

# ch II **DEFINING A BEING**

For purposes of this game, a being is defined as any sentient species in the galaxy. You can play any one of several predefined familiar beings, you can also create a new one with the consultation of the GM.

Your character is defined by eight Attributes (*or Stats*). They form Star Fleet's **Universal Personnel Profile** (described later).

These Stats are:

**STR**ENGTH  
**END**URANCE  
**INT**ELLECT  
**DEX**TERITY  
**CHA**RISMA  
**COOL**  
**LUC**  
**PSI**ONIC POTENTIAL

## **STR**

Refers to a character's physical power. The ability to lift, carry and apply force in general. It affects combat damage and can also be viewed as a measure of physique and size.

A character can (*in kilos*):

**Carry:** their **STR** in kg. for 1d10hrs+  
1/10th STR without tiring  
MAX LOAD = 2x STR in kg for  
1d10min per 1/10th END (RD)

**Lift:** Three times their **STR** above their  
head without difficulty  
(1/10 STR + 1d10 seconds)

**Drag:** Five times their **STR** for a while  
(1/10 END + 1d10Turns)

This is based on a character in 1g @ sea level

STR affects combat in two ways:

1. Bare Hand Damage

<u>STR</u>	<u>DMG</u>
01-25	1d10-3
26-50	1d10
51-75	1d10+3
76-100	2d10

2. For hand held weapons, divide your **STR** by 20 (*RND DWN*) and add this to your weapon's listed damage.  
(96+ STR may round up!)

## **END**

Is a measure of how much abuse and general physical damage a body can sustain before giving out. Combat damage is removed directly from this stat.

The weaker you are, the less you can do. When operating below one half your **END**, you must make a save at your current **END** before attempting to perform any strenuous action or if the difficult action specifically requires a save on another stat.

For example, a character w/ a 78 **END** is now reduced to 36 ( $\leq$  one half of 78) and the character attempts to lift something heavy. First a roll of 36 or less is necessary or the STR feat cannot be performed at all (because you are too beat up)! Another attempt can be made in 1d10 minutes (-1minute / 10% current **END**). Only then can the **STR** roll be attempted again.

**END** is regained at the rate of 1/20th **END** per day, provided that the character is over one half their **END**. Below 1/2 **END**, the character requires medical attention.

## **INT**

Just as **STR** is a measure of physical capability, **INT** is a measure of the character's mental and cognitive capabilities.

## **DEX**

Is the physical control a character possesses over their own body. From slow and sluggish to fast and precise. It directly affects your combat skills by getting averaged with them.

**DEX** also gives you Action Points (**AP**). **AP** are the allotment of actions your character gets in a ten second Round. From speaking to drawing a weapon and taking a bead. It all takes place through **AP**. **AP** will be discussed further in the Combat Section.

## CHA

When dealing with members of an alien species, there is no basis for physical comparisons or ratings of physical attractiveness.

Rather, **CHA**risma is a combination of presence, force of will, character and personality that are universal to all peoples.

However, when dealing with members of the same, or related, species, **CHA** can be used as a measure of physical attractiveness, if desired by the GM.

## COOL

Your **COOL** refers to how well your character stands up to stress, fear, pressure, physical pain and/or torture.

It is essential when determining how well your character keeps their shit together under fire. It is not only also a measure of how 'together' your character but also how together they appear to be to others.

It should be noted that the Vulcans are the masters of cool. Centuries of devotion to logic and the suppression of emotions has produced an exterior that few have been able to see behind.

## LUC

In the old days, you made a **LUC** roll whenever you needed to get out of a jam faster than you got into it. Here's how it works now...

Per session (or campaign), the player has a pool of **LUC** to draw from. You start with your total **LUC** and subtract from there. You can use this pool of **LUC** to add any amount of points up to their **LUC** total to any amount of rolls they choose.

