

## "TO HIT" TABLE (with adjustments)

Basic "to hit" number = (DEX + weapon skill) divided by 2

SIZE:	small	- 15
	man-size	0
	large	+ 15
RANGE:	same/adjacent square	+ 15
	short	0
	medium	- 15
	long	- 30
	extreme	- 45
TARGET MOVEMENT:	stationary	+ 15
	moving	0
	evading	- 15
AIMED SHOT:		+ 10
TARGET CONCEALMENT:	2/3 or more	- 20
	1/3 to 2/3	- 10
ATTACKER CONCEALMENT:	more than 2/3	- 30
TARGET PRONE:		- 5
WRONG HAND:		- 20
TWO WEAPONS:		- 10 to each

## FATIGUE SAVES ON END REQUIRED FOR:

**RUNNING** full speed (using double AP for movement during a turn.)

**EVADING** full speed (using all available AP for move-and-evade - saving die roll at 20 point penalty.)

**DIFFICULT TERRAIN** (using over 1/2 available AP for movement over rugged terrain - steep hills, rocks, sand, snow, stairs, ladders, etc.)

**Combat** (after any combat involving hand-to-hand or hand weapons, if combat lasts more than 3 turns - roll after contact with enemy broken.)

Roll save vs. normal END. Failure expends 5 END points (as temporary damage). Gamemasters may require END save penalties or more frequent saves as conditions warrant.

## BARE HAND DAMAGE BY STR

STR	DAMAGE
01-25	1D10 - 3
26-50	1D10
51-75	1D10 + 3
76-100	2D10
101-125	2D10 + 3
126-150	3D10

## ACTION POINTS TABLE

### MOVEMENT

Move 1 square orthogonally (straight)	1
Move 1 square diagonally	1 1/2
Move and evade 1 square orthogonally	2
Move and evade 1 square diagonally	3
*Turn in place (only)	1
Crawl 1 square orthogonally	2
Crawl 1 square diagonally	3
*Roll sideways (in prone position)	2

### SPECIAL MOVEMENT NOTES

- Swimming - twice normal AP - no other actions
- Climbing stairs - twice normal AP
- Climbing ladder - twice normal AP - DEX save for other actions
- Climbing rope - 3x normal AP - DEX save for other actions
- If running full speed (no other action for turn), **DOUBLE** available AP for the turn for movement only. If running 2 turns in a row (and each subsequent uninterrupted turn), make a fatigue saving roll.

### POSITION CHANGE

*Stand to kneel (and reverse)	1
*Kneel to prone (and reverse)	1
*Dive to prone	2
*Dive roll (evade—from stand to kneel or from kneel to prone...)	4
Stand to sit (and reverse)	1

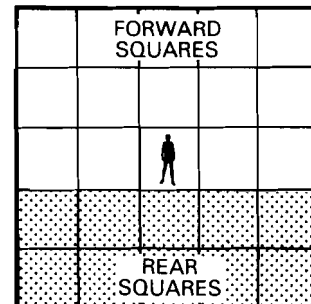
### WEAPON AND EQUIPMENT USE

Draw weapon (or device) and ready	2
*Fire ready weapon/throw weapon	1
Reset weapon settings	2
Reload weapon	2
*Short communication (one sentence)	1
*Operate familiar device	2
Aim weapon	2

### PERSONAL COMBAT

*Parry blow	2
*Duck thrown weapon/object (not missiles)	2
Personal combat attack (with ready weapon or	
* hand-to hand)	all remaining (at least 3)
Flying tackle (must move 3 sq. directly toward	
opponent)	all remaining (at least 4)

\* = possible opportunity action



FACING DIAGRAM

*A supplement for use with*  
**STAR TREK™**  
**THE ROLE PLAYING GAME**



1st Cruise									
2nd Cruise									
3rd Cruise									
4th Cruise									
5th Cruise									
6th Cruise									
Command School?	Y	N							
SERVICE EXPERIENCE									Term Length
1st Term									
2nd Term									
3rd Term									
4th Term									
5th Term									
6th Term									
7th Term									
8th Term									
9th Term									

Bare Hand  
Damage

[illegible]

PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE ONLY

# MERCHANT/TRADER CHARACTER DATA RECORD



MERCHANT ACADEMY

Yes \_\_\_\_\_ No \_\_\_\_\_

Academy Specialty \_\_\_\_\_

## SERVICE EXPERIENCE

Term	Term Length
1st	_____
2nd	_____
3rd	_____
4th	_____
5th	_____
6th	_____
7th	_____
8th	_____
9th	_____

Total Years in Service \_\_\_\_\_

Bare Hand  
Damage

A supplement for use with  
**STAR TREK**™  
THE ROLE PLAYING GAME

CHARACTER	AP
PLAYER	18
Star Fleet AGE	17
RACE SEX	16
SHIP	15
Class: Name: Data: Leased Paid For Buying	14
POSITION	13
Marksmanship (modern)	12
To Hit Modern	11
Personal Combat (unarmed)	10
To Hit H-T-H	9
	8
	7
	6
	5
	4
	3
	2
	1

