

A PIECE OF THE ACTION

**A Character Creation supplement for the *Star Trek Roleplaying Game*
using the CODA system.**

Written by Steven A. Cook, April 2006.
E-mail comments to steven_a_cook@yahoo.com

TABLE OF CONTENTS

Professional Abilities	2
Personal Development Packages	4
Professional Development Packages	4
Advancement Packages for Starship Officers	7
Advancement Packages for other Professions	8
Skills	12
Edges	13
Flaws	14
Subterfuge Technology	15
Close Combat Weapons (Romulan)	15
Trade and Commerce	16

A PIECE OF THE ACTION

A Character Creation supplement for the *Star Trek Roleplaying Game* using the CODA system.

DIPLOMAT PROFESSIONAL ABILITIES

Talented (Tier 1)

Diplomats become known not only for their accomplishments in the political arena, but also for their quirks and unusual talents. Perhaps the diplomat is an excellent musician, gymnast, marksman, 3-D chess player, or cook—anything a player decides. Choose one non-professional skill when selecting this ability. Thereafter the diplomat develops that skill as a professional skill.

Brinksmanship (Tier 2)

The diplomat understands high-stakes political brinksmanship. He stares across the bargaining table flinching, never showing his hand. When spending a Courage point on Negotiate or Persuade tests, the diplomat gains a +5 bonus instead of the normal +3.

Prerequisites: Bluff or Gain Trust

Ear for Languages (Tier 2)

Diplomats spend so much time dealing with so many different species that they eventually pick up at least a smattering in a fair number of languages. Diplomats can use all Language skills untrained. In addition, they may use half their Intellect modifier as an additional bonus for any Language test with members of another species.

Prerequisite: Intellect 8+

Words of Honor (Tier 3)

An experienced diplomat's social grace is impeccable and her word is her bond. Choose one social professional skill when selecting this ability. If the diplomat scores an extraordinary success during any number of related skill tests, she gains +1 Renown at the end of the episode.

Prerequisites: Great Reputation

MERCHANT PROFESSIONAL ABILITIES

Artisan (Tier 1)

The merchant is a superior artisan of his craft. Whether he's a gourmet chef, tailor, or jeweler, his creations are cherished like works of art. When selecting this ability, the merchant chooses a skill from the Craft skill group. Thereafter, he gains a +2 bonus to all tests with that Craft skill.

Doctor the Books (Tier 1)

Some merchants engage in creative accounting or otherwise obfuscate financial information, whether to hide their shady activities, avoid taxes, or inflate their business prospects. If caught, they usually try to blame their "forgetful" employees. Merchants gain a +2 bonus to any Forgery tests relating to business activities.

Market Analyzer (Tier 2)

The merchant researches obsessively and understands business and market trends far better than most. Whenever the merchant makes a Business test, he gains either an affinity bonus equal to half his Computer Use

skill (rounded up) or completes the task in half the base action time (including extended tests). The merchant must select which benefit he gains before making any related tests.

Prerequisite: Business Acumen

Seasoned Spacer (Tier 2)

The merchant has been through hundreds of spaceports and visited hundreds of worlds. He's learned short cuts around procedures and regulations, and whom the right people are to talk to for information. Whenever the merchant makes an Administration test, he gains an affinity bonus equal to half his Specific World skill, rounded up. If the merchant doesn't possess the Specific World skill, double his Intellect attribute modifier instead.

Prerequisites: Pandering

Preeminent Financier (Tier 3)

Years in business wizen the merchant to bargaining strategies—what to emphasize in negotiations, what to ignore, how to work around shortcomings, and so forth. When serving as the lead of a negotiating team, the merchant can bolster his associates' abilities temporarily by imparting some great nugget of wisdom. Before commencing negotiations, the merchant makes a TN 15 Business test. The degree of success determines the bonus provided to any single Business, Negotiate or Persuade test made by each of his partners during the negotiation scene: +1 bonus for a marginal success, +2 for a complete success, +3 for an extraordinary success.

Prerequisite: Merchant Knowledge

MYSTIC PROFESSIONAL ABILITIES

Spiritual Warrior (Tier 1)

A mystic studies martial arts for discipline and personal defense. Typically, the mystic focuses on a specific martial arts style—such as aikijutsu or ponn-iffa—perfecting its forms and key traits. When advancing this skill, the mystic increases his skill level by +2 per pick, but suffers a -4 penalty to his Unarmed Combat skill when using other styles.

Third Eye (Tier 1)

Mystics open their minds to the presence of objects and people, developing keen senses and spatial awareness. In essence, mystics acquire a "third eye" which grants them insight beyond other sapiens. Whenever mystics make an Observe test, they gain an affinity bonus equal to half their Religion skill level, rounding up.

Fists of Fury (Tier 2)

The mystic knows how to channel her inner strength and make rapid unarmed strikes. She can perform one additional unarmed attack action per round at no penalty.

Prerequisite: Unarmed Combat 3+

ROGUE PROFESSIONAL ABILITIES

Ablefingers (Tier 1)

Despite modern technology, archaic mechanical locks often secure people and places. The smart rogue knows this and hones his skills. This ability grants the rogue a +4 bonus to Sleight of Hand (Lockpicking) tests.

Scheming Thespian (Tier 1)

Rogues are inventive liars and natural actors. They concoct elaborate plans and cover stories to connive, fool, and otherwise deceive people into abetting their schemes. Whether such schemes are noble or not depends on the rogue. When rogues make Impersonate tests, they gain an affinity bonus equal to half their Influence skill, rounded up.

Secret Code (Tier 2)

To confuse eavesdroppers and authorities rogues talk to each other in secret code and doublespeak. When surreptitiously communicating with his associates (verbally or using a communications device), the rogue makes a Streetwise test with a +5 bonus. The result of the test sets the base TN for opposed Observe (Listen or Spot) tests for anyone attempting to listen in and decipher the conversation or communication.

Prerequisite: Streetwise 3+

Spot the Mark (Tier 2)

Rogues have an eye for easy marks. When a rogue surveys a crowd for at least a minute or so, he can spot those most likely to provide information he's looking for. The rogue gains an affinity bonus equal to half his Observe skill (rounded up) to any Inquire or Influence test made during the scene with the surveyed crowd.

Prerequisite: Perception 8+

Intruder (Tier 3)

Rogues frequently bypass elaborate security measures to gain access to places or information. Designate either the Computer Use (Invasion) or System Operation (Security) skill when selecting this ability. When making related skill tests, the rogue performs the task in half the base action time. This ability also applies to related extended tests. This ability can be upgraded by selecting the other skill.

Prerequisite: Sabotage

Stealthy Strike (Tier 3)

The rogue excels making stealthy attacks against foes. When a rogue attacks from surprise, he gains a +5 bonus to his Armed Combat test. The Narrator determines when surprise applies (see Narrator's Guide, page 86) and the bonus applies only to the first attack the rogue makes.

Prerequisite: Agility 8+ and Armed Combat 3+

SCIENTIST PROFESSIONAL ABILITIES

System Familiarity (Tier 1)

Scientists spend a lot of time aboard starships, starbases, and around computers in general. Getting to know shipboard systems and their capabilities becomes second nature. Whenever the scientist makes a System Operation test, he gains a +2 bonus to his test result.

Trivia Buff (Tier 2)

Befitting their nature, scientists constantly collect information and analyze data—both professionally through

research and privately from hobbies or special interests. What seems trivial or irrelevant often proves invaluable. Once per game session, the scientist can reroll one Knowledge skill test and use the better of the two results.

Prerequisite: One Knowledge skill 3+

SOLDIER PROFESSIONAL ABILITIES

White Knuckle Desire (Tier 1)

Ground assault soldiers train under rigorous conditions in a variety of mechanized vehicles, from small assault vehicles to fully armored tanks. When making Operate Vehicle* tests, the soldier rolls an extra die (3d6) but keeps the highest two rolls. The rule of double 6's still applies.

*Operate Vehicle is a skill group described in the Starfleet Operations Manual, pages 32-3.

Brothers in Arms (Tier 2)

All soldiers understand loyalty, duty, honor, and sacrifice. Even enemy soldiers can accept one another—perhaps become friends—given the right circumstances. As a result, soldiers develop an unspoken code and instinctively know how to appeal to other warriors. When making Inquire, Influence or Persuade tests against military personnel, soldiers reduce any social penalties by half (rounding down).