Once the points are used up, no more **LUC** can be used for the rest of the session (*or @ the GM's discretion*). Lost points do not affect the character's overall **LUC** score, and saves may still be called for against the character's overall **LUC**, even while the pool of **LUC** is empty.

The player must alert the GM before any dice are rolled that they will be using a **LUC** modifier. Players may not affect another PC's or NPC's roll with the following exception...

The player may reduce damage done to themselves on a 1/1 ratio of **LUC** to damage points. Minimum damage of 1 pt/die still applies. The effect on energy weapons is to reduce their damage from **FULL** to **GRAZE**. This costs a flat 20 pts of **LUC**. If the shot itself is a **GRAZE**, then for 20 points it goes to **SLIGHT**. To reduce a **FULL** hit to **SLIGHT**, costs 40 pts. **SLIGHT** is 1/4 the **GRAZE** damage. Damage may never be reduced lower than **SLIGHT**.

## PSI

This Stat reflects the Psionic Potential of a character. It does not grant any training or abilities. It is the policy of Star Fleet to test all individuals for their potential, but most of humanity remains foggy on the subject. It's not secret, there is simply no emphasis placed on it. There is the slightest of chances that extremely gifted individuals may be given permission to train with the Vulcans or other psionically aware peoples, but that is very, very, very rare.

For the non-psionically oriented species, their **PSI** counts as a save against unwanted mental prying and to avoid other mind tricks.

For the Psionic, this Stat represents their overall strength and power. Like **LUC**, it is used on a point system with various techniques costing a various amount of points depending on various situations. Once the character has used their points, they become very fatigued, and un-alert and must rest until the points are regained.

Temporary point loss, whether voluntary or caused by Psionic combat, is regained at 1/20th **PSI** per hour of rest. See the Psionic Species List later on for more details on this ability.

Below 1/10 **PSI**, the character becomes very weak and confused. A character reduced to 0 **PSI** goes into a coma. Below 0 the character is brain dead.

## **Species descripts**

Alpha Centauran, Andorian, Caitian, Edoan, Human,  
Tellarite, Vulcan add others from shows and aliens

## HOW TO RAISE YOUR STATS AND SKILLS!

Special Abilities cannot themselves be modified short or raising their respective Stats.

### STATS

Once per year you may have the opportunity to increase one Stat. Increasable Stats are **STR, END, DEX, & CHA**. You **MUST** tell the GM ahead of time that you want to embark on a training course that will lead you on your way to a bigger Stat. The character will then spend the next year in training spending as much free time as possible devoted to this task of raising the Stat of their choice.

At the end of the year, the character must roll above their stat's current rating (**LUC** bonus applies at a 3/1 ratio [30 **LUC** points counts as a 10% modifier]). If the roll is successful, the player increases their stat by 1d10/2 (round down). If unsuccessful, then at least the character tried to better themselves. As the stat goes up, it becomes harder to increase it without the aid of a lot of **LUC!**

### SKILLS

-Every time you roll an 01 or 00 on the dice, automatically gain a skill point.

-By informing the GM ahead of time, the character can embark on a course of study to learn a new skill or to improve an old one. The skill chosen can be raised by 1d10 for every 30 days of study. At the end, the player rolls below their **INT** and then above their current skill rating to receive the bonus. If either roll fails, then the info simply didn't take, or you couldn't figure out how to apply it at the time. Either way, no points are gained.

The GM may choose to devise a multi-month regimen of training based upon the basic formulae above. It should be harder for a highly skilled character to learn more and easier for the unskilled to beef up relatively quickly. The same holds true for raising Stats.