STR	END	INT	DEX	CHA	LUC	PSI
-----	-----	-----	-----	-----	-----	-----

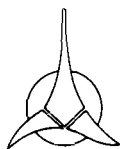
Administration .....	Leadership .....	Stshp. Comm. Proc ..
Artistic Ability .....	Life Sup. Tech .....	Stshp. Engr. (Gen.) ...
Astron./Astroph .....	Marks (Arch.) .....	Starship Helm Op ....
Atm. Craft Pilot .....	Mechanical Eng .....	Starship Navigation ..
Botany .....	Medicine .....	Starship Security ....
Bribery .....	Mining .....	Starship Sensors ....
Carousing .....	Negot./Diplomacy ....	Starship Services ....
Commun. Sys. Tech ..	Personal Wpn. Tech ..	Streetwise .....
Comp. Archeol. ....	Prs. Comb. (Ar.) .....	Swimming/Diving ....
Computer Operation ..	Physical Chem .....	Trade & Commerce ..
Computer Tech .....	Physics .....	Trans. Op. Proc .....
Def. Shield Tech .....	Planetary Ecology ....	Trans. System Tech ..
Electronics Tech .....	Planetary Survival ...	Trivia .....
Env. Suit Operations ..	Psych .....	Value Estimation ....
Federation History ...	Rac. Clt./Hist. ....	Vocal Music .....
Federation Law .....	Ship's Wpn. Tech ....	Warp Drive Tech .....
Forgery .....	Shuttlecraft Pilot .....	Water Vehicle Op ....
Gaming .....	Shtt. Sys. Tech .....	Zero-G Operations ...
Geology .....	Sm. Eqpt. Sys. Tech ..	Zoology .....
Grnd. Veh. Operation ..	Small Unit Tactics ...	
Instruction .....	Small Vessel Engr .....	
Inst. Music .....	Small Vessel Piloting ..	
Lang .....	Stshp. Cmbt. Tac./Str ..	

UNC  
LVL  
UNC  
SAVE

# Klingon Empire Character Data Record

A supplement for use with

**STAR TREK**<sup>TM</sup>  
THE ROLE PLAYING GAME



## CADET CRUISE

1st Cruise  
2nd Cruise  
3rd Cruise  
4th Cruise  
5th Cruise  
6th Cruise

Command School? Y N

## SERVICE EXPERIENCE

1st Term  
2nd Term  
3rd Term  
4th Term  
5th Term  
6th Term  
7th Term  
8th Term  
9th Term

Term Length

Bare Hand  
Damage

Imp. Klingon Expeditionary Forces  
Imperial Navy  
Sector Naval Garrison  
Explor./Coloniz. Fleet  
Merchant/Courier Fleet  
Imp. Starbase Duty  
Security Risk Notation  
Passed  
Favorable Sec. Not.  
Imp. Command.

CHARACTER	
PLAYER	
RANK	AGE
RACE	SEX
TITLE	
LINENAME	
LINE STATUS INFORMATION	
SPECIALIZATION AREA	
CURRENT ASSIGNMENT	
Marksmanship (modern)	
To Hit Modern	
Personal Combat (unarmed)	
To Hit H-T-H	

AP

18

17

16

15

14

13

12

11

10

STR END INT DEX CHA LUC PSI

Administration .....  
Artistic Ability .....  
Astron./Astroph .....  
Atm. Craft Pilot .....  
Botany .....  
Bribery .....  
Carousing .....  
Clandestine Ops .....  
Commun. Sys. Tech ..  
Comp. Archeol. ....  
Computer Operation ..  
Computer Tech .....  
Def. Shield Tech .....  
Electronics Tech .....  
Env. Suit Operations ..  
Federation History ...  
Federation Law .....  
Forgery .....  
Gaming .....  
Geology .....  
Grnd. Veh. Operation ..  
Instruction .....  
Inst. Music .....

Interrogation .....  
Klingon History .....  
Klingon Law .....  
Lang .....  
Leadership .....  
Life Sup. Tech .....  
Marks (Arch.) .....  
Mechanical Eng .....  
Medicine .....  
Negot./Diplomacy ....  
Personal Wpn. Tech ..  
Prs. Comb. (Ar.) .....  
Physical Chem .....  
Physics .....  
Planetary Ecology ....  
Planetary Survival ...  
Psych .....  
Rac. Clt./Hist. ....  
Ship's Wpn. Tech ....  
Shuttlecraft Pilot .....  
Shtt. Sys. Tech .....  
Sm. Eqpt. Sys. Tech ..  
Small Unit Tactics ...

Stshp Cmbt. Tac./Str ..  
Stshp. Comm. Proc ..  
Stshp. Engr. (Gen.) ...  
Starship Helm Op ....  
Starship Helm Op ....  
Starship Navigation ..  
Starship Security ....  
Starship Sensors ....  
Starship Services ....  
Streetwise .....  
Surveillance .....  
Swimming/Diving ....  
Trade & Commerce ..  
Trans. Op. Proc .....  
Trans. System Tech ..  
Trivia .....  
Value Estimation ....  
Vocal Music .....  
Warp Drive Tech .....  
Water Vehicle Op ....  
Zero-G Operations ...  
Zoology .....