Prerequisite: Presence 8+

Eat Hot Plasma (Tier 2)

Soldiers delight in firing heavy weapons, especially from the top of an armored vehicle careering over a crater-filled battlefield under intense enemy bombardment. Giddy up. Once per session, a soldier can reroll any one Heavy Weapons test, using the better of the two results.

Prerequisite: Favored Weapon (Heavy Weapons)

FREE TRADER PROFESSIONAL ABILITIES

Skeptic (Tier 1)

Astute free traders don't go bankrupt chasing opportunities too good to be true—they know fool's gold when they see it. Therefore, liars and con men seldom deceive a free trader, even in situations unrelated to business. When making Savvy reaction tests, the free trader rolls an extra die (3d6) but keeps the highest two dice. The rule of double 6s still applies.

Hear that Rattling? (Tier 2)

A free trader knows his ship inside and out. He can judge warp speed by deck vibrations, deduce power problems by the buzzing of conduits, and sniff out environmental control failures by the tiniest whiff of acrid air. Whenever the free trader makes a Repair test involving his own ship, he gains a +2 bonus. This ability can be taken a second time to include the Systems Engineering skill as well.

Prerequisites: Repair 3+ (and Systems Engineering 3+ if upgraded)

Master Hauler (Tier 3)

Free traders learn to load cargo ships efficiently and creatively, maximizing available space. Any unused space on a ship—such as empty crew quarters, utility closets, even corridors—is temporarily converted into cargo holds. Whenever hauling cargo, the free trader makes a TN 15 Business test. Scoring a marginal success means he can load up to 10% beyond the normal cargo unit capacity for

his vessel. A complete success grants +20% cargo units, and an extraordinary success +30% cargo units. Essentially, this means the free trader can earn the extra percentage in profit when he sells his cargo. A failed test indicates the free trader is limited to normal cargo capacity—the cargo containers are oddly sized and won't fit the extra space, his crew have hangovers and take the day off (or are tired of being cramped up all the time), or his cargo space calculations are inaccurate.

Prerequisite: Starship Command

PERSONAL DEVELOPMENT PACKAGES

In addition to those listed on pages 87-89 of the *Player's Guide*, players may select from the following personal development packages when creating their characters.

Artisan Apprentice

You apprenticed under a famous artisan, learning his craft and absorbing his insight into the trade.

Skill: Any one Craft skill +2

Pick 3 Skills: Administration +1, Appraise +1, Business +1, Computer Use +1, any one other Craft skill +1, any one Knowledge skill +1, any one Language skill +1, Negotiate +1

Pick 1 Edge: Ambidextrous, Contacts, Exceptional Concentration, Meticulous, Skill Focus (appropriate Craft)

Apprentice Burglar

You studied under a break and enter artist, learning to bypass security systems and locks, crack safes, and pilfer goods. You can burgle with the best of them.

Skill: Computer Use +2 or System Operation +2

Pick 3 Skills: Appraise +1, Conceal +1, Forgery +1, Influence +1, Observe +1, Sleight of Hand +1, Stealth +1, Streetwise +1

Pick 1 Edge: Ambidextrous, Curious, Exceptional Concentration, Night Vision, Skill Focus (Legerdemain—see “New Edges”)

Data Hack

You grew up surrounded by computers, and gained an appreciation of the importance of information and data storage. You also learned to manipulate, circumvent, and sabotage computer systems. Eventually, your skills ventured toward the arts of hacking, stealing, and dealing data.

Skill: Computer Use +2

Pick 3 Skills: Administration +1, Appraise +1, Forgery +1, any one Knowledge skill +1, Repair +1, Streetwise +1, System Operation +1

Pick 1 Edge: Curious, Eidetic Memory, Meticulous, Multi-tasking, Skill Focus (Digital Thinker—see “New Edges”)

Spaceport Hawker

You spent your childhood hawking wares or services at a spaceport. You may have been a guide for tourists, a busker or street performer, a palm artist, an errand boy, or some other amateur artist.

Pick 1 Skill: Business +2, any one Craft skill +2, Entertain +2

Pick 3 Skills: Appraise +1, Conceal +1, Gaming +1, Influence +1, any one Knowledge skill +1, any one Language skill +1, Negotiate +1, Sleight of Hand +1

Pick 1 Edge: Contacts, Cultural Flexibility, Friendly, Likeable, Sense of Direction

Streetgang

You grew up on the mean streets of gangland. You were an enforcer, thief, or con man—depending on the job to be done.

Pick 1 Skill: Brawling +2, Influence +2, Streetwise +2

Pick 3 Skills: Appraise +1, Athletics +1, any one Armed Combat skill +1, any one Knowledge skill +1, Negotiate +1, Observe +1, any one Ranged Combat skill +1, Stealth +1

Pick 1 Edge: Alert, Confident, Shrewd, Speed, Thick Skull

Vulcan Early Mind School

Your parents realized your psionic potential when you were very young. You spent your childhood in various schools and study programs meant to unlock your mental gifts.

Pick 1 Skill: Any one Psionic skill +2

Pick 3 Skills: Computer Use +1, Inquire +1, any one Knowledge skill +1 (Religion perhaps the most appropriate), Observe +1, Persuade +1, any one other Psionic skill +1

Pick 1 Edge: Eidetic memory, Exceptional Concentration, Increased Range, Psionic Coverage, Psionic Focus

Prerequisite: Character must be Vulcan

DIPLOMAT PROFESSIONAL DEVELOPMENT PACKAGES

Intercessor

(Diplomat)

Skilled Romulan lawyers are in high demand. Your prestigious schooling prepared you for the politics rampant in the Romulan courts, and you've gracefully maneuvered your clients' cases to the best (or worst, as needed) judges—all the while furthering your own ambitions within the Star Empire, of course.

Skills: Administration (Romulan Courts) +2, Computer Use +1, Inquire (Interview) +2, Investigate (Research) +1, Law +4, Negotiate +2, Persuade (choose) +2, Politics +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Contacts, Meticulous, Shrewd, Skill Focus (Eloquent or Persuasive), Thinker

Political Aide/Secretary

(Diplomat)

You worked under an important politician, learning about the responsibilities of civil service and the machinery of the bureaucracy. Perhaps your tenure was served at a frontier colony or entrenched in the administrative bowels of your homeworld.

Skills: Administration (choose) +3, Computer Use (Retrieve) +1, Culture (choose) +1, any one Language skill +1, Law (choose) +3, Negotiate (Mediate) +2, Persuade +1, Politics (choose) +2

Pick 5 Skills: +1 to any professional skill

Pick 1 Edge: Contacts, Coordinator, Cultural Flexibility, Meticulous, Skill Focus (Diplomatic)

MERCHANT PROFESSIONAL DEVELOPMENT PACKAGES

Blockade Runner

(Merchant)

Blockade running is a hazardous job—you have to dodge torpedo volleys, navigate minefields, slink through sensor-skewing nebulae, and you usually know what the grunt at the weapon console of a Klingon bird of prey is thinking. But you have the nerve and skill to do it. Always working on the shady side of the law, you've hustled, tricked, and outright lied your way past blockades and de-militarized zones to deliver the goods to your clients.

Skills: Appraise (choose) +2, Business +4, Computer Use (Hacking) +1, Influence (Fast Talk) +2, Inquire +2, Negotiate (Bargain) +3, System Operation +2

Pick 5 Skills: +1 to any professional skill

Pick 1 Edge: Ally, Bold, Confident, Shrewd, Skill Focus (Persuasive)

Salvage Hauler

(Merchant)

You've made a living running a garbage scow, towing wrecked starships, and selling useful technology salvaged from vessels in starship graveyards. Your business associates include everyone from Cardassians to Klingons to Ferengi to Humans.

Skills: Appraise (choose) +3, Business +4, Computer Use +1, Culture +2, any one Language skill +1, Negotiate (Bargain) +2, Repair +3, System Operation +2

Pick 5 Skills: +1 to any professional skill

Pick 1 Edge: Contacts, Cultural Flexibility, Meticulous, Suit Trained, Zero-G Trained

Writer

(Merchant)

You're a professional writer. You might work for the Federation News Service, write freelance fiction or poetry, or design popular holosuite programs. There are plenty of opportunities to express your creative talents.

Skills: Business (Writing) +2, Computer Use (Retrieve) +2, Craft: Writing +4, Culture +2, Inquire (Interview) +3, any two Knowledge skills related to writing interests (such as Politics, History or Trivia) +1 each, any one Language skill +1, Negotiate +1

Pick 5 Skills: +1 to any professional skill

Pick 1 Edge: Competitive, Contacts, Curious, Eidetic Memory, Thinker

MYSTIC PROFESSIONAL DEVELOPMENT PACKAGES

Missionary

(Mystic)

You travel the galaxy searching for people to help and enlighten, whether they are innocent victims of a terrible disaster or wanton hedonists in need of a good dose of moral fiber. Your faith is your guiding hand; some worshippers of your religion might consider you a prophet.