## Universal Personnel Profile Rating System

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<u>Stat/Skill</u> <u>Number</u>	<u>Physical</u> <u>Code</u>	<u>Skill</u> <u>Code</u>	
01 - 10	F	Proficient	The primary purpose of this system is to equate the Stat & Skill numbers to the Star Fleet U.P.P. system.
11 - 39	E	Specialist	The secondary purpose is to add a little vagueness to player information. Now players will not be able to see exactly how good someone is by simply calling up their records.
40 - 60	D	Professional/Dr.	
61 - 80	C	Expert	
81 - 90	B	Level B Expert	
91 - 95	A	Level A Expert	
96 - 99	A7	Level A7 Expert	
100 - 125	A10	Lvl A10 Expert	
126+	A20	Lvl A20 Expert	

# CH III Skill Descriptions and Ability Definitions

## ACROBATICS

This is a catch-all description for gymnastics, contortion, yoga and similar athletic pursuits. Acrobatics is mostly concerned with balance and mass in motion. It includes rope work, balance beam, forms and other athletic endeavors. Acrobatics is not Martial Arts, nor does it convey any SPORT abilities.

## ADMINISTRATION

The ability to keep records and to manage a hierarchy or command structure. This is essential for Department Heads and anyone who has responsibility over a number of people. It also directly affects your chances for promotion. remember, an organized officer is a promoted officer.

## ANTHROPOLOGY (s)

A study of the ancient history, culture and life styles of a particular race or planet. Each race or culture studied must be specified and developed separately. When studying a race sufficiently similar to one known, then the player may apply 1/2 their rating and 1/4 to any other race. Thus the character could hypothesize about how high technology would cause a culture to diverge from its normal development.

## APPRAISAL

Judgement and experience in estimating the value of goods and items of worth, including trade items such as luxury goods and bulk commodities. Rolls will give a rough estimation of the worth, but nothing specific. Specialization is possible, but not necessary. Specialization would give the character a more precise estimate on a more limited range of goods and little or no knowledge of other unrelated goods.

## ARCHAEOLOGY (s)

Deals with the skills of digging a site, record keeping (apply 1/10th ADMIN as a bonus) and other techniques involved in the preservation, excavation and transportation of artifacts. It also includes knowledge of various methodologies and gives an overview of important finds throughout history as

well as knowledge of legends and rumors of ancient sites yet to be found. Concentration is possible, in which case 1/2 applies to all others for technique, methodology.

## ARTS (s)

This skill covers many various aspects of 'art'. Anything dealing with the creative force of the imagination as expressed thru any particular media or form. Dancing, singing, musical instruments, painting, sculpture; including their histories with concentrations in periods, styles, people and so on.

## ASTRONOMY/ASTROPHYSICS

A much more exacting science in the 2260's. It includes knowledge and application of stellar and solar dynamics, evolution, planetary ballistics, galactic cartography and the Universe at large; including various methodologies, techniques and so on.

## BOTANY

Encompassing all forms of botanical studies; including structures, habitat, micro and nanobiology. It can allow the character to detect and determine dangerous flora on a strange new world.

## B & E

The knowledge of and ability to use the equipment and techniques for breaking into a place quietly and undetected.

## BRIBERY

The art of greasing palms to get what you want. It can also be used for purposes of extortion.

## CAROUSING

The fine art of bar hopping and chasing each other around. Average this skill with 1/2 END as a saving throw on having a good time and to see how well the character hold can hold their Saurian Brandy. Average it with 1/2 CHA to see if you get lucky.

One half of a character's **Carousing** skill can be averaged with **CHA** when making a roll to pick someone up. The other half of **Carousing** is averaged with **END** to see how well you can hold your Saurian Brandy.

### **CHEMISTRY**

Chemical analysis, synthesis, production and all related tasks. 1/4 applies to related fields of nanotechnology, biology and even mechanics.

### **COMBAT- HTH**

Hand to Hand combat of all sorts. Covering from boxing to martial arts. Every 20 points of skill gives a bonus of +1 to each die of damage done (96+ may round up to 100 in this case).

### **COMBAT- MARKSMANSHIP MODERN**

Covers all Modern, energy based, weapons currently in use. It is averaged w/ DEX to determine a To Hit number. For unfamiliar weapons, you can use 1/2 skill.

