Gravicians can use their skill to identify gravitic propulsion systems or to repair or modify a conventional gravitic device for special use.

### **Mathematics**

Training involves advanced theoretical mathematics, including statistics, various geometries, trigonometries, and algebras, and the structure and behavior of various space configurations. Also stressed is the application of these subjects to practical problems. Mathematicians can use their skill to make statistical sense of a wealth of data, such as that gained from surveys of an alien culture.

### **Metallurgy**

This skill teaches knowledge, both practical and theoretical, of metals and their inherent

properties. Training consists of metalworking, using tricorders for metal analysis, and experience with various metals. Metallurgists can use their skill to identify certain metals without a tricorder, to design new applications for metallic alloys, and to determine the metal's characteristics under field conditions.

### **Physics**

Training is the study of the relationship between matter and energy, including the laws of motion, light, heat, sound, electricity, magnetism, radiation, atomic structure, and nuclear phenomena. It involves practice using physical sensing devices and analysis tools. Physicists understand the theory behind warp drive engines, matter/antimatter reactions, and the beamed energy used in phasers and transporters. They can use their skill to determine the physical structure and behavior of unknown substances, the probable effects of unknown radiation sources, and to determine the theory behind alien technology.

The rating may be averaged with the rating in *Starship Sensors* or *Computer Operation [Small Equip Sys Op?]* to obtain specific information from shipboard or from a tricorder.

All Star Fleet officers have a rating of 10 or more in at least one of these skills. All Science and Medical Officers have a rating of 40 or more in at least one, if not several.

### **Planetary Sciences**

This large group of sciences deal with the structure and function of planetary materials a planet's lithosphere (including its geography and its rocks, minerals, ores, and fuel deposits), its hydrosphere (including its oceans, lakes, and rivers), and its atmosphere (including its weather and climate). Separate Skill Ratings must be developed for each different science, such as the examples listed below.

### **Geology**

Training involves not only the study of such earth materials as rocks, minerals, ores, and soil, but also the study of such landforms as mountains, valleys, volcanoes, and beaches, and of the processes that create them. It also includes extensive field experience in mineral and fossil identification, in analyzing the geologic history of a region, and in geologic mapping. Geologists can use their skill to determine the presence of a valuable ore or fuel deposit, or to identify likely regions for earthquakes or volcanic activity.

### **Hydrology**

Training involves the study of a planet's water (or its substitute) as found on the planet's surface, beneath its surface, and in its atmosphere. It deals with the precipitation-river-ocean-evaporation cycle, as well as with the chemical and physical nature of the water itself. It also deals with oceanography and such topics as currents and waves, flooding, and ice sheets and glaciers. Hydrologists can use their skill to help determine the suitability of a planet for colonization, to discover underground water sources, and so on.

### **Meteorology**

Training includes the study of all atmospheric phenomena, including weather (winds, storms, precipitation, temperature, etc.) and climate (the prevailing weather conditions in an area). Meteorologists can use their skill to predict the weather, or to determine the suitability of a planet's climate for colonization, for example.

The rating may be averaged with the rating in *Starship Sensors* or *Computer Operation [Small Equipment Systems Operation?]* to obtain specific information from shipboard or from a tricorder.

All Star Fleet officers have a rating of 10 or more in at least one of these skills. Science Officers may have ratings of at least 10 in several of these, or perhaps a rating of 40 or more in at least one.

### **Planetary Survival**

This includes the variety of skills needed to survive under extreme conditions planet side. This skill is gained mainly through practice, but some theoretical training is helpful. This skill is taught by Star Fleet as it is needed by specific landing-party personnel, but many Star Fleet personnel have some training from their childhood and adolescent experiences (as with the Federation Scouting movements) or from such outdoor hobbies as wilderness camping. Separate Skill Ratings must be developed in each of the separate planetary types, including arctic, cool temperate, warm temperate, tropical, and desert planets.

Qualified personnel use this skill to guide them in securing food, water, and shelter under primitive conditions. Professional level skill in this area would allow a character to act as a professional guide.

Star Fleet personnel on a *pre-planned* landing party expedition will have ratings of at least 1D10 in this skill for the type of planet being investigated; at least one member of the landing party will have a rating of 10 or more, and likely of 40 or more. No training will be given the landing party members for unplanned landings

### **Security Procedures**

This skill deals with all procedures used by Star Fleet for insuring the physical security of personnel, equipment, documents, and property. Training includes instruction in techniques for confining and interrogating prisoners, for controlling crowds, and for protecting VIPs. It also includes the alert procedures used in star bases, starships, high-security compounds, and most other Star Fleet installations.