Skills: Culture +1, First Aid +2, Inquire (Fraternize) +2, Observe (Listen) +1, Persuade (choose) +3, Religion (choose) +3, Specific World (choose) +1, Survival +2

Pick 5 Skills: +1 to any professional skill

Pick 1 Edge: Courageous, Exceptional Fortitude, Iron Willed, Likeable, Species Friend

Monk

(Mystic)

You have spent many years cloistered in an abbey or other spiritual retreat. You have dedicated yourself to understanding the deepest philosophical tenets of your faith and to the study of its scriptures and history.

Skills: Administration (choose) +3, Culture (choose) +2, History (choose) +2, Inquire +2, any one Language skill +1, Religion (choose) +3, Specific World (choose) +2

Pick 5 Skills: +1 to any professional skill

Pick 1 Edge: Contacts, Eidetic Memory, Exceptional Concentration, Meticulous, Sense of Time

ROGUE PROFESSIONAL DEVELOPMENT PACKAGES

Charlatan

(Rogue)

You are a con man and trickster. You've romanced lonely widows out of their fortunes, swindled friends in "honest" deals, and conned middle-aged couples into buying more non-existent Risian time-share properties than you even remember. "There's a sucker in every port" is your motto. Just about every law enforcement agency this side of the Delta Quadrant has you, or one of your dozen aliases, on its wanted list.

Skills: Appraise +3, Forgery (Identification) +2, Impersonate +2, Influence +4, Inquire (Fraternize) +2, Observe (Listen) +2, Sleight of Hand +1, Streetwise +1

Pick 5 Skills: +1 to any professional skill

Pick 2 Edges: Contacts, Friendly, Likeable, Shrewd, Skill Focus (Persuasive or Seductive), Wealth (at the Narrator's discretion)

Flaw (mandatory): Enemy

Convict

(Rogue)

You've spent a long period of your adult life incarcerated. You learned to survive under the harshest of conditions and without amenities. "This ain't no Feddie prison, boy," were the first words you heard on the inside. You may have rehabilitated your criminal ways or perhaps you really have an axe to grind now.

Skills: Any one Armed Combat skill +2, Conceal (Conceal Weapon) +2, Gaming +1, Influence (Intimidate) +3, Observe +2, Streetwise +4, Survival +2, any one Unarmed Combat skill +2

Pick 5 Skills: +1 to any professional skill

Pick 2 Edges: Contacts, Exceptional Fortitude, Great Stamina, High Pain Threshold, Resolute, Thick Skull, Unyielding

Flaw (mandatory): Dark Secret (convicted criminal) or an appropriate Flaw (Bloodlust, Enemy, Intolerant, Species Enmity, and so forth)

Corsair

(Rogue)

You earned your stripes and latinum aboard pirate ships. Out of necessity, you've manned ship stations, fought and boarded quarry vessels for booty, skulked down alleys in spaceports for contraband, and participated in sundry other shady activities. Perhaps you've done hard time at a penal asteroid or maybe you've always managed to stay one light-year ahead of the authorities.

Skills: Appraise +3, any one Armed Combat skill +2, Conceal +2, Influence (Intimidate) +2, Observe +1, any one Ranged Combat skill +3, Streetwise +2, System Operation (choose specialty) +2, Unarmed Combat +1

Pick 5 Skills: +1 to any professional skill

Pick 1 Edge: Alert, Blends In, Contacts, Dodge, Quick Shot

Dabo Girl

(Rogue)

You worked for a seedy Ferengi troll. If you weren't fending off his advances, it was his brother's. Not to mention those obnoxious patrons constantly pinching your bottom. Your wages sucked, but you made ends meet skimming off the tables, picking pockets, and taking gifts from drunken love-struck dotards. You also met a few rich connections that helped you out from time to time.

Skills: Appraise (choose) +3, Gaming (Dabo) +3, Influence (Charm or Seduce) +3, Inquire (Fraternize) +2, Observe +1, Sleight of Hand (Pick Pocket) +2, Streetwise +1

Pick 5 Skills: +1 to any professional skill

Pick 1 Edge: Contacts, Likeable, Sexy (see "New Edges"), Shrewd, Skill Focus (Seductive)

Fence

(Rogue)

Your business is the black market. You sell stolen, contraband, or otherwise ill-gotten merchandise to the highest bidder. Your specialty might be ancient artifacts, works of art, or weapons—but you'll sell anything so long as the latinum keeps flowing.

Skills: Appraise (choose) +3, Conceal (Cache) +2, Forgery +2, Influence +2, Inquire +2, Sleight of Hand (choose) +1, Stealth +1, Streetwise (choose) +3

Pick 5 Skills: +1 to any professional skill

Pick 1 Edge: Competitive, Contacts, Curious, Shrewd, Skill Focus (Furtive)

SCIENTIST PROFESSIONAL DEVELOPMENT PACKAGES

Civilian Counselor

(Scientist)

You are a counselor specialized in psychiatry. Perhaps you studied at Starfleet Academy or another renowned school, but you chose to pursue a career building your own private practice.

Skills: Computer Use (Retrieve) +2, Culture (choose) +2, Influence (Charm) +2, Inquire (Interview) +2, Medicine (Psychology) +3, Observe +1, Social Science (Sociology) +2

Pick 5 Skills: +1 to any professional skill

Pick 1 Edge: Cultural Flexibility, Friendly, Likeable, Skill Focus (Compassionate), Skill Focus (Persuasive)

Temporal Researcher

(Scientist)

You specialize in the study of temporal phenomena and their effects on the space-time continuum. You've crossed the galaxy researching temporal rifts, causality loops, nexus points, unusual tachyon, chroniton and dekyon particle emissions, and other temporal distortions.

Skills: Computer Use +2, History +1, Investigate (Research) +2, Physical Science (Temporal Physics) +3, Repair +1, Social Science (Historical Engineering*) +2, Space Science (Astrophysics) +2, System Operation (Sensors) +2

Pick 5 Skills: +1 to any professional skill

Pick 1 Edge: Curious, Famous Event, Quantum Sense**, Sense of Time, Skill Focus [Quantum Thinker: +4 to Physical Science (Temporal Physics)]

*New Skill specialty, see "New Skills."

**New Edge, see "New Edges."

Vulcan Science Academy

(Scientist)

You have studied at the famous Vulcan Science Academy. In addition to your field of expertise (hard sciences, philosophy, computer science, engineering, and so forth), you learned the principles of IDIC—Infinite Diversity in Infinite Combination—and developed a solid grounding in Vulcan culture, language, and history.

Skills: Administration (Vulcan Science Academy) +1, Computer Use +2, Culture (Vulcan) +1, any one Engineering or Science skill +4, any other Engineering or Science skill +2, History (Vulcan) +1, Investigate (Research) +2, Language: Vulcan +1, Specific World (Vulcan) +1

Pick 5 Skills: +1 to any professional skill

Pick 1 Edge: Curious, Eidetic Memory, Exceptional Concentration, Meticulous, Multi-tasking

SOLDIER PROFESSIONAL DEVELOPMENT PACKAGES

Bodyguard

(Soldier)

You were an armed guard for an important diplomat, a crime boss, an emperor, or someone else of special note. You stood guard when needed, ran background checks on attendees at functions, and examined every location for potential assassination attempts and other threats.

Protecting the boss at all costs was your duty, and you did it with disciplined efficiency.

Skills: Any one Armed Combat skill +3, Athletics +2, Demolitions +2, Investigate (Inspect) +3, Observe +3, any one Ranged Combat skill +3, Tactics +1, any one Unarmed Combat skill +2

Pick 5 Skills: +1 to any professional skill

Pick 1 Edge: Alert, Courageous, High Pain Threshold, Lightning Reflexes, Speed

Cardassian Occupation

(Soldier)

Cardassia occupied many worlds. Your soldiering service involved keeping the natives in line, managing the exploitation of the planet's resources, and quashing labor camp rebellions.