### **COMBAT- ARMED**

From bottles to axes, swords and tables. You must specify a general study (*clubs, swords, brawling and so on*). Knowledge of one gives use of all in a category. Every 20 points of skill gives a Damage Bonus of +1pt per die (96+ may round to 100 in this case).

### **COMBAT- MARKSMANSHIP ARCHAIC**

Use of old (and newer) and ancient ballistic based weapons (including bows). You must specify *pistol, smg, mg* and so on.

### **COMPUTER OPERATION**

Very important in the 23rd century as almost all things have some form of computer interface. This represents the ability to get information you want out of a system. A save is used to ask the right questions and collate obscure data (though an expert may be needed to interpret the data).

### **COMPUTER TECHNOLOGY**

This skill covers the ability to build, repair, maintain and generally take care of a computer. Whether it's a kitchenbot's controller or a starship mainframe.

### **CULTURE (s)**

This skill is for players who want to learn about and study cultures other than their own. Culture includes an overview of art, philosophy and the values and forces that shape a society in toto.

A player automatically has a 75 in their own culture and a 60 in Federation Culture. Culture's specified can be vague (Klingon) or specific (Martian). All cultures must be current. Dead cultures are for Anthropologists.

### **DAMAGE CONTROL PROCEDURES**

This skill prepares characters for what to do in an emergency situation. It covers various protocols and procedures that have to be observed under specific conditions. From using emergency equipment to seal a bulkhead to shutting down a contaminant leak. It also includes the organization and direction of DC Parties.

### **DEFLECTOR SHIELD TECHNOLOGY**

Repair and maintenance of the shield generators and deflector grids. This skill also covers the technology of Tractor/Pressor Beams. A successful save during combat can get more energy out of the shields than is normally possible.

### **DEMOLITIONS**

The ability to effectively place, arm, disarm and handle demolitions charges of all sorts.

### **DISGUISE**

The ability to look like someone else. Lower skill levels allow you to look like a type of person, higher levels allow you to look like a specific person; right down to the vocal characteristics. Using disguise it is even possible to fool electronic devices (depending on the situation).

## **ECOLOGY**

The study of the interaction of life forms in a given environment. This skill is useful for determining how foreign elements will interact with the natural environment.

## **ELECTRONICS**

A general skill area that covers any and all electronics work. Whether it's wires, optics or neural interfacing, if it's powered, **ELECTRONICS** covers it. This skill is applied at 1/2 to the repair of personal weapons, tricorders and similar devices. New devices can be created through the use of this skill.

## **ENVIOSUIT OPERATION**

Knowledge of the functions and use of an Enviosuit. It also includes the ability to move and work in the suit in a hostile environment. Coupling this skill w/ **Zero-G Operation** allows the character to operate well in space.

## **EXO BIOLOGY**

The study of life and its mechanisms and functions.

## **FEDERATION HISTORY**

Knowledge of the history, structure and operations of the UFP and Star Fleet including dates, people and places of importance.

## **FEDERATION LAW**

Knowledge of the rules and regulations governing the UFP and Star Fleet. It also includes limited knowledge of member planet laws.

## **FORGERY**

The ability to create false documents of all sorts. Specialization is possible based upon medium, form and even location. You may create brilliant false ID's on Beta Carini,, but over in the Vega system, your stuff is amateur. You can also specialize in issuer of documents, such as the Federation or smaller groups within that body..

## **GAMING**

Knowledge and experience at games of skill and chance of any kind.

## **GAMBLING**

The ability to know and figure odds and then to wager on them.

## **GEOLOGY**

The study of rocks, minerals, tectonic structures, volcanology and core dynamics. Useful for detecting harmful /useful ores and deposits or predicting a nasty earthquake in the nick of time.

Applies 1/2 to Meteorology and Oceanography; and 1/4 to stellar dynamics; when fluid dynamics are specifically involved.