This skill could be used by a Security Officer to discover that a Klingon spy has stolen vital documents, or to control a crowd of hostile natives without resorting to weapon fire.

All Security Officers have ratings of at least 40 in this skill.

### **Shuttlecraft Pilot**

This skill deals with the operation of the standard shuttlecraft used by Star Fleet and carried on many larger ships. Training includes guided practice on simulators as well as actual flight time, with emphasis on takeoffs and landings.

A character may fly the craft under normal conditions with a rating of at least 10, but he must have a Skill Rating of at least 20, or more commonly 40, to be assigned as a shuttlecraft pilot. Characters can use this skill in operating the shuttle under tough conditions, or in operating special-purpose shuttles, such as the aquashuttle sometimes used on starships calling at water worlds.

All Helmsmen have ratings of at least 10 and Security Officers of at least 20 in this skill.

### **Shuttlecraft Systems Technology**

This skill involves supporting, maintaining, and repairing standard and special-purpose shuttles. Training involves study of all shuttlecraft electrical, mechanical, and drive systems, as well as guided practice in repair and maintenance.

The skill could be valuable to a character needing to leave a planet in a hurry, but faced with an inoperative shuttlecraft. It was this skill that aided Scotty in the episode *The Galileo Seven*.

All Engineering Officers have a rating of 10 or more in this skill.

### **Small Equipment Systems Operation**

This skill involves the operation of all types of Star Fleet equipment, such as communicators, tricorders, universal translators, aqualanterns, and the like. Training is gained through classroom instruction and guided practice.

Characters could use this skill if they attempt to operate unfamiliar, but similar, alien equipment, or if

they attempt to use Star Fleet equipment in unusual ways. All Star Fleet personnel have a rating of 10 or more in this skill, and thus are able to use most Star Fleet equipment, including standard medical equipment, under normal circumstances.

### **Small Equipment Systems Technology**

This skill deals with the repair and modification of small hand-held equipment such as communicators, tricorders, or universal translators. Training includes study of the circuits and mechanical systems of most Star Fleet gear, with extensive guided practice in making repairs and simple modifications.

A character could use this skill in attempting to modify equipment, as Mr. Spock did when he converted the crystals in a subcutaneous transponder into a crude laser in the episode *Patterns Of Force*.

All Engineering Officers have a rating of at least 10 in this skill.

### **Small Vessel Engineering**

This skill covers the general systems repair and maintenance of small starships of a non-military nature, usually piloted by a single person.

It comes into use on smaller vessels in every situation where Space Science, Astronautics would be used on larger vessels. Ratings in this skill are halved (rounded down) when applied to situations requiring skill in *Space Science*, *Astronautics*, and vice versa. Class 1 starships (up to 5000 metric tons) are considered to be small vessels for this purpose. Characters may use this skill to effect repairs on Class II starships (5000 to 15,000 metric tons), but a -20 modifier is applied to such skill rolls. Larger starships of over 15,000 metric tons are considered to be large vessels.

Intelligence Analysis and Technical Services officers have a rating of at least 5 in this skill.

### **Small Vessel Piloting**

This skill allows a single individual to operate and navigate small starships of a non-military nature.

It is used on smaller vessels in every situation where *Starship Helm Operation* or *Space Science, Astrogration* would be used on larger vessels. Ratings in this skill are reduced to one-quarter (rounded down) when applied to situations calling for *Starship Helm Operation* or *Space Science, Astrogration*. The sum of the character's ratings in *Starship Helm Operation* and *Space Science, Astrogration* are reduced to one-quarter (rounded down) when applied to situations calling for *Small Vessel Piloting*. Class I starships (up to 5000 metric tons) are considered to be small vessels for this purpose. Characters may pilot Class II starships (5000 to 15,000 metric tons) using this skill, but a -20 modifier is applied to such

skill rolls. Larger starships of over 15,000 metric tons are considered to be large vessels.

Intelligence Analysis officers have a rating of at least 15 in this skill.

### **Small Unit Tactics**

This skill involves study of military and/or police tactics used in small skirmishes or commando actions. Training not only includes study of appropriate tactics, but also extensive guided practice in war-gaming simulations not only with scale mockups but also in full-size field actions.

The skill would be used by a character desiring to set up effective defenses for a landing party in a hostile area or to command a boarding party.

Security Officers have a rating of 20 or more in this skill, and many have professional-level skill, particularly those who accompany or lead planet side scouting parties.

### **Social Sciences**

This large group of skills deals with the institutions and functions of societies and with the interpersonal relationships between individuals in those societies. Separate Skill Ratings must be developed for each separate race and for each different field, such as the examples listed below.