UNC  
LVL

UNC  
SAVE

9

8

7

6

5

4

3

2

1

WEAPON TYPE	PARRY	DAMAGE	SHORT	MEDIUM	LONG	EXTREME	AMMO/POWER	GRAZE	DRAIN	OVERLOAD	
										RADIUS	
CLUB, other similar	P	2D10	---	---	---	---	---	---	---	---	---
MACE/FLAIL/AXE	P	4D10+10	---	---	---	---	---	---	---	---	---
DAGGER/KNIFE	some	2D10	1-5	6-10	11-15	16-20	---	---	---	---	---
SWORD	P	4D10	---	---	---	---	---	---	---	---	---
POLE WEAPON	P	4D10+5	---	---	---	---	---	---	---	---	---
BOW (w. normal quiver)	P	4D10	1-20	21-60	61-130	131-190	20	---	---	---	---
CROSSBOW (w. quarrels)	P	4D10+10	1-12	13-35	36-60	61-90	20	---	---	---	---
PISTOL	-	4D10	1-10	11-25	26-40	41-75	6	---	---	---	---
CARBINE	P	4D10+10	1-15	16-50	51-100	101-170	15	---	---	---	---
RIFLE	P	4D10+5	1-30	31-100	101-200	201-300	30	---	---	---	---
SHOTGUN	P	4D10+10	1-10	11-25	26-50	51-100	2	---	---	---	---
SMG (submachine gun)	P	4D10+20	1-15	16-45	46-80	81-120	32	---	---	---	---
MG (machine gun)	—	4D10+30	1-50	51-150	151-300	301-500	50	---	---	---	---
PHASER I (mk. I)	—	---	1-5	6-12	13-30	31-50	20	---	---	---	30 squares
stun		75*						25*	1		
wide angle stun		75*	(1-5)					25*	4		
heavy stun		120*						40*	2		
heat		40						20	1		
disrupt		150						50	2		
disintegrate		DESTROYED						50	4		
PHASER II (mk. I)	-	---	1-10	11-24	25-60	61-100	35	---	---	---	100 squares
stun		75*						25*	1		
wide angle stun		75*	(1-10)					25*	4		
heavy stun		120*						40*	2		
heat		40						20	1		
disrupt		150						50	2		
disintegrate		DESTROYED						50	4		
PHASER RIFLE (mk. I)	-	---	1-15	16-35	36-90	91-150	50	---	---	---	125 squares
stun		75*						25*	1		
wide angle stun		75*	(1-15)					25*	4		
heavy stun		120*						40*	2		
heat		40						20*	1		
disrupt		150						50	2		
disintegrate		DESTROYED						50	4		
PHASER I (mk. II)	-	---	1-6	7-15	16-30	31-60	20	---	---	---	30 squares
stun		80*						30*	1		
wide angle stun		80*	(1-6)					30*	4		
heavy stun		130*						50*	2		
heat		40						20	1		
disrupt		160						60	2		
disintegrate		DESTROYED						60	4		
PHASER II (mk. II)	-	---	1-12	13-30	31-60	61-100	40	---	---	---	110 squares
stun		80*						30*	1		
wide angle stun		80*	(1-12)					30*	4		
heavy stun		130*						50*	2		
heat		40						20	1		
disrupt		160						60	2		
disintegrate		DESTROYED						60	4		
HAND DISRUPTOR (mk. I)	-	75	1-4	5-10	11-20	21-35	20	25	2		
DISRUPTOR RIFLE (mk. I)	P	75	1-10	11-25	26-40	41-100	50	25	2		
HAND DISRUPTOR (mk. II)	-	---	---	---	---	---	20	---	---	---	---
standard shot		75	1-4	5-10	11-25	26-45		25	2		
high-power shot		DESTROYED	1-4	5-10	11-25	NONE		50	6		
HAND DISRUPTOR (mk. III)	-	---	---	---	---	---	25	---	---	---	---
standard shot		75	1-5	6-15	16-35	36-50		25	2		
high-power shot		DESTROYED	1-5	6-15	16-35	NONE		50	6		
DISRUPTOR (mk. III)	P	---	---	---	---	---	65	---	---	---	---
standard shot		75	1-10	11-20	21-60	61-90		25	2		
high-power shot		DESTROYED	1-10	11-20	21-60	NONE		50	8		
HAND LASER (old-style)	-	80	1-6	7-15	16-30	31-60	20	20	1		
LASER RIFLE (old-style)	-	80	1-15	16-40	41-100	101-200	40	20	1		
POLICE STUNNER	-	75*	1-5	6-12	13-30	31-50	20	25*	1		
STUNCLUB	P	40*	---	---	---	---	---	---	---	---	---
GORN BLASTER	-	50	1-4	5-8	9-20	21-40	25	20	1		

\*Non-permanent damage      Phaser I, II and rifle stun effects last 2D10+10 minutes.

Heavy stun effects last 3D10+20 minutes.

#### New rule — Wide Angle Stun

A wide angle stun shot affects all targets in three connected squares (any pattern chosen by the attacker), as shown in the tables above. A clear line of sight must be drawn to each target square, and no target square may be outside the weapon's normal short range area.

A separate "to hit" roll must still be made for all affected targets. If the "to hit" roll fails, the target is missed (or at least unaffected), even though targets on either side, or in the same square, may be hit. A 20 point bonus is applied to all "to hit" rolls using wide angle stun. Only phaser energy weapons (not disruptors, police stunners, blasters, etc.) have this setting. Resetting a weapon for wide angle stun requires performing a "reset weapon settings" action, as does returning the angle setting to normal. No other type of phaser fire (heat, disrupt, etc.) can be accomplished with the weapon at a wide angle setting.

There is no "wide angle heavy stun" setting.

## TRANSPORTER SAVING ROLLS

No save required for routine beaming. For other situations, make standard save on *Trans. Op. Proc.* skill, with the following modifications, where appropriate:

S-P = ship-to-planet                      P-S = planet to ship  
S-S = ship-to-ship                      (S) = beaming within same ship

S-P or P-S/bad atmospheric conditions or other local interference	+ 20
S-P or P-S/transporter rooms on both ends operating	-40
S-S/transporter only operating at one end	+ 10
P-S or S-S/pickup or locking in using reading sensors only	+ 10
ANY/beaming to location already used once in last 24 hours	-20
ANY/beaming during low power situation (ship's power) below half of normal)	+ 25
(S)/beaming inside same ship	+ 40
ANY/using mass transporters (12 + persons)	+ 10
ANY/using cargo transporters for living matter	+ 20
ANY/using transporters through one lowered shield (when other shields in operation)	+ 30