## **HEAVY WEAPONS OP/TECH**

The ability to maintain, target, fire and operate modern heavy weapons, such as Installations and field deployed point defense along border planets. 1/2 skill applies to old tech variants that are chemically based as opposed to modern energy weapon systems (including stun fields, vehicle mount phaser weaponry and so on.

## **HIDE/EVADE**

This skill gives the character the ability to elude search parties of various sorts and to evade trackers and shadowers.

## **HOLO TECHNOLOGY**

This skill relates to the technical side of maintaining and repairing holo-technology devices. Holotechnology was first introduced in the 2270's with the last upgrade of the Constitution Class starship. Depending on your gaming era, you may or may not have access to holo tech.

## **INSTRUCTION**

This skill is used to teach another character a skill. The teacher may teach another any skill the teacher knows up to whichever is lower, the **INSTRUCTION** or the **taught** skill minus 20%.

## **INTERROGATION**

This skill gives the character the ability to get information out of a subject (through force or other methods). Medicine or Psychology skill give the Interrogator a bonus of 20% of that skill's level to the Interrogation roll.

## **INTIMIDATE**

Intimidate attempts to bully others into doing what you want through some form of coercion. Whether physical, financial or through any other insidious means.

## **LANGUAGE (s)**

This skill involves both the written and spoken aspects of the language chosen. Each language requires its own entry. A player character has an 80 in their native tongue and can speak/write Galacta at 70.

## **LEADERSHIP**

This skill is averaged with **CHA** to get an ability. Saves are made to sway a crowd or to lead people other than those you are used to, but is used on its own when dealing one to one.

## **LIFE SUPPORT TECHNOLOGY**

Repair and maintenance of life support equipment both on board ship and landing equipment such as Enviosuits, Pressurized Tents and Life Bubbles.

## **MECHANICS**

This general skill area covers all mechanical devices. Rolls would be made to make repairs and modifications to a vehicle, unjam a starship door or to jury-rig an emergency airlock.

## **• MEDICINE (s)**

A 10 rating is equivalent to being to administer 1st Aid properly. A nurse rates 25. A 40 is equivalent to an M.D. of whatever sort. This skill covers the administration and prescription of drugs, surgical techniques and knowledge of equipment and doctorly things in general. While a separate rating is required for each race chosen, 1/2 skill can be applied to similar beings. Also Xeno-Med can be chosen and that automatically applies 1/2 to all species no matter.

## **METEOROLOGY**

The study of weather patterns and the effect that solar, lunar and other extraterrestrial forces have on the weather. This skill is useful for detecting patterns over time, predicting the next couple days weather, intensity of storms and predicting how man made forces will interact with the natural weather patterns.

Applies 1/2 to Geology and Oceanography and 1/4 to stellar dynamics; when fluid dynamics are specifically involved.

## **NEGOTIATION/DIPLOMACY**

Averaged w/ **CHA**, this skill deals with attempting to influence a small group (like a council or terrorists) or an individual (like an ambassador or a maniac w/a phaser to your bud's head). Psychology skill gives a bonus of 20% of the Psych skill to this roll.

## **OCEANOGRAPHY**

The study of bodies of water. Their currents, tides, and the forces that affect them, including lunar, geothermal and weather.

Applies 1/2 to Geology and Meteorology, and 1/4 to stellar dynamics; when fluid dynamics are specifically involved.

## **PERSONAL WEAPON TECHNOLOGY**

The ability to maintain, repair and modify modern personal energy weapons.

## **PHILOSOPHY (s)**

The study of philosophers, philosophies and their practices, lineages, similarities and differences, includes the religions associated with particular thought values.. From particular periods on different planets, to systems, and species.

## **PHYSICS**

Knowledge in the area of the laws of motion, thermodynamics, nuclear physics and warp/hyper physics.