#### ***Archaeology***

Training involves the study of a race's ancient cultures, their history, and their lifestyles. It includes the study of applicable dead languages as well as practice in making archaeological digs and in identifying and dating relics and ruins. This skill could be used by a character attempting to decipher runes or to determine the use of an alien artifact.

#### ***Economic***

Training involves the study of the basic laws of supply and demand, as well as the basics of trade, wealth, and the production, distribution, and consumption of goods and services. Many officers in full-time services in the Merchant Marine Command have training in this field, and all private merchants probably do as well. This skill could be used by characters dealing with a race's economy in trade or in determining the social conditions on a world.

#### ***Klingon Law (for Klingon characters)***

Because of the shifting nature of Klingon politics, Klingon civil and criminal law changes more often than its Federation counterpart. Skill at Klingon law does not include knowledge of the internal laws and traditions of individual clanlines, however. A

Klingon will automatically know his own line's rules completely. If a character somehow has a chance to learn the laws and traditions of another line, he must learn them under the Trivia skill category.

#### ***Law (including Federation Law)***

Training involves the study of the codes, customs, and rules of a society. Security Officers receive advanced training in Federation law, as do officers attending Command School. The skill could be used by characters dealing with a race's legal system or in remembering an obscure law on one of the Federation's member planets.

#### ***Political Science***

Training involves the study of a society's politics and government. It includes study of the way laws and policies are made, in the structure of the government and its institutions, and in the ways political groups gain and control power. The skill could be used by a character attempting to influence a government, possibly modified by his Skill Rating in *Negotiations/Diplomacy*. It also could be used to identify the power groups in an alien society, and to distinguish those who actually wield the power from those who appear to have the power.

#### ***Racial Culture/History (including Federation History)***

Training involves study of the history and culture of a star-faring race. Communications Officers receive advanced training in one or more races, and Command School gives additional training in Federation history. The skill would be used by characters attempting to avoid mistakes in manners or behavior on an alien world, or attempting to make sense out of behavior they are witnessing.

THE KLINGONS: A Klingon character's knowledge of his racial history is based on the mostly accurate "official" version. For Klingon characters, knowledge of Federation history represents the somewhat slanted view taught in Klingon schools.

The Skill Ratings in these fields may be averaged with the rating in *Starship Sensors* to be able to find out specific information about a planet's culture.

Every Star Fleet officer has a rating of at least 15 in the culture/history and the laws of the Federation. Security Officers have a rating of 20 in Federation Law. Those officers who complete Command School have ratings of 25 in *Federation Law* and of 20 in *Federation History/Culture*. Communications Officers usually have ratings in the history/culture of several races.

### **Space Sciences**

This large group of skills includes the study of space, the stars, planetary motions, navigation, and the application of other sciences to space travel or to deep space. Separate Skill Ratings must be developed for each different science, such as the examples listed below.

#### ***Astrogation (Starship Navigation)***

Training involves all three types of navigation used by Navigators — piloting by dead reckoning, celestial navigation using star fixes, and electronic navigation using pulsars. It includes star mapping and plotting courses and orbits. Navigators receive professional-level training in this skill so that they have the tools needed to determine where a starship is, where it is going, and when it will get there. This skill is used in plotting intercept courses and standard orbits, and it could be used in determining where a ship was if it wandered off course during an ion storm.

#### ***Astronautics (Starship Engineering)***

Training involves the theory and practice of creating and maintaining starships and other manned space habitats and environments. It encompasses the general areas of starship design and construction — bulkheads, decks, stresses and strains, hull repair, and the like. Development includes extensive training in starship power grids and in the repair of damage to that grid and superstructure. All Engineering Officers are trained in this skill, and many choose to have advanced training as well. This skill is used by the Engineering Officer in starship combat when attempting to make emergency repairs to the power grid after a hit on the engine room.

#### ***Astronomy***

Training involves observations from deep space, including all forms of electromagnetic radiation (light, radio-frequency emanations, etc.), neutrino scans, gravities, and so on. It includes study of the theories concerning these observations, as well as guided practice in making the observations and interpreting them. This skill, which is studied by all Star Fleet officers, could be used by a character to discover a previously unknown black hole or perhaps a star going nova.

#### ***Astrophysics***

Training involves the study of the universe and its parts in an attempt to discover how it works by using physical laws and theories to explain astronomical observations. It includes study of the motions of satellites, planets, stars, and galaxies as well as stellar

growth and decay. Navigators are trained in this area. It could be used to determine that a comet or large meteorite is on a collision course with an inhabited planet.