## RACIAL MODIFIERS / ATTRIBUTES

	STR	END	INT	DEX	CHA	LUC	PSI
Human	---	---	---	---	---	---	-30
Andorian	+10	+ 5	---	---	---	-20	-20
Caitian	---	- 5	---	+20	+ 5	-10	-30
Edoan	- 5	---	---	+15	---	-15	-35
Tellarite	+ 5	+ 5	---	---	-10	-20	-40
Vulcan	+20	+10	+10	---	---	-40	---
Orion	+10	---	---	---	-10	-25	-30
Imperial Race Klingon	+10	---	---	+ 5	-30	-40	-60
Klingon/Human Fusion	+10	+ 5	---	---	-20	-40	-50
Klingon/Romulan Fusion	+10	+10	---	---	-10	-40	-40

## HEALING RATES

Humans (and any unspecified race)  
Wound dmg. healed/day = Original END/20 (round down)  
Temp. dmg. healed/30 min. = Original END/10 (round normally)  
Imperial Race Klingons  
Wound dmg. healed/day = Original END/20 (round up)  
Temp. dmg. healed/30 min. = Original END/10 (round normally)  
Klingon Fusions (all)  
Wound dmg. healed/day = Original END/20 (round down)  
Temp. dmg. healed/30 min. = Original END/10 (round normally)

## OPTIONAL KLINGON DAMAGE ADJUSTMENT

Projectile weapons:	+ 1 pt/die Imperial Race only
Edged weapons:	+ 2 pt/die Fusions
Neural drugs:	+ 1 pt/die all Klingons Inhaled drugs 10% faster
Agonizer: Saving roll for victim at	- 40 for all Klingons (instead of - 50 for others)
Phaser stun:	
Mk. I stun (graze)	60 (20) pts. Fusions 50 (20) pts. Imp. Race
Mk II stun (graze)	65 (25) pts. Fusions 55 (25) pts. Imp. Race
Mk. I hvy stun (graze)	100 (35) pts. Fusions 80 (30) pts. Imp. Race
Mk. II hvy stun (graze)	110 (45) pts. Fusions 90 (40) pts. Imp. Race

## EMERGENCY FIRST AID SAVING ROLLS

Make saving roll on appropriate Medicine skill, with the following modifiers to the number rolled:

- + 0 if no medical equipment available
- 5 if using medical field kit/first aid kit only
- 15 if using Star Fleet/Klingon medical pouch (or equivalent)
- 25 if using modern Star Fleet/Klingon sick bay facilities (or equivalent)
- 5 if any skilled attempt at first aid has been made already, (even if such attempt did not save the patient at that time.)

ADD time in minutes since zero END reached  
ADD damage in END points beyond zero level

If roll succeeds, patient is stabilized at END of 1.

## CHARACTER AGING

Human	Critical age - 50
Andorian	Critical age - 85
Caitian	Critical age - 45
Edoan	Critical age - 75
Tellarite	Critical age - 50
Vulcan	Critical age - 110
Orion	Critical age - 60
Imperial Race Klingon	Critical age - 40
Klingon/Human Fusion	Critical age - 45
Klingon/Romulan Fusion	Critical age - 60

## SKILL AREAS — COMPREHENSIVE ALPHABETICAL LISTING

Administration  
 Artistic Ability (form)  
 Astronomy/Astrophysics  
 Atmosphere Craft Pilot  
 Botany  
*Bribery* \* # †  
 Carousing  
 Clandestine Operations @ #  
 Communications Systems Technology  
 Comparative Archeology (race)  
 Computer Operation  
 Computer Technology  
*Courtesan* †  
 Deflector Shield Technology  
 Electronics Technology  
 Environmental Suit Operations  
 Federation History  
 Federation Law  
*Forgery* \* # †  
 Gaming  
 Geology  
 Ground Vehicle Operation  
 Instruction  
 Instrumental Music (instrument)  
*Interrogation* #  
*Klingon History* #  
*Klingon Law* #  
 Languages (language)  
 Leadership  
 Life Support Systems Technology  
 Marksmanship, Archaic (weapon)  
 Marksmanship, Modern  
 Mechanical Engineering  
 Medicine (race)  
*Mining* \* †  
 Negotiation/Diplomacy  
 Personal Combat (unarmed)  
 Personal Combat, Armed, Archaic (weapon)  
 Personal Weapons Technology  
 Physical Chemistry  
 Physics  
 Planetary Ecology  
 Planetary Survival

Psychology [race]  
 Racial Culture/History [race]  
 Ship's Weaponry Technology  
 Shuttlecraft Pilot  
 Shuttlecraft Systems Technology  
 Small Equipment Systems Technology  
 Small Unit Tactics  
*Small Vessel Piloting* \* †  
 Small Vessel Engineering \* †  
 Starship Combat Tactics/Strategy  
 Starship Communications Procedures  
 Starship Engineering (general)  
 Starship Helm Operation  
 Starship Navigation  
 Starship Security  
 Starship Sensors  
 Starship Services  
 Streetwise  
*Surveillance* # †  
 Swimming and Diving  
*Trade and Commerce* # †  
 Transporter Operational Procedures  
 Transporter Systems Technology  
 Trivia [category]  
*Value Estimation* # †  
 Vocal Music  
 Water Vehicle Operation  
 Warp Drive Technology  
 Zero-G Operations  
 Zoology

### KEY

Italics — Not normally available to Star Fleet  
 player characters (GM option)  
 \* — Available to merchant characters only  
 # — Available to Klingon characters only  
 @ — Available under special circumstances  
 † — Available to Federation NPCs only

Other skills may be created at Gamemaster's option  
 for special NPCs or other uses, either as variants of  
 the Trivia skill, or as separate skill categories.