## **PSYCHOLOGY (s)**

As with Medicine, 1/2 the rating may be applied to non-familiar races. A rating of 40 is required to practice legally. A 30 will allow the use of a Psychotricorder and other mind sensing devices.

## **SCROUNGE**

The ability to gather what you need from what you've got, to do what you want.

## **SEDUCTION**

The ability to seduce another and to possibly get (or plant) some information out of them as well while your at it.

## **SHUTTLE PILOT**

A rating of 10 is the minimum to operate a standard shuttle under the safest of conditions. In practice, only those with a 20 do so. This skill also covers the piloting and navigation of non-warp driven craft of up to 5000 tons.

## **SHUTTLE SYSTEM TECHNOLOGY**

The necessary skills for repairing and supporting a standard non-warp driven or special purpose shuttle craft.

## **SMALL EQUIPMENT TECHNOLOGY**

The ability to modify, repair and maintain small handheld equipment such as commonly found on most landing parties. 1/2 this skill may be applied to modern weapons.

## **SMALL UNIT TACTICS**

Knowledge of military and/or police tactics used in small skirmishes or raids. Useful for those in command of a landing party under attack. Rolls would be made for detecting ambushes, snares, the setting thereof and selecting and building effective defenses and even to the commanding of boarding parties.

## **SPORTS (s)**

Knowledge of rules, tactics and the ability to play a sport. Sports can include any game based on physical prowess. Separate levels are kept for each sport. Skill in one may allow for 1/2 rating in another similar sport.

## **STARSHIP COMBAT/TACTICS**

Knowledge and experience in commanding a space battle. The character is familiar with great space commanders, battles and the maneuvers they used throughout history as well as modern doctrine and that of the enemies. Specialization would be listed as a TRIVIA Skill, with a base bonus of 1/5 of ST CBT/TAC to the new trivia specialization. Additional points gathered as the character learns more.

### **• STARSHIP COMM PROCEDURES**

Knowledge of frequencies, their use, plus codes and anything else having to do with the transmission and reception of communications internally or externally.

### **STARSHIP COMM TECHNOLOGY**

Repair, maintenance and modification of modern and old style radio communications equipment. Repair of some satellites, probes and buoys.

### **• STARSHIP ENGINEERING**

Knowledge of, construction and design of starships. Including stress factors, bulkheads, hard points, hull repair etc. Rolls are made for rerouting power from different systems and other non specific engineering functions.

### **• STARSHIP HELM**

The ability to pilot a starship. Skill with the controls for warp, impulse and maneuvering thrusters. Knowledge of evasive and battle maneuvers,

### **• STARSHIP NAVIGATION**

The mapping and plotting of stellar courses through normal and warp space. Intercept courses, determining ETA's and some maneuvers.

### **• STARSHIP SECURITY**

Knowledge of security procedures aboard a starship. Including alert status, repelling boarding parties, the controlling and confinement of prisoners and supplying protection to VIP passengers.

## **• STARSHIP SENSORS**

The operation and repair of starship sensor banks. Detecting of information about a landing site, locating people or phenomenon and other ship's status. The sensors give raw data which is dependent upon the observer to draw their own conclusions based on any applicable specialty skill.

## **STARSHIP SERVICES**

This covers all other duties aboard a starship including: food, laundry, clerical and other administrative duties such as ship's inventory, supply and requisition procedures.

## **STARSHIP WEAPONS OPERATION**

Deals with the ability to target and fire ship based weaponry and other similar Ultra-Heavy armaments.

## **STARSHIP WEAPONS TECHNOLOGY**

The ability to repair, maintain and modify a ship's and similar Ultra-Heavy constructs weapon systems

## **STEALTH**

The ability to move quietly and undetected by an observer. The ability to blend in with surroundings and remain motionless and still.

## **STREETWISE**

A character with streetwise can find what they need when they need it. Whether they are in port or on ship. Whether it's simple information, contraband or anything that's just difficult to get your hands on. The streetwise character knows how to blend in and move in the backrooms and alleys.