The Skill Rating in these fields may be averaged with the rating in *Starship Sensors* to find out specific information about space phenomena. In Starship combat after a hit to the engine room, the Chief Engineer may be required to make a Skill Roll against his rating in *Astronautics* to successfully restore power to the ship's power grid.

All Star Fleet officers have a rating of 10 in *Astronomy* and in at least one other of these sciences. Furthermore, Navigators have a rating of at least 40 and Helmsmen of at least 10 in *Astrogration* (formerly called Starship Navigation); Engineering Officers have a rating of 10 or more in *Astronautics* (formerly called General Starship Engineering); and Science Officers frequently have ratings of 20 or more in several of these fields.

### **Sports**

This skill involves all of the many sport forms in the known universe. Development includes physical training, instruction in technique, and extensive guided practice and competition. Characters who have proficiency in a sport are considered to have average recreational skill; those with advanced training would be considered to be enthusiasts. Characters with professional-level skill could qualify for professional teams or as instructors. Separate Skill Ratings must be developed for each sport desired; typical choices are swimming and diving, gravball, zero-G handball, bowling, track and field, weightlifting, and so on.

This skill could be used by characters attempting physical activities that are similar to the activities in the sport, such as to rescue someone drowning, running long distances or sprinting under adverse conditions, and so on. Skill in swimming covers recreational or survival swimming and diving techniques. A character qualified in this skill can swim for recreation without fear of drowning under normal circumstances.

*Sports, Swimming* covers the techniques involved in swimming and diving (not skin or SCUBA diving, but including competition diving). A character with a minimum Skill Rating of 5 in Swimming is able to swim (or at least float) well enough to survive for a short period of time in water over his head. A minimum Skill Rating of 10 gives the ability to swim as recreation without fear of drowning, under normal circumstances. Those with Skill Ratings of 20 or more are very competent. A skill roll against this skill might be needed if a character must perform an unusual feat of swimming skill, such as rescuing a drowning person or swimming long distances, or under adverse

conditions such as fast current or extremely cold water, competing in water athletics, etc.

All player characters except Vulcans and Caitians may have developed *Swimming* as part of their background before joining Star Fleet. (Vulcans come from a dry planet with little freestanding water, and Caitians developed from plains felines and thus are not comfortable with swimming or large bodies of water.) Characters desiring to use SCUBA gear should choose it as the subject of the *Trivia* skill.

THE KLIGONS: All graduates of the Klingon Imperial Star Academy receive a minimum Skill Rating of 5 in *Swimming*.

### **Starship Combat Strategy/Tactics**

This skill involves the ability to command a starship in battle. Development of this skill includes study of the great space commanders and battles throughout history. It also includes intensive training on simulators, recreating past space combat actions and fighting hypothetical ones.

Captains use this skill in Starship combat to determine if they have the tactical advantage and can predict what their opponent will do before they commit themselves. Characters who attend Command School have ratings of 40 or more in this skill, but many captains-to-be go beyond even this training.

### **Starship Helm Operation**

This skill deals with steering a starship, actually operating the controls of its warp and impulse engines. Development of the skill includes training in executing standard, evasive, and battle maneuvers, as well as in executing standard orbits, intercept courses, and the like.

In Starship combat, the Helmsman uses this skill, with a Skill Roll, to make emergency or evasive maneuvers. After a bridge hit, the skill is used, with a Skill Roll and averaged with the rating in *Computer Technology*, to repair a damaged helm console.

All Navigators have training and all Helmsmen have ratings of 40 or more in this skill.

### **Starship Sensors**

This skill involves operating a starship's sensors probes to gather data for interpretation and storage in the ship's computers. Development includes extensive training in the efficient use of the sensor controls and, when combined with other science skill, in the swift interpretation of the data gathered.

OVERVIEW: This skill is used to detect life and energy sources in other ships and on planets. The ship's sensors also provide planetary gravity and climate data from standard orbit. All of this data may be interpreted by the Science Officer to give information to a prospective landing party. The skill also may be

used by a Navigator to detect at long range moving objects likely to pass near a ship. In starship combat, the skill is used to provide data to the bridge crew about the enemy vessel, its preparations, its power allocation, and its damage.

When averaged with the skills in various sciences, this skill is used to interpret data about a wide variety of subjects. In Starship combat, the skill is used, with a Skill Roll, to gain a sensors lock on the opponent and to obtain vital data about his preparedness and his intentions. After a bridge hit in Starship combat, the skill is used, with a Skill Roll and averaged with the rating in *Computer Technology [Small Equipment Systems Operation?]*, to make emergency repairs to the sensors panel.