# TRAVEL TIME CONVERSIONS

TRAVEL TIME (Known Warp Speed) X MULTIPLIER (table below) = TRAVEL TIME (New Warp Speed)

To convert decimal remainders (days) to hours, multiply by 24.

To convert decimal remainders (hours) to minutes, multiply by 60.

...Find the multiplier for travel time (in days) for these warp speeds!

If you know travel time at this warp speed...

	Warp 1 1C	Warp 2 2C	Warp 3 3C	Warp 4 4C	Warp 5 5C	Warp 6 6C	Warp 7 7C	Warp 8 8C	Warp 9 9C	Warp 10 10C	Subspace Ratio Warp 15-3375c)
Warp 1 1C	1	.125	.037	.0156	.008	.0046	.0029	.002	.0014	.001	.0002
Warp 2 8C	8	1	.2963	.125	.064	.037	.0233	.0156	.011	.008	.0024
Warp 3 27C	27	3.375	1	.4219	.216	.125	.0787	.0527	.037	.027	.008
Warp 4 64C	64	8	2.3704	1	.512	.2963	.1866	.125	.0878	.064	.019
Warp 5 125C	125	15.625	4.6296	1.9531	1	.5787	.3644	.2441	.1715	.125	.037
Warp 6 216C	216	27	8	3.375	1.728	1	.6297	.4219	.2963	.216	.064
Warp 7 343C	343	42.875	12.7037	5.3594	2.744	1.588	1	.6699	.4705	.343	.1016
Warp 8 512C	512	64	18.963	8	4.096	2.3704	1.4927	1	.7023	.512	.1517
Warp 9 729C	729	91.125	27	11.3906	5.832	3.375	2.1254	1.4238	1	.729	.216
Warp 10 1000C	1000	125	37.037	15.625	4.6296	2.9155	1.9531	1.3717	1	.2963	

## STARSHIP EXPLOSIONS

Ship explodes when superstructure point total drops below zero IF saving roll (1D10) is equal to or less than number of damage points taken beyond zero point on superstructure. (Self-destruct also possible.)

Damage taken by nearby vessels varies according to range between exploding ship and target ship.

Damage is taken off the hexside facing the exploding ship, as with a normal attack.

## RANGE

1 hex

2 hexes

3 hexes

4 hexes

5 hexes

6 hexes

7-10 hexes

## AMOUNT OF DAMAGE

full amount of all remaining engine points of exploding ship

1/2 remaining engine points

1/4 remaining engine points

1/8 remaining engine points

1/16 remaining engine points

1/32 remaining engine points

1 point of damage

## SHIP COMBAT SAVING ROLLS

### CAPTAIN

1) Starship Combat Tactics/Strategy, at beginning of turn—no roll is made, but skill of opposing commanders compared to determine initiative.

### ENGINEER

Only one roll may be made per turn - player's choice

1) *Warp Drive Technology*, at beginning of turn - success gains 1 extra pt. of power to be applied to TOTAL POWER AVAILABLE track. (2 pts. if roll is 01-05...)

2) *Starship Engineering (general)*, at beginning of turn - success reduces stress/damage to one engine by one point. (2 pts. on one engine or 1 pt. each on two engines. if roll is 01-05...)

3) *Warp Drive Technology*, at beginning of turn - success allows helm to change overall warp speed by 2 steps instead of 1 in one turn.

### NAVIGATOR

1) *Deflector Shield Technology*, at beginning of turn - success allows helm to change overall warp speed by 2 steps instead of 1 in one turn.

### HELMSMAN

1) *Starship Helm Operation*, any time needed - success allows stress chart rolls to be made one step higher on chart than normal.

HELMSMAN (Early Star Fleet, most other races)

or WEAPONS OFFICER (Late Star Fleet, Klingon)

1) *Ship's Weaponry Technology*, made when firing (may roll twice/turn) - success gains a -1 on "to hit" rolls of weaponry.

### SCIENCE OFFICER

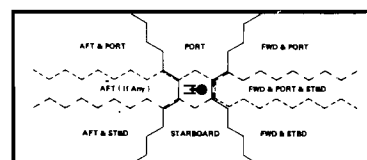
1) *Ship's Sensors*, at beginning of turn - success gains sensor lock for information scan. (Lock not necessary for weapons fire, but no weapons fire possible if sensors inoperative.)

### COMMUNICATIONS OFFICER

1) *Starship Communications Procedures*, anytime - success allows special functions to be performed (unscrambling special codes, penetrating interference, etc.).

### ALL BRIDGE PERSONNEL


1) *DEX attribute*, when receiving a "bridge personnel out" combat result - success allows continued function of this station next turn. (If roll fails, all settings of this panel remain the same next turn - no modification allowed.)





FIRING  
ARC  
CHART








	<b>UNITED FEDERATION OF PLANETS STAR FLEET</b>	
	NAME _____	RANK _____
	SERIAL # _____	
	DIVISION _____	POSITION _____
	ASSIGNMENT POST _____	


	<b>UNITED FEDERATION OF PLANETS DIPLOMATIC CORPS</b>	
	NAME _____	RANK _____
	DESIGNATION # _____	SECURITY CLEARANCE _____
	DIVISION & POSITION _____	
	ASSIGNED POST _____	


	<b>KLINGON IMPERIAL NAVY</b>	
	NAME/LINE _____	
	RANK _____	SERIAL # _____
	SPECIALTY AREA _____	
	POSITION _____	
	ASSIGNMENT _____	SECURITY INFORMATION _____