## **SURVIVAL (s)**

The skill required to live for extended periods of time under extreme conditions without supplies. The 4 areas of specialization are: **ARCTIC**, **DESERT**, **TEMPERATE** and **URBAN**. 1/2 rating applies to any other survival except **URBAN**.

## **TRACK**

The ability to follow a trail through various terrains and to notice attempts to foil the tracker.

## **TRADE, COMMERCE and ECONOMICS**

The ability and experience to sell and buy commodities in an open market environment. Rolls can be made to either improve prices or the amount of goods which can be moved at a determined price.

## **TRANSPORTER OPERATION**

A minimum skill of 15 is required to successfully initiate transport under safe conditions. Higher levels of skill are required for quick lock-on and beam-outs or dealing with bad weather and other kinds of interference or hazards that make transport dangerous. All On-Duty Operators have a minimum skill of 25.

## **TRANSPORTER TECHNOLOGY**

The ability to repair, modify and maintain transporter equipment.

## **TRIVIA (s)**

This is a catch all category that can deal with anything not specifically covered by any other skills. Categories must be well defined. For example, Literature is too vague, but Andorian Literature is a start.

## **VARIABLE-G OPERATIONS**

Training in how to operate in non-standard one-g environments. 1g is the standard for humans. Typically employed in a 0-g environment, this skill includes how to operate the related survival gear -such as a vacc suit and the GM may include deep water gear for Oceanographers.

## **VEHICLE OPERATION (s)**

The ability to operate a personal transportation vehicle. Specialization is required in one of the following categories are: **WHEELED**, **TRACKED**, **GRAV** and **AIR**.

## **WARP DRIVE TECHNOLOGY**

How to design, fix and maintain the warp drives. Knowledge of formulae theories and emergency procedures.

## **ZOOLOGY**

The study of animals of all sorts. This includes their behavior, physiology, diet and all other aspects of their characteristics.

### **• BRANCH CHIEF SKILLS**

The skills marked •, represent the skill that defines each Branch and Department

As each Department Chief participates in Starship Combat, their ST CBT TAC also increases at a rate of 5 Branch Chief Skill points to 1 ST CBT/TAC. pt. For example, 100 B.C.S = +20 ST CBT/TAC on top of whatever their skill was.

This bonus is gained as the Branch skill increases. The first bonus is added directly to the ST CBT/TAC skill. The next time that the Chief crosses the 20 pt mark, another ST CBT/TAC skill point is added.

*As always, players are encouraged to make up skills of their own!*

## **SPECIAL ABILITIES**

These are not exactly Skills, nor are they really Stats as such. They are a way the GM can judge random chance in a situation that might not have otherwise had a chance. Read on...

### **B.S. EFFICIENCY** (CHA+COOL)/2.

BS is used to bareface your way out of a situation using only your good looks and natural charm. It can also be used to get people to help you out of a bind. It is not possible to increase this skill short of increasing the applicable stats. Racial Mods: Vulcans -10, Tellarites -15,

## **FEAT**

By specifying a Stat to concentrate on, the character can 'summon' up that extra 'oomph' they need to accomplish the task at hand whether it be STR, END, INT, DEX, CHA, COOL or PSI.

Specifically, the FEAT can be anything from an extra-ordinary jump, mental calculation, burst of endurance or strength, pulling off a DEX related trick on a bet, and so on. It is not the same as LUC and should not be used the same. The GM is free to adjudicate the situation and usefulness of this ability.

FEAT can be combined with some or all skills.

### **PERCEPTION:** (INT+LUC)/2.

This ability is used to detect an otherwise passed over bit of information. It is not possible to increase this skill short of increasing the applicable stats. Note that Vulcans and Andorians gain an additional +10 on top of their average, Caitians a +05.

### **PERSEVERANCE**

Physical: (END+COOL)/2.