DETAILS: In non-critical situations, where time is not important, a Skill Rating of 10 in *Starship Sensors* is sufficient to operate the sensors and to interpret most standard results. Similarly, a Skill Rating of 40 or more will yield accurate information in a timely fashion. The Skill Rating is an indication of the amount of information that may be acquired from the sensors and of the time needed for the data to be interpreted. Sensors may be used to determine the following types of information:

1) Presence, location, and general type of unusual energy sources in space or on planet surface. *Example: You detect an unusual source of energy on the planet's surface, near the capital city. It seems to be a crude type of matter/antimatter power.*

- Exact strength and nature of an energy source already detected; a second or even third Skill Roll may be required for any detailed information. *Example A: The power source you have detected is strong, but not controlled well by your standards. Example B, second Skill Roll required with a modifier of - 10: It seems to be a power plant, similar to your own warp engines, but about half as powerful.*
- The general use of the energy. *Example: The power seems to be used in a large structure, where it is being transformed into light.*
- Presence of standard deflector screening. *Example A: The alien ship has shields up. Example B, after a second roll: The alien ship's screens are quite strong, except to aft, where they seem to be underpowered.*
- Presence of any standard weapon systems and their armed status. *Example A: The asteroid base has armed disruptors. Example B, with the roll made against the average of Starship Sensors and Starship Weaponry Technology at a -20 penalty: The mechanism seems to be a type of laser cannon, with about as much destructive power as a medium strength phaser but twice the range.*

2) Material composition of an object, if the materials are familiar. The status of the object (solid, liquid, gaseous, plasma, fluctuating, etc.) will be known as well. Materials not known to Federation science should be noted just as 'unknown,' though their status should be given. *Example: You detect a large deposit of dilithium crystals beneath an unknown liquid.*

3) Basic information about a previously detected unknown substance. *Example, with the roll made against the average of Starship Sensors and Physical Chemistry at a -25 penalty: The alien ship's hull seems to be made of a previously unknown material similar to plastic, but stronger than any known metal.*

4) Size, speed, and vector of any object. If the object is known to the Federation, its type, nationality, and description should be available if requested. *Example: The vessel approaching is a Gorn shuttlecraft. It will intercept your orbit in 10 minutes.*

5) Presence and number of life forms, and the general type if familiar to the Federation. A shielded ship cannot be scanned for life form number or type, though the presence of life can be detected through shields. *Example: There are three unknown life forms on the asteroid's surface; two are reptilian and the third is completely unknown.*

- Basic information about a previously detected unknown life-form. *Example, with the roll made against the average of Starship Sensors and Exobiology: The life-form has a crystalline structure, much like diamond, but it can grow appendages in a process that is similar to crystal growth.*
- Basic information about an unknown culture. *Example A, with the roll made against the average of Starship Sensors, Ecology, and Exobiology: The vegetation seems to be cultivated, and the alien's digestive system could use the roots as food, but the leaves probably are mildly toxic. Example B, with the roll made against the average of Starship Sensors, Comparative Edoan Archaeology, and Edoan History/Culture: The people have been visited by the Edoans at some time in the distant past. The ruins show heavy Edoan influences, and the current dress could have been adapted from Edoan dress of 3 centuries ago.*

6) Unusual use of sensors. *Example A, with a modifier of - 15 and up to -30 if many life forms are present: Sensor lock for transporter pickup from a nearby ship or planet's surface, using a sensor scan only (no communicator homing device). Example B, with a modifier of —25: Scan to twice normal sensor range.*

In critical situations, or where time is an important factor, Skill Rolls are a good way of determining the

amount of accurate information that may be gained through the sensors. The Skill Rolls may be made against the average of the Skill Rating of the appropriate science or technology and the 39 Skill Rating in *Starship Sensors* and modified for the circumstances. Success will give additional information in a short time, [as indicated in the bullet points above] though it is possible to determine much of the same information without the roll if enough time is spent.

All Star Fleet officers have a rating of 10 or more in this skill. Helmsmen have ratings of 30 or more and Science Officers of 40 or more.

### **Starship Weaponry Operation**

This skill deals with the operation of all types of starship phasers and photon torpedoes, including their arming, aiming, and firing. Training includes the use of the targeting computer and extensive practice, not only with combat simulators but also using the actual weapons on Star Fleet Academy's target range.

This skill is used with a Skill Roll or a To-Hit Roll in starship combat to determine the effectiveness of weapon fire. It also might be used by a character attempting to operate unfamiliar ship's weaponry in a captured vessel.