	<b>KLINGON IMPERIAL MARINE CORPS</b>	
	NAME/LINE _____	
	RANK _____	SERIAL # _____
	SPECIALTY AREA _____	
	POSITION _____	
	ASSIGNMENT _____	SECURITY INFORMATION _____

<b>CONFEDERATION OF ROMULAN IMPERIAL STATES</b>  	NAME _____	RANK/POSITION _____	SERIAL # _____	CURRENT ASSIGNMENT _____
--	------------	---------------------	----------------	--------------------------

	<b>VULCAN ACADEMY OF SCIENCES</b>	
	_____ is recognized for accomplishments in scientific research and hereby named as a Fellow of the Vulcan Academy of Sciences.	
	FACILITY ACCESS CODE _____	_____ AUTHORIZED SIGNATURE

	<b>KLINGON IMPERIAL SECURITY</b>	
	NAME _____	
	RANK _____	SERIAL # _____
	SPECIALTY AREA _____	
	POSITION _____	
	ASSIGNMENT _____	SECURITY INFORMATION _____

<b>UNITED FEDERATION OF PLANETS INDEPENDENT TRADERS' ASSOCIATION</b> 	
Be it known that _____ is a member in good standing of the UFP ITA, and is entitled to the fellowship and good will of brother and sister traders throughout the galaxy.	
EXPIR. DATE _____	<div style="transform: rotate(-45deg); transform-origin: bottom right; padding: 10px;"> <b>MEMBER</b> </div>
AUTHORIZED SIGNATURE _____	

Instructions: Permission is granted to photocopy these ID cards for personal use only. Photocopy onto heavy card stock (or onto paper, then glue to card stock). For added realism, UFP Star Fleet cards should be on gold paper for command divisions, light blue for sciences/medical, and light red for engineering/services; diplomatic card is white. Bottom shaded stripe on these card is a data recording strip; a scrap piece of recording tape can be glued here for added realism. Bottom of Romulan card is a metallic data contact; glue metal foil to contact strip for added realism. GMs are encouraged to issue appropriate cards to players!

NON-PLAYER CHARACTER RECORD SHEET

CHARACTER NAME

STR	END	INT	DEX	CHA	LUC	PSI
-----	-----	-----	-----	-----	-----	-----

RACE		SEX		AGE		HT.		WT.		
RANK/POSITION/JOB/ASSIGNMENT										
ACTION PTS.(AP)			BARE HAND DMG.			UNC. SAVE			UNC. LEVEL	
MARKSM.(modern)			TO HIT, MODERN		PERS. CMBT(unarmed)			TO HIT, H-T-H		
SIGNIFICANT SKILLS					WEAPONS/SPECIAL ATTACKS					
					COMMENTS/DESCRIPTIONS					

PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE ONLY

BRIDGE ASSIGNMENT I  
CREW ROSTER SHEET

SHIP		DEX		ST CMBT TAC/STRAT
CAPTAIN				
FIRST OFFICER				
CHIEF ENGINEER	DEX	WARP DRIVE TECH	ST ENGINE (GEN.)	
RELIEF ENGINEER	DEX	WARP DRIVE TECH	ST ENGINE (GEN.)	
NAVIGATOR	DEX	ST NAVIG	DEF SHIELD TECH	
NAVIGATOR	DEX	ST NAVIG	DEF SHIELD TECH	
HELMSMAN	DEX	ST HELM OP.	SHIP'S WEAP TECH	
HELMSMAN	DEX	ST HELM OP.	SHIP'S WEAP TECH	
SCIENCE OFFICER		DEX	SHIP'S SENSORS	
RELIEF SCIENCE OFFICER		DEX	SHIP'S SENSORS	
COMMUNICATIONS OFFICER	DEX	ST COMM PROC	ST COMM TECH	
RELIEF COMMUNICATIONS OFFICER	DEX	ST COMM PROC	ST COMM TECH	
WEAPONS OFFICER		DEX	SHIP'S WEAP TECH	
RELIEF WEAPONS OFFICER		DEX	SHIP'S WEAP TECH	

PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE ONLY

## WORLD AND CIVILIZATION LOG

(See PLANETSIDE ADVENTURES and  
NEW LIFE AND NEW CIVILIZATIONS)

A supplement for use with

**STAR TREK**™  
THE ROLE PLAYING GAME

WORLD NAME \_\_\_\_\_

NUMBER OF SATELLITES \_\_\_\_\_

1D10	1-3	None
	4-6	1 satellite
	7-8	2 satellites
	9	3 satellites
	10	4 satellites

PLANETARY GRAVITY ( $\frac{1D10+5}{10}$ ) \_\_\_\_\_ G

PLANETARY ROTATION (2D10 + 14) \_\_\_\_\_ hours

ATMOSPHERIC DENSITY \_\_\_\_\_

1D10	1-2	Thin
	3-8	Normal
	9-10	Thick

AMOUNT OF SURFACE LAND (% DICE) \_\_\_\_\_

CLIMATE \_\_\_\_\_

%Dice	01-15	desert
	16-35	tropical
	36-60	temperature-warm
	61-85	temperature-cool
	86-00	arctic

MINERAL CONTENT (% DICE EACH)

NORMAL METALS \_\_\_\_\_ SPECIAL METALS \_\_\_\_\_

RADIOACTIVES \_\_\_\_\_ GEM STONES \_\_\_\_\_

INDUSTRIAL CRYSTALS \_\_\_\_\_

SPECIAL INFORMATION AND DATA

DOMINANT RACE \_\_\_\_\_

LIFE FORM \_\_\_\_\_

%DICE	01-03	microorganisms
	04-07	plants
	08-14	insects
	15-20	fish
	21-30	amphibians
	31-40	reptiles
	41-50	avians (birds)
	51-95	mammals
	96-00	special