Skills: Any one Armed Combat skill +1, Athletics +1, Inquire (Interrogations) +2, Investigate (Inspect) +1, Observe +3, any one Ranged Combat skill +3, Survival +2, Tactics (Unit) +3, any one Unarmed Combat skill +1

Pick 5 Skills: +1 to any professional skill

Pick 2 Edges: Alert, Deliberate Attack, Night Vision, Quick Draw, Quick Shot, Speed, Thick Skull

Pick 1 Flaw (mandatory): Intolerant or Species Enmity

Greaser

(Soldier)

All things break down—it's the nature of technology and machinery. You're there to fix them. You've repaired tanks in the field, rebuilt engines in the shop, made bombs to blow up enemy vehicles, and improvised tools to get the job done. You had the dirtiest hands in your battalion, and were proud of it.

Skills: Any one Armed Combat skill +1, Construct (choose) +3, Demolitions (Build) +2, Energy Weapons +3, Investigate (Inspect) +2, Observe (choose) +1, Repair +4

Pick 5 Skills: +1 to any professional skill

Pick 1 Edge: Curious, Exceptional Concentration, Innovative, Skill Focus (Craftsman), Thinker

STARSHIP OFFICER PROFESSIONAL DEVELOPMENT PACKAGES

Exchange Officer

(Starship Officer—Command)

You enrolled in an officer exchange program with an alien government and served aboard one of their starships. You studied their ship procedures, training methods, and culture.

Skills: Administration (appropriate specialty) +2, Computer Use +1, Culture (appropriate specialty) +2, any one appropriate Language skill +2, Inquire (Fraternize) +1, Persuade +2, System Operation (Command) +3, Tactics +3

Pick 5 Skills: +1 to any professional skill

Pick 1 Edge: Commendation, Competitive, Confident, Cultural Flexibility, Promotion

Intel Operative

(Diplomat, Rogue, Starship Officer—any)

You are trained in basic intelligence techniques, such as monitoring and analyzing data or communications traffic, tracking the activities of suspected terrorists, and otherwise surreptitiously gathering information. You may have trained behind a console desk at intelligence headquarters, undercover in the field, or both.

Skills: Administration (Starfleet Intelligence, Obsidian Order, Tal Shiar—specialty as appropriate) +3, Computer Use (choose specialty) +2, Impersonate +1, Inquire +3, Investigate (choose specialty) +2, any two Knowledge skills +2 each, any one Language skill +1, Observe +1

Pick 5 Skills: +1 to any professional skill

Pick 1 Edge: Contacts, Eidetic Memory, Everyman, Meticulous, Thinker

JAG Officer

(Starship Officer—Command)

You are trained as a legal representative for the Judge Advocate General's Office. You may have been stationed at JAG headquarters at Starfleet Command or at a local office on a starbase. Your responsibilities include investigating and prosecuting violations of Starfleet's General Orders, laws of Federation member worlds, and the Constitution of the United Federation of Planets. You also have the duty to prosecute or defend any member of Starfleet charged under the Uniform Code of Justice.

Skills: Administration (Starfleet) +2, Computer Use +1, History (Federation) +1, Inquire +2, Investigate +2, Law (Starfleet Regulations) +3, Negotiate (Entreat) +2, Persuade (Debate or Oratory) +2

Pick 5 Skills: +1 to any professional skill

Pick 1 Edge: Confident, Contacts, Promotion, Shrewd, Skill Focus (Eloquent)

STARSHIP OFFICER ADVANCEMENT PACKAGES

These advancement (or "tour of duty") packages may be taken by any starship officer—Andorian Defense Force, Starfleet, Imperial Klingon Defense Force, Romulan Star Navy, and so on. Each package equals one advancement (or five advancement picks). If you choose a package outside your elite profession branch—you choose Crosstraining, for example, and you're a Science officer not a Command officer—you must adjust the package to properly account for professional skill costs. As long as the package remains worth five advancement picks, any adjustments are fine.

Academy Instructor

(Starship Officer—any)

You served as an instructor at a training academy, teaching new recruits. This posting is usually a result of your prolific skill in a particular field or your prolific age and pending retirement.

Primary Skill: Law (Starfleet or Romulan or Klingon, specialty as appropriate) +1

Pick 3 Skills: Administration +1, Computer Use +1, any other Knowledge skill +1, any one Engineering OR Science skill +1, any other professional skill +1

Advanced Engineering Certification

(Starship Officer—Engineer)

You trained in advanced engineering skills and techniques, either on an experimental vessel or refitting older ships with new technologies.

Primary Skill: Any one Engineering skill (choose specialty) +1

Pick 1 Skill: Construction +1, Physical Science +1, System Operations +1, or any one other Engineering skill +1

Pick 1 Edge: Exceptional Concentration, Meticulous, Promotion, Sense of Time, Suit Trained

Colony Support

(Starship Officer—any)

Out in the sticks it's a dangerous life, and colonists need help—supplies, protection, repairs, and so on. You provided it and learned valuable skills roughing it on the frontier.

Primary Skill: Survival +1

Pick 2 Skills: Athletics +1, Repair +1, Specific World +1, System Operations +1

Pick 1 Edge: Fit OR Healthy, Great Stamina OR Great Vitality, Promotion, Sense of Direction, Sherpa

Crosstraining

(Starship Officer—Command)

Your potential as an officer caught your superior's eye. You were trained in a variety of fields and groomed for a top slot in the service.

Primary Skill: System Operations (choose specialty) +1

Pick 1 Skill: Administration +1, Persuade +1, Tactics +1

Pick 1 Edge: Commendation, Confident, Famous Event, Innovative, Promotion

Diplomatic Mission

(Starship Officer—Command)

Diplomacy suits your temperament and ability. As part of a diplomatic team, you negotiated treaties and forged new alliances. Out on the perimeter, there are many stars, each with a potential ally or partner.

Primary Skill: Negotiate (choose specialty) +1

Pick 1 Skill: Inquire +1, any one Knowledge skill +1, Persuade +1

Pick 1 Edge: Ally, Contacts, Famous Event, Friendly, Skill Focus (Diplomatic)

Front Line War Zone

(Starship Officer—any)

Sitting behind a desk wasn't for you. You craved to get on the front lines in the heat of battle. You excelled under intense pressure and learned first hand to employ tactical planning quickly in the field.

Primary Skill: Energy Weapons +1

Pick 2 Skills: Athletics +1, First Aid +1, Survival +1, Systems Operation +1, Tactics +1 (if choosing First Aid or Tactics and they are not professional skills, do not pick a second skill)

Pick 1 Edge: Bold, Commendation, Famous Event, Promotion, Thick Skull

Great House Warrior

(Soldier, Starship Officer—Command)

You served honorably for one of the great Klingon Houses. Your warrior's instinct and skill vaulted your position in the family, winning you respect and sincere admiration ... and probably enemies.

Primary Skill: Tactics +1

Pick 2 Skills: Any one Armed Combat skill +1 OR Administration +1, Energy Weapons +1, Repair +1 OR System Operation +1

Pick 1 Edge: Courageous, Famous Event, Promotion, Shrewd, Weapon Mastery

Prerequisite: Character must be Klingon

Medical/Rescue Mission

(Starship Officer—Counselor and Medical)

You aided relief efforts on a plague-ridden colony, emergency evacuated wounded troops from the front lines, or served on a medical frigate touring various disaster "hot spots" throughout the sector.

Primary Skill: Medicine +1

Pick 2 Skills: First Aid +1, Life Science +1, Survival +1, System Operations +1 (Option: Counselors may take Influence +1 instead of Life Science)

Pick 1 Edge: Commendation, Iron Willed, Resolute, Skill Focus (Compassionate), Unyielding

Praetorian Guard

(Starship Officer—Command and Security)

Your talents and loyalty earned you a position in the elite Praetorian Guard fleet. Your duty was to protect the Praetor and Romulus, at all costs. You also escorted important senators, military officials, and high-ranking dignitaries from other worlds to Romulus.

Primary Skill: Energy Weapons +1

Pick 2 Skills: Administration +1 OR Observe +1, Inquire +1, Tactics +1, any one Unarmed Combat skill +1

Pick 1 Edge: Alert, Commendation, High Pain Threshold, Promotion, Shrewd

Prerequisite: Character must be Romulan

Scientific Exploration

(Starship Officer—Science)

Scientific wonders beckoned you. You traveled the galaxy on a science vessel cataloguing gaseous anomalies, examining dichromic nebulae, investigating the parasitic jelly slugs of Ummagamma VI, and researching dozens of other unusual phenomena.