All Helmsmen have ratings of at least 40 in this skill. Any captain-to-be must have some training in this area.

### **Starship Weaponry Technology**

This skill deals with the technical aspects of both phaser weaponry and photon torpedoes, particularly covering repair and maintenance. Training includes study of the appropriate circuit theory, as well as extensive guided practice in weaponry equipment assembly, disassembly, and repair.

Qualified personnel may make minor to moderate emergency repairs of damaged or malfunctioning equipment. A character also could use this skill to make minor weaponry modifications. After a bridge hit in Starship combat, this skill may be used, with a Skill Roll, to repair a damaged weapons console.

All Helmsmen and Engineering Officers have ratings of 10 or more in this skill.

### **Stealth**

Stealth involves the ability to move inconspicuously through darkened areas or crowds. This skill is needed whenever a character attempts to go unnoticed by authorities or others.

The average of this rating and the character's DEX or LUC score may be used to evade pursuers or to sneak unnoticed past guards. Intelligence Field Operations officers have a rating of at least 10 in this skill.

### **Streetwise**

This skill is gained only by experience, interacting with people planet side. The urban counterpart of *Planetary Survival*, this skill deals with how to blend in with the natives in a port, how to hide from the police in unfamiliar city slums, how to contact the urban underground without being compromised, and how to behave in back alleys and back rooms in the seamier parts of any humanoid planet from Vulcan to Sherman's Planet.

The skill may be used by a character to find what he wants in port, whether it is information from a bartender about an illegal gambling parlor or about what ships have been in or out of port in the last two months.

### **Surveillance**

The art of Surveillance involves seeing without being seen, either personally or through technological devices. This skill gives the abilities to secretly observe a person or location through visual or audio techniques and to organize (or evade) search parties. Training allows a character to enhance his observation skills, to use and repair observation equipment, to employ search party tactics, and to maintain a low profile.

A character may use these talents in any reasonable setting during a clandestine operation. This skill is used to recall details of an observation, to make accurate visual and written records of observations, or to establish and maintain covert observation. A successful Skill Roll against *Surveillance* allows one character to follow another without being spotted. In some cases, however, the game master may allow the target a chance to spot his tracker, with a Saving Roll against his INT. The average of this rating and the character's DEX or LUC score may be used to remain inconspicuous in an appropriate setting. The average of this rating and the character's INT score may be used to recall a very minor (yet significant) detail made during an observation. If a character attempts to detect suspected electronic surveillance and/or to defeat any known surveillance efforts, he must make a successful Skill Roll against his *Surveillance* Skill Rating. *Technology* and *Procedural Skills*

Intelligence Field Operations officers have a rating of at least 5 in this skill, and Administration officers have a rating of at least 20.

THE KLINGONS: In game terms, the skill should be used to keep Klingon characters properly paranoid. If a character suspects that a plot or coup is in the offing, he may request that the game master make a Skill Roll against *Surveillance*. The game master will do so, but he does not reveal the exact outcome of the roll to the player. Instead, if the roll is successful, the character will hear a rumor or glean some other evidence. If the roll fails by less than 20 points, the

character will hear nothing. If the roll fails by more than 20 points, however, the character will hear a false rumor! If no plot exists, the player will hear nothing. If there is no plot but the game master's secret skill roll failed by more than 20 points, he may mislead the character into believing there is a plot. Game masters may wish to make secret rolls for some characters, even when not requested. These might occur when someone with an established surveillance network (a Klingon ship Captain or Security Chief, for example) has a chance to accidentally pick up some important information. If such a roll succeeds, the game master may reveal a bit of information to the character. Again, he may give false information for spectacularly failed rolls.

### Transporter Operational Procedures

This skill involves the use of transporter devices, whether they be personnel transporters or cargo transporters. Training includes locking in on a person or an area, powering up the system, and accomplishing beamup with simulators and with all three transporter types commonly in use.

OVERVIEW: This skill may be use when a character desires to make a quick lock-on and beam-up, when atmospheric conditions or other hazards make beaming difficult, or when extreme precision is required, such as transporting into an unknown area using sensor readings only.

No Skill Roll is required for routine ship-to-planet, planet-to-planet, or ship-to-ship beaming by anyone with a rating of at least 10 in *Transporter Operation Procedures*.

DETAILS: This skill is used, with a Skill Roll and modifications, to determine the success of non-routine transporter operation. For other situations, Skill Rolls must be made with the modifiers to the Skill Rating as listed below. Everything transported at one time in a transporter suffers the same fate, and only one Skill Roll is made.