STR \_\_\_\_\_ END \_\_\_\_\_ DEX \_\_\_\_\_

INT \_\_\_\_\_ CHA \_\_\_\_\_ LUC \_\_\_\_\_

PSI \_\_\_\_\_ INDEX # \_\_\_\_\_

SOCIO-POLITICAL INDEX \_\_\_\_\_

TECHNOLOGICAL LEVELS IN:

ENGINEERING \_\_\_\_\_

PHYSICS \_\_\_\_\_

CHEMISTRY \_\_\_\_\_

LIFE SCIENCES \_\_\_\_\_

SOCIAL SCIENCES \_\_\_\_\_

PSIONICS \_\_\_\_\_

SENTIENT? \_\_\_\_\_

RACIAL INFORMATION AND OTHER DATA

# WORLD AND CIVILIZATION LOG

(See PLANETSIDE ADVENTURES and  
NEW LIFE AND NEW CIVILIZATIONS)

# STAR TREK™

THE ROLE PLAYING GAME

WORLD NAME Damal III  
NUMBER OF SATELLITES 1

1D10	1-3	None
<u>5</u>	4-6	<u>1 satellite</u>
	7-8	2 satellites
	9	3 satellites
	10	4 satellites

PLANETARY GRAVITY ( $\frac{1D10+5}{10}$ ) 1.4 G

PLANETARY ROTATION (2D10 + 14) 25 hours

ATMOSPHERIC DENSITY Thin

1D10	1-2	<u>Thin</u>
<u>2</u>	3-8	Normal
	9-10	Thick

AMOUNT OF SURFACE LAND (% DICE) 35 %

CLIMATE Arctic

%Dice	01-15	desert
	16-35	tropical
<u>29</u>	36-60	temperature-warm
	61-85	temperature-cool
	86-00	<u>arctic</u>

MINERAL CONTENT (% DICE EACH)

NORMAL METALS 3 SPECIAL METALS 28

RADIOACTIVES 13 GEM STONES 71

INDUSTRIAL CRYSTALS 11

DOMINANT RACE Fianari

LIFE FORM Mammal

%DICE	01-03	microorganisms
	04-07	plants
	08-14	insects
<u>23</u>	15-20	fish
	21-30	amphibians
	31-40	reptiles
	41-50	avians (birds)
	51-95	<u>mammals</u>
	96-00	special

STR 15 END 82 DEX 64

INT — CHA — LUC —

PSI — INDEX # —

SOCIO-POLITICAL INDEX —

TECHNOLOGICAL LEVELS IN:

ENGINEERING —

PHYSICS —

CHEMISTRY —

LIFE SCIENCES —

SOCIAL SCIENCES —

PSIONICS —

## SPECIAL INFORMATION AND DATA

Discovered by Andorian military survey party. 10 emergency shelters with provisions established equatorial area. All equipped with radar beacons and cleared areas for shuttle landings. Planet has no permanent colony. Mining concessions used in litigation.

SENTIENT? No

## RACIAL INFORMATION AND OTHER DATA

See Animal Creation Sheet.

# ANIMAL CREATION FORM

(see new life and new civilizations, animal creation)

	STR		END		DEX		MNT		AP +		DAMAGE BONUS		ARMOR	
BASE							1D10		1D10				1D10	
ANIMAL TYPE (1D10)					%D/2						1D10			
01-04 carnivore					+40		+1		-1		-4			
05-08 herbivore					+20		-1		+2		-6			
09-10 omnivore					+30		+2		+0		-5			
ANIMAL SIZE (2D10)														
02-03 tiny	1D10		1D10		x2								-4	
04-06 very small	2D10 +5		2D10 +5		x1.6								-3	
07-09 small	3D10 +10		3D10 +10		x1								-1	
10-12 medium	3D10 +30		3D10 +30		x1								-1	
13-15 large	3D10 +60		3D10 +60		x1								+0	
16-18 very large	3D10 +90		3D10 +90		x.7								+1	
19-20 huge	%D +100		%D +100		x.4								+2	
ANIMAL FORM (%D)														
01-05 amorphous	x.5		x1		x.5								-8	
06-20 insect/mollusk	x.5		x.8		x1.2								-4	
21-35 fish	x.8		x1.5		x1								-6	
36-50 amphibian	x1		x1		x1.2								-4	
51-65 reptile	x1		x1.5		x1.2								-3	
66-75 avian	x.6		x.8		x1.5								-6	
76-95 mammal	x1		x1		x1								-4	
96-00 special	?		?		?								?	
TOTALS														
DAMAGE BY STR STR                      ROLL 01-25                      1D10-3 26-50                      1D10 51-75                      1D10+3 76-100                      2D10 101-125                      2D10+3 126-150                      3D10 151-175                      3D10+3  ETC.		AP = _____ (DEX) ÷ 10 = _____ + _____ (AP +) DAMAGE ROLL = _____ + _____ (bonus)				MENTATION (MNT) CLASS 1 or less                  reactant (1) 2-3                          low (2) 4-6                          moderate (3) 7-9                          high (4) 10 or more                  very high (5)								
		STR _____ END _____ DEX _____ MNT CLASS _____ AP _____ DAMAGE DONE _____ ARMOR _____												

DESCRIPTIONS, NOTES, SKETCHES, ETC.