Primary Skill: Space Science +1

Pick 2 Skills: Computer Use +1, Investigate +1, Planetary Science +1, System Operation +1

Pick 1 Edge: Coordinator, Curious, Exceptional Concentration, Innovative, Meticulous

Shakedown Cruise

(Starship Officer—any)

All ships need testing out of spacedock. New systems break down or don't operate to specifications, experimental engines malfunction, cadets panic at false red alert klaxons—anything could happen on a ship's maiden voyage. As an experienced officer, you were there to see that operations ran with minimal glitches.

Primary Skill: System Operations +1

Pick 2 Skills: Administration +1, Computer Use +1, Repair +1, any one Engineering OR Science skill +1 (if choosing Administration, Engineering, or Science and they are not professional skills, do not pick a second skill)

Pick 1 Edge: Commendation, Competitive, Famous Event, Promotion, Skill Focus

Starbase Administration

(Starship Officer—Command and Flight Control)

You served an administrative position at a starbase. Your duties included routing starship traffic and communications, requisitioning supplies for ships and colonies on the frontier, and generally making things run smoothly and efficiently in your sector.

Primary Skill: Administration (choose specialty) +1

Pick 1 Skill: Computer Use +1, Persuade +1 OR System Engineering +1, System Operations +1

Pick 1 Edge: Ally, Command, Contacts, Coordinator, Promotion

Strategic Command

(Starship Officer—Command and Security)

You were trained in advanced tactical and military planning. Part logistical and part strategic, your experience in this program prepared you to command forces in operational theaters.

Primary Skill: Tactics (choose specialty) +1

Pick 1 Skill: Administration +1, Inquire +1 OR Persuade +1, Law +1

Pick 1 Edge: Bold, Command, Confident, Meticulous, Promotion

Terraforming/Colonization

(Starship Officer—Science)

You served on a mission to terraform an uninhabitable world for colonization or to establish a colony on a newly discovered world. Your role was primarily technical and scientific, rather than administrative or logistic.

Primary Skill: Planetary Science (choose specialty) +1

Pick 3 Skills: Construct +1, Investigate +1, any one Knowledge skill +1, Repair +1, any one other Science skill +1, Survival +1

CROSS-PROFESSION ADVANCEMENT PACKAGES

These advancement packages can be used to simulate "tours of duty" for characters. They may be gained during character creation if the Narrator wants more experienced characters, or during advancement in play. Each package costs five advancement picks. Note that starship officers may be eligible for some packages. The Narrator decides if starship officers can take them or not, as suits the series.

In parenthesis below the package name are the professions associated with the package. A character must have one of these professions to take the package. If the character is not active in one of these professions, you may have to adjust the package for professional skill costs. Just remember, so long as the package adds up to five advancement picks for a character, any adjustments are fine.

Arms Runner

(Rogue, Smuggler)

You've smuggled guns, explosives, and other weapons through de-militarized zones or across tightly secured borders.

Primary Skill (all): Conceal (choose specialty) +1

Pick 1 Skill (Rogue): Forgery +1, Impersonate +1, Influence +1, Streetwise +1

Pick 1 Skill (Smuggler): Forgery +1, Influence +1, Negotiate +1, Streetwise +1

Pick 1 Edge (all): Ally, Contacts, Shrewd

Athlete

(Any profession)*

You've been a professional athlete or at least a talented amateur.

Pick 1 Primary Skill (all): Athletics +1, Gymnastics +1, Sport +1

Pick 1 Skill (all): Athletics +1, Gymnastics +1, Sport +1, or add a specialty instead

Pick 1 Edge (all): Competitive, Dodge, Fit, Healthy, Lightning Reflexes, Speed

Attribute: Agility, Strength, or Vitality +1

Reaction: Quickness or Stamina +1

*Note: Select 5 picks worth of options from this package. Do not pick the same skill twice if it is not a professional skill.

Communications Specialist

(Soldier, Starship Officer—any)

You are a communications specialist.

Primary Skill (all): System Operation (Communications) +1*

Pick 1 Skill (Soldier): Energy Weapons +1, Repair +1, any Unarmed Combat skill +1

Pick 2 Skills (Starship Officer—any): Computer Use +1, Energy Weapons +1, Repair +1, any Unarmed Combat skill +1

Pick 1 Edge (all): Alert, Courageous, Exceptional Concentration

*Note: Soldiers gain only the System Operation skill without the specialty, as it is not a professional skill and costs two pick to take.

Computer Engineer

(Inventor, Scientist, Starship Officer—Engineer, Operations, Science)

You've designed, built, and repaired computer systems.

Primary Skill (all): Systems Engineering (Computer Systems) +1*

Pick 3 Skills (Inventor): Computer Use +1, Construct +1, Physical Science +1, Repair +1

Pick 3 Skills (Scientist, Starship Officer—Engineer, Science): Computer Use +1, Construct +1, Physical Science +1, Repair +1, System Operation +1

Pick 3 Skills (Starship Officer—Operations): Computer Use +1, Repair +1, System Operation +1

*Note: Scientists and science branch starship officers do not gain the specialty, as Systems Engineering is not a professional skill.

Consulate/Embassy Position

(Ambassador, Diplomat, Envoy)

You were stationed at one of your government's consulates or embassies.

Primary Skill (all): Specific World (choose specialty) +1

Pick 3 Skills (Ambassador): Administration +1, Culture +1, Law +1, Negotiate +1, Persuade +1

Pick 3 Skills (Diplomat): Administration +1, Culture +1, History +1, Law +1, Social Science +1

Pick 3 Skills (Envoy): Inquire +1, Culture +1, History +1, Law +1, Social Science +1

Counterintelligence Mission

(Envoy, Rogue, Soldier, Spy, Starship Officer—Security)

You spied on other spies—tracking their activities, investigating their associates, and exposing them when necessary. You also worked validating incoming intelligence reports and stopping the spread of disinformation within your intelligence network.

Primary Skill (all): Investigate (choose specialty) +1*

Pick 1 Skill (Envoy): Impersonate +1, Inquire +1

Pick 1 Skill (Rogue, Spy): Impersonate +1, Inquire +1, Observe +1

Pick 1 Skill (Soldier, Starship Officer—Security): Inquire +1, Observe +1

Pick 1 Edge (all): Contacts, Curious, Meticulous

*Note: Envoys and rogues do not gain the specialty, as Investigate is not a professional skill.

Cyberneticist

(Inventor, Scientist, Starship Officer—Engineer, Medical, Science)

You specialized in the study and research of cybernetics.

Primary Skill (all): Systems Engineering (Cybernetics) +1*

Pick 3 Skills (Inventor): Computer Use +1, Construct +1, Life Science +1, any other Science or Engineering skill +1, Repair +1

Pick 3 Skills (Scientist, Starship Officer—Science): Construct +1, Life Science +1, Physical Science +1, Repair +1, System Operation +1

Pick 3 Skills (Starship Officer—Engineer): Construct +1, any other Engineering skill +1, Physical Science +1, Repair +1, System Operation +1

Pick 3 Skills (Starship Officer—Medical): Life Science +1, Medicine +1, Physical Science +1, Repair +1, System Operation +1

*Note: Only Inventors and Engineers gain the Cybernetics specialty; Systems Engineering is not a professional skill for the others.

Demolitions Expert

(Soldier, Special Forces)

Your military training focused on demolitions and explosives.

Primary Skill (all): Demolitions (choose specialty) +1

Pick 1 Skill (all): Any Ranged Combat skill +1, Stealth OR Observe +1*, any Unarmed Combat skill +1

Pick 1 Edge (all): Bold, Meticulous, Sense of Time

*Note: Soldiers take Observe, Special Forces take Stealth.

Deputy

(Soldier, Starship Officer—Security)

You've served as a law enforcement officer.

Primary Skill (all): Investigate (choose specialty) +1

Pick 3 Skills (all): Any one Armed or Ranged Combat skill +1, Inquire +1, Observe +1, Tactics +1, any one Unarmed Combat skill +1

Exosociologist

(Envoy, Diplomat, Scientist, Starship Officer—Counselor, Medical, Science)

You are an expert on alien cultures and societies.

Primary Skill (all): Social Science (Sociology or other specialty) +1

Pick 3 Skills (Diplomat): Computer Use +1, Culture +1, History +1, Language +1, Law +1, Politics +1, Specific World +1

Pick 3 Skills (Envoy): Culture +1, History +1, Language +1, Law +1, Politics +1, Religion +1, Specific World +1

Pick 3 Skills (Scientist): Computer Use +1, Culture +1, History +1, Language +1, Law +1, Politics +1, Religion +1, Specific World +1

Pick 3 Skills (Starship Officer—Counselor, Medical, Science): Computer Use +1, Culture +1, History +1, Law +1, Politics +1, Religion +1, Specific World +1

Extraction/Termination Duty

(Assassin, Mercenary, Rogue, Soldier, Special Forces, Starship Officer—Command and Security)

Your missions sent you deep inside enemy territory to acquire top-secret information or devices, terminate

enemy operatives or terrorists, rescue hostages, and other similarly dangerous tasks.