Mental: (INT+COOL)/2.

To persevere, to survive, to carry on, to endure. There are two sides to Perseverance., Mental and Physical. Perseverance is similar to will power in that it allows you to endure great hardships. Specifically, it can be used to resist torture, walk that extra mile, or endure that much more agony before the character is free of a situation.

## JUDGING SKILL TASKS

Foolproof	+50
Can't Fail	+30
Easy	+15
Normal	+/-0
Unexpected Surprise	-15
Tough	-30
Impossible	-45
Need a miracle	-60
Need divine intervention	-75
No chance in Hades	-90
Not in this reality	-105

## Equipment on hand

Prime	+30
Adequate	+15
At Hand	+/-0
Inadequate	-15
Unacceptable	-30
Primitive	-45
None	-50

## Skill Rolls & Action Points

Generally, all tasks take AP equal to the success margin difference of 100. Easier tasks take less time, harder takes more.

An action takes an indeterminate amount of time. Some people work fast, some slow. The GM determines whether a task will take seconds, minutes, days, weeks or even months. The the difference is equal to AP.

### CONCENTRATING

By making COOL or INT saves, this can reduce the required time by success margin (succeed by 20 pts, minus 20 AP off total time. Can work faster, more efficient or cover most needed.

This is bad as you are totally absorbed in your work and you can't be disturbed or even defend yourself. If disturbed, make a LUC roll, good -no time lost, bad - +2d0 AP to complete.

If attacked, can only evade after initial hit and lose 1d10 AP next combat round. No loss in third round.

### TIME SPENT

Research and thorough testing can't be beat, but down and dirty is what most often counts. Each GM must adjudicate the situation.

# CH IV COMBAT AND YOU

## Action Points

Action Points (AP) represent the amount of actions you can do in any given ten second combat round. All species get their DEX/10(round down) plus 1 per limb, excluding the head. The Edoans therefore get a +6 instead of the quadruped's +4.

Extremely dextrous species (such as the Caitians may round their Dex up instead of down for a slight edge. The GM is free to adjudicate each situation on its own merits.

## SURPRISE

In a Surprise situation, the following procedure is implemented.

Immediately before the Surprise situation occurs, both parties make a Group Surprise Roll on each party's best Perception ability.

If the group is actively searching for an ambush, then the group averages its best *Small Unit Tactics* skill with its best *Perception* ability.

In both situations, the ambushed group has a modifier of -05% per 20 points of the ambushing party's *lowest* Stealth skill.

If the ambush succeeds, each member in the group being surprised loses 1d10 AP for the first round and then 1d10/2 AP for the second round. And no penalty in the third round.

If the ambush backfires, the ambushers lose 1d10/2 AP for the first round. Before dice are rolled for the second round, the leader/coordinator of the ambushing group makes a COOL roll. If failed, lose all tactical advantage for the rest of the engagement.

# **DAMAGE, ENDURANCE and HEALING**

## **Wound Damage**

Is of a semi-permanent nature. It is regained at 1/20th the END total per day unless it goes below 1/2 the total. In this case the character is confined to quarters until 1/2 END is regained at which point the character can return to active duty. Below 1/4 END the character is confined to Sick Bay.

## **Temporary Damage**

Is non-lethal damage sustained by the character. It is regained at the rate of 1/10th END per 30 minutes (180 Turns) of rest. Long hikes, heavy loads and so on are not considered to be resting. Once the character is knocked unconscious, the character can take no more stun damage until they regain consciousness. They do take Wound Damage off of their current stun damage. Therefore a stunned character is easier to kill than a conscious one.

## **FATIGUE SAVES**

The character is required to make Fatigue saves against their END for certain situations. If the save is failed, the character takes 5 points of Temporary Damage. It should be noted that Fatigue Damage can be fatal!

## **Healing rates from Char Sheet**

Psionic Species List  
Vulcans, Deltans, Betazoids