A successful Skill Roll indicates that beaming is accomplished without incident. An unsuccessful Skill Roll indicates that beaming cannot be accomplished and everything stays where it is. A second try can be made, but failure of the second Skill Roll indicates that a transporter accident occurs. Usually, the accident should result in loss of the object or person beamed, or in death through improper assembly at the target point or beaming into solid matter. Unless this risk is acceptable, no further attempt to beam should be made until one or more of the restricting conditions changes.

If cargo or emergency transporters are used for personnel, Skill Rolls are required in even normal circumstances. Because cargo transporters are much more coarsely tuned and have less fine control, all modifiers for adverse conditions are doubled before

adjusting the Skill Rating. Emergency transporters have controls as fine as the normal personnel transporters, and thus normal modifiers apply to them.

Skill Rolls must be made for objects held in transit. For each 5 minutes an object is held, the transporter operator must make a Skill Roll. If the roll fails, the lock is lost unless a successful Saving Roll is made against the operator's LUC score. A second, immediate attempt may be made to regain the lock with a modifier of -40. If it, too, fails, the objects or personnel being transported are lost forever.

All Star Fleet officers have a rating of 10 in this skill.

### TRANSPORTER USE SKILL ROLL MODIFIERS

#### Beaming Type Abbreviations

S>P = Ship-to-Planet      P>S = Planet-to-Ship  
S>S = Ship-to-Ship      In-S = Within same ship

Type	Conditions	Modifier
S>P, P>S	Unstable atmospheric conditions	- 20
S>P, P>S	Local interference	- 20
S>P, P>S	Transporter at each end	+40
P>S, S>S	Lock in with sensors only	- 15
S>S	Transporter at only one end	+10
In-S	Any beaming within same ship	- 40

#### Universal

Any Location used in past 24 hours	+20
Any Ship's power reserve less than half	- 25

### Transporter Systems Technology

This skill deals with the technical aspects of the transporter devices. Training includes assembly and repair of transporter circuitry, which seems to be particularly vulnerable to malfunction.

This skill may be used by a character desiring to correct a transporter malfunction such as the one which split Capt. Kirk into two parts as in the episode *The Enemy Within*, or to modify transporter circuitry for a special purpose.

All Engineering Officers have a rating of 10 or more in this skill.

### Trade and Commerce

This skill applies to buying and selling commodities on the open market, especially including interstellar commerce. The basic techniques and facts behind this trade may be taught in academies, apprenticeship programs, and on the job. Advanced skill, however, is best learned by experience. Skill in this area will affect success in attempts to sell a cargo (and the price obtained), to complete a trade agreement with a new culture, or to negotiate a favorable transport contract. It also will influence the ability to locate a cargo-for-

hire that is available for contract transport, or to move more goods in an area of limited demand.

Using Trade and Commerce, a character will be able to sell or purchase trade goods at the most favorable prices or (when combined with *Bribery*) to locate a black market. [Game systems for using this skill are explained within the appropriate rules sections *Trader Captains and Merchant Princes*, 2<sup>nd</sup> ed]. Successful Skill Rolls against a character's *Trade and Commerce* Skill Rating improve the prices obtained for goods, or the amount of those goods that can be sold at a fixed price. Intelligence agents use this skill primarily as part of a cover identity, as traders often see and hear things that others miss.

Intelligence Analysis officers have a rating of at least 5 in this skill, Field Operations officers have a rating of at least 10, and Administration officers have a rating of at least 20.

### **Trivia**

This catch-all skill category covers any specialized knowledge not covered by other skills; it is intended for players to be able to individualize their characters, giving them depth by establishing their hobbies and interests. Some *Trivia* skills, such as 20th-century firearms, will be technical or academic in nature, and others, such as explosives, will be gained only through experience. Categories chosen for trivia must be well-defined and not too general, and a Skill Rating must be developed for each separate skill.

Some *Trivia* will be useful and others will be just for fun or to round out a character's personality for better role-playing.

### **Value Estimation**

With this skill, a character can estimate the approximate worth of valuable items, including trade items such as luxury goods (jewelry, collector's items, and so forth) and bulk commodities (grain and foodstuffs, among others). The skill also enables a character to determine which art objects or luxury goods are fakes, and thus worthless.

The exercise of this skill provides a general idea of the relative value of a type of item, allowing one to tell valuable collectibles from worthless junk, good wine from bad, real diamonds from paste replicas, etc. It also allows a character to get a general idea of how much of a given item is a fair trade for a given amount of another item—a useful ability in barter. Also, this skill enables a trader to estimate the worth of a cargo when carried to a planet with which he is familiar. A successful skill roll will give a relative estimate of the item's worth only (not an exact value). This skill (not *Forgery*) should be used when evaluating a counterfeit work of art. Intelligence agents use this skill primarily as part of a cover identity.