Primary Skill (all): Any one Armed Combat skill +1*

Pick 2 Skills (Assassin): Conceal +1, Impersonate +1, any one Ranged Combat skill +1, Stealth +1

Pick 1 or 2 Skills (Mercenary): Stealth +1 OR two of Athletics +1, Observe +1, any one Ranged Combat skill +1

Pick 2 Skills (Rogue): Conceal +1, Observe +1, any one Ranged Combat skill +1, Stealth +1

Pick 1 or 2 Skills (Soldier): Stealth +1 OR any two of Athletics +1, Observe +1, any one Ranged Combat skill +1, Tactics +1

Pick 1 or 2 Skills (Special Forces): Stealth +1 OR any two of Demolitions +1, any one Ranged Combat skill +1, Stealth +1

Pick 1 or 2 Skills (Starship Officer—Command): Stealth +1 OR any two of Athletics +1, Inquire +1, Tactics +1

Pick 1 or 2 Skills (Starship Officer—Security): Stealth +1 OR any two of Athletics +1, Observe +1, Tactics +1

Pick 1 Edge (all): Alert, Quick Draw, Weapon Mastery

*Note: Starship officers take Energy Weapons +1 instead.

Focused Psionic Training

(Any profession)*

You underwent rigorous mental training to expand or develop your psionic potential.

Primary Skill: Any Psionic skill +1

Pick 2 Skills: Any two other Psionic skills +1

Pick 1 Edge: Increased Range, Psionic, Psionic Coverage, Psionic Focus

*Note: Select 5 picks worth of options from this package. If a character is not a psion, the Psionic trait must be chosen first.

Frontier Prospector

(Free Trader, Merchant)

You traveled throughout frontier systems searching little known asteroids, moons, and out of the way planets for untapped business opportunities.

Primary Skill (all): Appraise (choose specialty) +1

Pick 1 Skill (all): Business +1, Negotiate +1, System Operation +1

Pick 1 Edge (all): Innovative, Suit Trained, Wealth

Genetics Engineer

(Scientist, Starship Officer—Medical, Science)

You've specialized in the fields of genome study and genetic engineering.

Primary Skill (all): Life Science (Genetics or other specialty) +1

Pick 3 Skills (Scientist, Starship Officer—Medical): Computer Use +1, Investigate +1, Medicine +1, Physical Science +1, System Operation +1

Pick 3 Skills (Starship Officer—Science): Computer Use +1, Investigate +1, Physical Science +1, System Operation +1

Grunt/Infantry Trooper

(Mercenary, Soldier, Starship Officer—any)

You are a grunt, foot soldier, trooper—the workhorse of the armed forces.

Primary Skill (all): Energy Weapons (choose specialty) +1

Pick 1 Skill (Mercenary, Soldier): Any Armed Combat skill +1, Athletics +1, Survival +1, any Unarmed Combat skill +1

Pick 1 Skill (Starship Officer—any): Athletics +1, Survival +1, any Unarmed Combat skill +1

Pick 1 Edge (all): Fit, High Pain Threshold, Weapon Mastery

Guerrilla/Resistance Fighter/Terrorist

(Soldier, Special Forces)

You trained as a fighter in a quasi-military group.

Primary Skill (all): Energy Weapons (choose specialty) +1

Pick 3 Skills (Soldier): Any one Armed Combat skill +1, Athletics +1, Demolitions +1, Survival +1, Tactics +1, any one Unarmed Combat skill +1

Pick 3 Skills (Special Forces): Administration +1, Demolitions +1, Stealth +1, Survival +1, any one Unarmed Combat skill +1

Lab Assistant/Triage Nurse

(Inventor, Scientist, Starship Officer—Medical, Science)

You served in a lab or triage center under a scientist or doctor.

Primary Skill (all): Computer Use (Research) +1

Pick 3 Skills (Inventor): Construct +1, any Engineering skill +1, Repair +1, any Science skill +1

Pick 3 Skills (Scientist, Starship Officer—Science): Construct +1, Investigate OR Medicine +1, Repair +1, any Science skill +1, System Operation +1

Pick 3 Skills (Starship Officer—Medical): First Aid +1, Life Science +1, Medicine +1, Physical Science +1, System Operation +1

Martial Arts Training

(Mercenary, Mystic, Rogue, Soldier, Starship Officer—any, Weapon Master)

You underwent extensive martial arts training.

Primary Skill (all): Any one Armed or Unarmed Combat skill +2

Pick 1 Skill (all)*: Any one Armed or Unarmed Combat skill +1, Athletics +1, Gymnastics +1

Pick 1 Edge (all): Alert, Ambidextrous, Dodge, High Pain Threshold, Lightning Reflexes, Weapon Mastery

*Note: In the "Pick 1 Skill" section, take whatever skill was not selected as a primary skill and/or is a professional skill for the character.

Medic

(Explorer, Mystic, Soldier, Starship Officer—Counselor, Medical)

You specialize in first aid and trauma treatment in the field.

Primary Skill (all): First Aid (choose specialty) +1

Pick 1 Skill (all): Any one Armed, Ranged or Unarmed Combat skill +1, Athletics +1, Survival +1

Pick 1 Edge (all): Courageous, Skill Focus (Compassionate), Speed

Military Engineer

(Starship Officer—Engineer)

You are the engineer the military relies on to get things designed and built quickly.

Primary Skill (all): Engineering Systems (choose specialty) +1

Pick 3 Skills (all): Computer Use +1, Construct +1, Energy Weapons +1, any one other Engineering skill +1, Repair +1, System Operation +1

News Service Reporter

(Diplomat, Envoy, Merchant, Mystic, Scientist)

You've worked for a news service, either as a freelancer or a staff reporter.

Primary Skill (all): Inquire (Interview or other specialty) +1*

Pick 1 Skill (Diplomat): Computer Use +1, any one Knowledge skill +1, any Language +1

Pick 1 Skill (Envoy): Impersonate +1, any one Knowledge skill +1, any Language +1

Pick 1 Skill (Merchant): Business +1, any one Knowledge skill +1, Negotiate +1
Pick 1 Skill (Mystic): Any one Knowledge skill +1, Observe +1, Persuade +1
Pick 1 Skill (Scientist): Computer Use +1, Investigate +1, any one Knowledge skill +1
Pick 1 Edge (all): Contacts, Curious, Thinker
 *Note: Scientists do not gain the specialty, as Inquire is not a professional skill.

Planetary Scientist

(Explorer, Scientist, Starship Officer—Science)
 You've made the study of planetary bodies your focus.
Primary Skill (all): Planetary Science (Planetology or other specialty) +1
Pick 3 Skills (Explorer): Investigate +1, Observe +1, Physical Science +1, Repair +1, Survival +1
Pick 3 Skills (Scientist): Computer Use +1, Construct +1, Investigate +1, Physical Science +1, Specific World +1, System Operation +1
Pick 3 Skills (Starship Officer—Science): Computer Use +1, Construct +1, Physical Science +1, Repair +1, Survival +1, System Operation +1

Propaganda Mission

(Rogue, Spy)
 You worked behind enemy lines infiltrating crucial data banks, spreading disinformation, and fostering dissent.
Primary Skill (all): Forgery +1*
Pick 2 Skills (Rogue): Impersonate +1, Influence +1, Inquire +1 (Rogues can take Computer Use +1 OR Indoctrinate +1 instead)
Pick 2 Skills (Spy): Computer Use +1, Impersonate +1, Inquire +1 (Spies can take Indoctrinate +1 OR Influence +1 instead)
Pick 1 Edge (all): Everyman, Meticulous, Shrewd
 *The Narrator must decide if this skill is appropriate for Starfleet characters. If not, offer another skill as an option instead.