# ANIMAL CREATION FORM

(see new life and new civilizations, animal creation)

BASE	STR		END		DEX		MNT		AP +		DAMAGE BONUS		ARMOR																											
							1D10	9	1D10	5			1D10	3																										
<b>ANIMAL TYPE (1D10)</b>																																								
01-04 <u>carnivore</u>					%D/2	24					1D10																													
05-08 herbivore					+40	+40	+1	+1	-1	-1	-4	-4																												
09-10 omnivore					+20		-1		+2		-6																													
					+30		+2		+0		-5																													
<b>ANIMAL SIZE (2D10)</b>																																								
02-03 tiny	1D10		1D10		x2								-4																											
04-06 very small	2D10		2D10		x1.6								-3																											
	+5		+5										-1																											
07-09 small	3D10		3D10		x1								-1																											
	+10		+10										-1																											
10-12 medium	3D10		3D10		x1								+0	10																										
13-15 <u>large</u>	+30	75	+30	82	x1	x1							+1																											
	3D10		3D10		x.7								+2																											
16-18 very large	+60		+60																																					
	3D10		3D10																																					
19-20 huge	+90		+90		x.4																																			
	%D		%D																																					
	+100		+100																																					
<b>ANIMAL FORM (%D)</b>																																								
01-05 amorphous	x.5		x1		x.5								-8																											
06-20 insect/mollusk	x.5		x.8		x1.2								-4																											
21-35 fish	x.8		x1.5		x1								-6																											
36-50 amphibian	x1		x1		x1.2								-4																											
51-65 reptile	x1		x1.5		x1.2								-3																											
66-75 avian	x.6		x.8		x1.5								-6																											
76-95 <u>mammal</u>	x1	x1	x1	x1	x1	x1							-4	-4																										
96-00 special	?		?		?								?																											
<b>TOTALS</b>																																								
	75		82		64		10		4		5		-1(0)																											
<div style="display: flex; justify-content: space-between;"> <div style="width: 30%;"> <p><b>DAMAGE BY STR</b></p> <table border="0"> <tr> <td>STR</td> <td>ROLL</td> </tr> <tr> <td>01-25</td> <td>1D10-3</td> </tr> <tr> <td>26-50</td> <td>1D10</td> </tr> <tr> <td><u>51-75</u></td> <td><u>1D10+3</u></td> </tr> <tr> <td>76-100</td> <td>2D10</td> </tr> <tr> <td>101-125</td> <td>2D10+3</td> </tr> <tr> <td>126-150</td> <td>3D10</td> </tr> <tr> <td>151-175</td> <td>3D10+3</td> </tr> </table> <p>ETC</p> </div> <div style="width: 35%;"> <p>AP = <u>64</u> (DEX) ÷ 10 = <u>6</u> + <u>4</u> (AP+)</p> <p>DAMAGE ROLL = <u>1D10+3</u> + <u>5</u> (bonus)</p> </div> <div style="width: 30%;"> <p><b>MENTATION (MNT) CLASS</b></p> <table border="0"> <tr> <td>1 or less</td> <td>reactant (1)</td> </tr> <tr> <td>2-3</td> <td>low (2)</td> </tr> <tr> <td>4-6</td> <td>moderate (3)</td> </tr> <tr> <td>7-9</td> <td>high (4)</td> </tr> <tr> <td>10 or more</td> <td><u>very high (5)</u></td> </tr> </table> </div> </div> <div style="display: flex; justify-content: space-between; margin-top: 10px;"> <div>STR <u>72</u> END <u>82</u> DEX <u>64</u> MNT CLASS <u>5</u></div> <div>AP <u>10</u> DAMAGE DONE <u>1D10+8</u> ARMOR <u>0</u></div> </div>															STR	ROLL	01-25	1D10-3	26-50	1D10	<u>51-75</u>	<u>1D10+3</u>	76-100	2D10	101-125	2D10+3	126-150	3D10	151-175	3D10+3	1 or less	reactant (1)	2-3	low (2)	4-6	moderate (3)	7-9	high (4)	10 or more	<u>very high (5)</u>
STR	ROLL																																							
01-25	1D10-3																																							
26-50	1D10																																							
<u>51-75</u>	<u>1D10+3</u>																																							
76-100	2D10																																							
101-125	2D10+3																																							
126-150	3D10																																							
151-175	3D10+3																																							
1 or less	reactant (1)																																							
2-3	low (2)																																							
4-6	moderate (3)																																							
7-9	high (4)																																							
10 or more	<u>very high (5)</u>																																							

F'lanari: 8 foot tall upright bipeds, on the edge of sapience. Slim and fairly agile, with golden brown fur. Lives in mountainous terrain. Highly territorial. Nasty tempered. Native to Damal III.



## STAR VESSEL DATA RECORD

VESSEL CLASS	VESSEL NAME
VESSEL TYPE	HULL NUMBER
DESIGNER	CONTRACTOR
DATE DESIGNED	COST
DATE HULL LAID DOWN	
DATE OF CONSTRUCTION COMPLETION	

### DIMENSIONS

OVERALL LENGTH
OVERALL WIDTH
OVERALL HEIGHT
DECK CEILING HEIGHT
CARGO UNITS
METRIC TONNAGE (EMPTY)

### MOBILITY DATA

#### WARP ENGINES

MANEUVER POINT RATIO
POWER UNITS
STRESS CHARTS
MAX SAFE CRUISING SPEED
EMERGENCY SPEED

### DEFLECTORS

TYPE
POWER RATIO

### IMPULSE ENGINE

TYPE
POWER UNITS

### ARMAMENTS

TYPE														
LOCATION														
FIRING CHART														
POWER RANGES														

### OTHER FEATURES

TRANSPORTERS	DAMAGE CHART
SHUTTLECRAFT	
TRACTOR BEAMS	
CREW REQUIREMENTS	
PASSENGER FACILITIES	

### VESSEL HULL NUMBERS AND NAMES