Game masters must not allow characters to misuse this skill to obtain specific values of specialty items like gems and rare artworks. This skill does not provide more than very general knowledge of the value of specialty items like unusual jewels or fine wines, nor does it give the exact monetary value of any specific item. Such knowledge would be covered by a specialty skill.

The result of a successful skill roll against Value Estimation should reveal only a relative idea of worth, or detect the fact that the item in question is a less-valuable commodity that only resembles a valuable item. Specific value determination would be determined by averging this Skill Rating with that of the appropriate *Trivia* skill, such as *Gems* or *Wines and Liquors*.

For example, a successful *Value Estimation* roll applied to a ring might reveal that the 'diamond' set in the ring was glass and the 'gold' band was actually only gold-plated. If the diamond were real (and large) and the gold 24-carat, however, the character would only be told that the ring "appears to be very valuable". If the ring were an antique, worth more than the stone's quality and gold content might indicate, the character making a successful roll against the Value Estimation skill would be told by the game master that the ring "looks like it might be a valuable antique". He would not be told that the ring is a part of the ancient Terran Crown Jewels of England unless he had an appropriate Trivia skill and made a skill roll against the average of that Skill Rating with the Rating in *Value Estimation*.

When a character is demonstrably familiar with the relative costs of items, such as a cargo he has just purchased on one planet and is taking to another planet with which he is also familiar, Value Estimation may reveal more specific information. In such a case, the character would be told that "a cargo like that would have netted you close to 2000 credits per SCU last time you were on Leifsbane" (or whatever figure is appropriate). Of course, the situation on Leifsbane may have changed while the character has been elsewhere. Generally speaking, however, the information given to characters about known cargoes in known ports should be within 25 percent of the real figures.

Intelligence Analysis officers have a rating of at least 5 in this skill, Field Operations officers have a rating of at least 10, and Administration officers have a rating of at least 15.

### **Vehicle Operation**

This skill is involved in the operation of all modern (in *STAR TREK terms*) aircraft, ground transport vehicles, and water vehicles, including both pleasure and passenger/cargo vehicles. Anyone qualified in this skill can operate small, private vehicles under normal conditions. Separate Skill Ratings must be developed

for the operation of atmospheric craft, ground vehicles, and water vehicles.

Skill Ratings of 10 or more allow the character to operate most small, personal vehicles. Ratings of 40 or more allow the operation of most vehicles in the class. For example, this skill would be used by characters attempting to fly a familiar or unfamiliar aircraft, use a ground vehicle, or pilot a water vehicle while on a landing party.

Characters with this skill may apply half or more of the rating to the operation of archaic vehicles, such as biplanes or helicopters, 20th-century automobiles, or sailing vessels. The closer to 'modern' vehicles in operation, the greater the rating allowed. A rating of 10 or more in the appropriate *Trivia* skill allows the entire rating to be used. This skill frequently is chosen as a background skill as it is not a part of Star Fleet training.

### **Warp Drive Technology**

This skill covers knowledge of the matter/antimatter mix formula that runs a starship. Development includes study of the theory behind the warp drive and extensive practice with simulators, altering the mix to meet a variety of situations, including emergencies such as starting the engines cold and nursing more power from them in response to unusual power demands. Training also is given in maintenance and emergency repair.

This skill is used in starship combat to coax extra power from the engines and to make emergency warp

speed changes. All Engineering Officers have a rating of at least 10 in this skill, and most have ratings of 40 or more.

### **Zero-G Operations**

This skill involves all activity in null-gravity situations. It is gained only through experience, and it is part of Star Fleet officer training.

A character operating where the gravity is low or nonexistent uses this skill, whether it be for emergency repairs outside a ship in space or for combat aboard a floating derelict. When a character attempts to use other skills under such conditions, the Skill Rating in this skill is used to modify that skill's rating.

Any unusual use of the skill will require a Skill Roll. To determine if a roll is necessary, subtract the rating from 100 to give the chance that a roll will be needed. If no roll is needed, the use will be successful without a roll. If a roll is needed and is successful, the same result occurs. If the roll is unsuccessful, the attempt fails, with the potential for harmful effects if a Saving Roll against DEX is not successful. When a character attempts to use other skills under such conditions, the Skill Rating is averaged with the other skill before a Skill Roll is made.

All Star Fleet officers have ratings of 10 or more in this skill.