Reconnaissance Posting

(Explorer, Scientist, Spy, Starship Officer—any)
 You served as part of a diverse reconnaissance team stationed at a listening post near enemy territory. You eavesdropped on communications traffic, scanned nearby systems for unusual readings and hidden bases, and collected data on enemy activities. You were selected not just to reconnoiter, but also for your unique expertise, whether it was administrative, technical, scientific, or investigative in nature.
Primary Skill (all): System Operation (choose specialty) +1*
Pick 1 Skill (Explorer): Investigate +1, Observe +1, any one Science skill +1
Pick 1 Skill (Scientist, Starship Officer—Science): Computer Use +1, Investigate +1, any one Science skill +1
Pick 1 Skill (Spy): Computer Use +1, Investigate +1, Observe +1
Pick 1 Skill (Starship Officer—Command): Administration +1, Computer Use +1, any one Knowledge skill +1
Pick 1 Skill (Starship Officer—Engineer): Computer Use +1, Construct +1, any one Engineering skill +1
Pick 1 Skill (Starship Officer—Flight Control): Administration +1, Computer Use +1, Space Science +1
Pick 1 Skill (Starship Officer—Medical or Counselor): Computer Use +1, First Aid +1, Medicine +1
Pick 1 Skill (Starship Officer—Operations): Computer Use +1, Observe +1, System Engineering +1
Pick 1 Skill (Starship Officer—Security): Computer Use +1, Investigate +1, Observe +1

Pick 1 Edge (all): Competitive, Coordinator, Thinker
 *Note: Explorers and spies do not gain the specialty, as System Operation is not a professional skill.

Sabotage Mission

(Mercenary, Rogue, Soldier, Special Forces, Starship Officer—any)
 You worked as part of a covert team sabotaging important enemy installations and operations—such as Cardassian labor camps, Vorta cloning facilities, Romulan listening posts, or the Founders' infiltration of Starfleet Command.
Primary Skill (all): Demolitions (choose specialty) +1*
Pick 1 Skill (Mercenary): Observe +1, any one Ranged Combat skill +1, any one Unarmed Combat skill +1
Pick 1 Skill (Rogue): Conceal +1, any one Ranged Combat skill +1, Stealth +1
Pick 1 Skill (Soldier): any one Ranged Combat skill +1, Tactics +1, any one Unarmed Combat skill +1
Pick 1 Skill (Special Forces): any one Ranged Combat skill +1, Stealth +1, any one Unarmed Combat skill +1
Pick 1 Skill (Starship Officer—any): Energy Weapon +1, any one Unarmed Combat skill +1
Pick 1 Edge (all): Alert, Courageous, Speed
 *Note: Mercenaries, rogues, and starship officers do not gain the specialty, as Demolitions is not a professional skill.

Scout

(Assassin, Mercenary, Rogue, Soldier, Special Forces, Weapon Master)
 Your expertise lies in reconnaissance, stealth, and speed.
Primary Skill (all): Stealth (choose specialty) +1
Pick 1 Skill (all): Any one Armed OR Unarmed Combat skill +1, any Ranged Combat skill +1, Survival +1
Pick 1 Edge (all): Night Vision, Sense of Direction, Speed
 *Note: Mercenaries and Soldiers gain only the Stealth skill and not the specialty, as it is not a professional skill.

Shipyard Mechanic

(Inventor, Starship Officer—Engineer, Flight Control, Operations)
 When ships needed repairs or refits, you were there to get the job done quickly and efficiently. You may have worked at a starbase, shipyard facility, planetside spaceport, or another repair facility.
Primary Skill (all): Any one Engineering skill (choose specialty) +1
Pick 1 Skill (Inventor): Computer Use +1, Construct +1, Repair +1
Pick 1 Skill (Starship Officer—Engineer): Computer Use +1, Construct +1, Repair +1, Systems Operation +1
Pick 1 Skill (Starship Officer—Flight Control, Operations): Computer Use +1, Repair +1, Systems Operation +1
Pick 1 Edge (all): Meticulous, Suit Trained, Zero-G Trained

Spiritual Retreat

(Adept, Mystic)
 You spent time in reflective contemplation at a spiritual retreat expanding your consciousness, your mental talents, or both.
Primary Skill (all): Religion (choose specialty) +1
Pick 1 Skill (Adept): Any one psionic skill +1
Pick 1 Skill (Mystic): Inquire +1, Observe +1, Specific World +1
Pick 1 Edge (all): Exceptional Concentration, any psionic edge, Sense of Time

Stellar Navigational Specialist

(Scientist, Starship Officer—Flight Control, Science)

You studied stellar bodies and starship navigational systems.

Primary Skill (all): Space Science (Astrogation or other specialty) +1

Pick 1 Skill (Scientist, Starship Officer—Science): Computer Use +1, any other Science skill +1, System Operation +1

Pick 1 Skill (Starship Officer—Flight Control): Computer Use +1, System Engineering +1, System Operation +1

Pick 1 Edge (all): Exceptional Concentration, Skill Focus (3D Thinking)

Street Enforcer

(Rogue)

You've been a street tough, enforcer, or thug in an organized crime gang.

Primary Skill: Any one Unarmed Combat skill +1

Pick 2 Skills: Any one Armed Combat skill +1, Conceal +1, Influence +1, Observe +1, any one Ranged Combat Skill +1, Streetwise +1

Pick 1 Edge: Confident, Contacts, Thick Skull

Syndicate Man

(Assassin, Rogue, Spy)

You were a hit man or informant for the Orion Syndicate or some other nefarious criminal group.

Primary Skill (all): Impersonate (choose specialty) +1

Pick 1 Skill (Assassin): Conceal +1, Physical Science +1, any one Ranged Combat Skill +1, Stealth +1

Pick 1 Skill (Rogue): Conceal +1, Inquire +1, any one Ranged Combat Skill +1, Stealth +1

Pick 1 Skill (Spy): Inquire +1, Investigate +1, Observe +1

Pick 1 Edge: Ally, Contacts, Dead Aim

Systems Technician

(Inventor, Scientist, Starship Officer—Engineer, Flight Control, Medical, Operations, Science)

You've worked as a systems technician aboard a starbase, outpost, private ship, or in some other capacity. While you are not necessarily a qualified engineer, you know your way around technical systems.

Primary Skill (all): Repair (choose specialty) +1

Pick 1 Skill (all): Computer Use +1, any Engineering or Science skill +1, System Operation +1

Pick 1 Edge (all): Meticulous, Multitasking, Thinker

Trade Mission

(Free Trader, Merchant, Smuggler)

You were part of a trade negotiation team, either for your government or a consortium, or you worked independently expanding your own trade opportunities.

Primary Skill (all): Negotiate (choose specialty) +1

Pick 1 Skill (Free Trader, Merchant): Appraise +1, Business +1, Influence +1

Pick 1 Skill (Smuggler): Business +1, Conceal +1, Influence +1

Pick 1 Edge (all): Contacts, Skill Focus (Eloquent or Persuasive), Wealth

Temporal Engineer

(Inventor, Starship Officer—Engineer)

Temporal propulsion engineering is your special field of study.

Primary Skill (all): Propulsion Engineering (Temporal Drives) +1

Pick 3 Skills (all): Computer Use +1, Construct +1, any other Engineering skill +1, Physical Science +1, Repair +1

Temporal Theorist

(Explorer, Scientist, Starship Officer—Science)

Your research has focused on the space-time continuum and temporal physics.

Primary Skill (all): Physical Science (Temporal Physics) +1

Pick 1 Skill (Explorer): Investigate +1, Observe +1, any other Science skill +1

Pick 1 Skill (Scientist, Starship Officer—Science): Investigate +1, any other Science skill +1, System Operation +1

Pick 1 Edge (all): Curious, Innovative, Sense of Time

Treaty Negotiation

(Ambassador, Diplomat, Starship Officer—Command)

You were part of a diplomatic team that successfully negotiated a treaty with a new ally or a placable old enemy.

Primary Skill (all): Negotiate (choose specialty) +1

Pick 1 Skill (all): Administration +1, Law +1, Persuade +1

Pick 1 Edge (all): Commendation, Famous Event, Promotion

NEW SKILLS

Social Science (Historical Engineering)

This is a key skill used by Department of Temporal Investigations field agents. This specialty deals with historical theories and their influence on the timeline, particularly events that are deliberately designed to change the timeline. DTI agents also use this skill to locate nexus points in history and to prevent or "correct" changes in the timeline. For non-DTI scientists, this specialty deals, for the most part, in abstract theory and supposition.

Simple (TN 5): Researching a previously known nexus point and its relevance to the timeline.

Routine (TN 10): Identifying a famous event as a nexus point in history, such as the Bell Riots of the early 21st century.

Challenging (TN 15): Identifying an obscure event as a nexus point in history, such as the life of Edith Keeler in the early 20th century.

Difficult (TN 20): Identifying a previously unknown historical nexus point from information gathered in the present or an awareness of changes to the timeline.

Nearly Impossible (TN 25): Identifying a previously unknown historical nexus point without information from the present or any awareness of changes to the timeline.

Additional Modifiers: If the character has access to Department of Temporal Investigations files or computer systems, tests with this skill are made with a +2 bonus.

Affinity: The Investigate (Research) skill provides a +1 affinity bonus to Social Science (Historical Engineering) tests.

Action Time: Variable minutes to hours, averaging around TN x 5 minutes.

Extended Test: Yes, at the Narrator's discretion.

NEW EDGES

Iron Fist

Your hands are deadly weapons.

Prerequisite: Strength 8+

Effect: Add +2 to your Strength bonus to damage for any successful unarmed attacks you make.

Linguistic Maverick

Your linguistic comprehension is astonishing. Even without a universal translator, you intuitively understand the grammar, syntax, and idioms of languages.

Prerequisite: Intellect 8+

Effects: You can use all language skills untrained.

Additionally, all language skills are considered professional skills for you, regardless of your profession.

Upgrade: You can upgrade this edge.

Linguistic Maverick 2: Linguistic breakthrough.

Whenever you score a superior success on a test with a language you don't know (no skill levels), you automatically gain one skill level in that language at no cost.

Linguistic Maverick 3: Advanced knowledge. Whenever you spend an advancement pick on a language you know (one skill level minimum), you increase your skill level by +2 per pick.

Medical Remedy

You've undergone regenerative therapy, drug treatments, or surgery of some kind to repair a physical injury or medical condition.

Prerequisite: Medical Deficiency, Physical Impairment, or other flaw.

Effect: When you select this edge, you remove any one physically or medically impairing flaw you have. These are typically the Medical Deficiency or Physical Impairment flaws, but may also include Easily Winded, Low Energy Level, Sickly, Slow Healing, and similar flaws at the Narrator's discretion.

Paid Crew

You have sufficient wealth to pay a crew to work the stations aboard any single vessel you own, lease, or otherwise operate. This does not provide you the skill or ability to actually command them effectively.

Prerequisites: Wealth edge (2 or higher, depending on ship class)

Effect: Your crew has adequate bunking, meals, wages, and other amenities paid for by you. When you choose this edge, the Narrator creates and runs the crew of your ship as NPCs, or "supporting cast" characters. The crew's function is to operate the ship and fulfill their job duties, not to serve as personal lackeys, armed guards, or "red shirt" phaser fodder for you or your comrades. The crew may indeed be willing to lend a hand if needed, but they are not brave heroes willing to sacrifice life and limb for their "captain." They are simply your employees. If a ship employee's job is patently dangerous or insufferable, and the wages aren't commensurate, he tends to jump ship at first opportunity.

Before you can take this edge, your Narrator may require you to make any number of Inquire, Persuade, Influence, Business, or Negotiate tests. This represents your attempt to find, bargain with, and assemble the crew for your ship. After all, it's not easy finding the right people to do the right jobs. In addition, the Narrator may choose to have story or roleplaying conditions mitigating your ability to find a crew. At the very least, these conditions can modify the tests you make while you assemble the crew.

Upgrade: Second Crew or Loyal Paid Crew. When you upgrade this edge, you pay another crew to operate a second starship of yours, using all the guidelines above. Alternatively, by upgrading you gain a +2 bonus to all Persuade tests to command your first paid crew.

Restriction: This edge is not suitable for Starfleet (or Klingon Defense Force, Romulan Star Navy, and so on) characters, as they do not typically "hire" the crews they command aboard a ship. However, characters retired or discharged from such organizations are eligible for this edge.

Quantum Sense

You have a special insight into temporal phenomena.

Prerequisite: Perception 6+

Effects: You are able to sense the quantum "resonance" of people and objects, including yourself. For example, you can tell if you have been pulled out of your own time, determine if an object is from your or another timeline (merely by touching it), and sense if there are any space-time distortions nearby. This ability works instantly and no tests are required, unless something is hiding or distorting the quantum signature in question.

Sexy (Friendly variant)

Some people have a special quality—they exude sexiness. You're one of them. With the right smile, wiggle of the hips, a wink, or soft-spoken words, you easily influence people.

Prerequisite: Presence 6+

Effect: You gain a +1 bonus to all social tests.

Skill Focus (Digital Thinker)

You easily grasp the technology and jargon of computers.

Effect: You gain a +2 bonus to all Computer Use tests.

Skill Focus (Legerdemain)

Your manual dexterity is astonishingly acute.

Effect: You gain a +1 bonus to all Sleight of Hand and Forgery tests.

Skill Focus (Quantum Thinker)

You intuitively understand temporal theories and space-time phenomena.

Effect: You gain a +4 bonus to Physical Science (Temporal Physics) tests.

Starship Owner

You own a starship. Outright. It's all yours.

Prerequisite: Wealth edge (minimum Wealth 4 or higher, depending on ship class). Narrator may require the Command 1 and/or Promotion 2 edges as well.

Effects: The type of ship you own depends on your profession, level of Wealth edge, and the Narrator's judgment. For example, a merchant most likely has a trading or cargo vessel with limited weaponry and defenses; a rogue probably has a pirate vessel with capable weaponry; a Klingon mercenary likely has an armed-to-the-teeth bird of prey.

The player and Narrator must work together to determine the class of ship, its capabilities, and its defenses and armament.

To obtain this edge, you essentially must be rich enough, smart enough, and influential enough not to have your ship taken from you easily by spaceport thugs or a mutinous crew. This is not to say that it can't happen—particularly if a mutiny results in a memorable episode or story arc—just that you're competent enough to be able to try to deal with the situation or resolve it in your favor (hopefully). The specific levels of Command and Promotion required to take this edge are left to the

Narrator's discretion—the style of series being run greatly influences such decisions. Minimum suggestions are provided under the prerequisites above. Furthermore, the Narrator may have story or roleplaying conditions you must fulfill before you can buy (or otherwise come to own) a starship.

Note that this edge does not provide you with a crew to operate your ship. If you can't operate the ship yourself (or with the help of comrades), you'll have to hire a crew to man all the necessary stations. See the Paid Crew edge above for information about hiring a crew.

Upgrade: Multiple Starship Owner. Each upgrade allows you to own another ship. Some Narrator's may wish to disallow upgrades of this edge.

Restriction: This edge is not suitable for Starfleet (or Klingon Defense Force, Romulan Star Navy, and so on) characters, as they do not typically "own" the ships they serve aboard or command. However, characters retired or discharged from such organizations are eligible for this edge.

NEW FLAWS

Dissident (Dark Secret variant)

You are part of an underground movement on your homeworld and fight for a better future for your people. Work with your Narrator to detail your character's past and her connections to the underground—and the reason why you keep this part of your life a secret for now. For example, if you're Cardassian, perhaps you're disaffected with the Central Command and abandon military service to join the underground. If you are Romulan, you probably don't trust the Senate, the Star Navy, and especially the Tal Shiar. They're corrupting the true Romulan spirit. You embrace the underground movement to help fight for change and reunification with Vulcan.

Effect: In the eyes of most of your people, you are a traitor. If your dissident connection is learned or exposed, whenever you interact with members of your own species, modify their reaction stance negatively by two spaces—making someone normally loyal/devoted become indifferent instead. (See Table 6.9: Social Test Modifiers, page 80 Narrator's Guide.)

Exiled (Species Enmity variant)

You have been exiled from your homeworld. Whether you've committed crimes, fallen out of political favor, or made yourself an embarrassment to your government, you cannot return home without serious repercussions—such as being harassed, publicly ridiculed, or even arrested.

Effect: Upon a successful recognition test, you suffer a –4 penalty to any social tests made to influence members of your own species (Influence, Negotiate and Persuade tests). This penalty is in addition to any modifiers resulting from successful recognition tests.

Indebted

You owe people favors. Lots of them. Perhaps you owe money to an investment partner for a loan when the Bank of Bolarus repossessed your ship? Maybe you're grateful to Korax for watching your back at the Battle Gazziblan IV? And how about that pro scout you know who got your kid brother on the Lunar Blades farm team when he could barely skate? Surely, you owe him one, too. Work with the Narrator to develop obligations that suit your background.

Effect: You must repay your debts. At the beginning of each episode, before play begins, the Narrator rolls 1d6. On a result of 1, one of the people you owe either turns up requesting his favor be repaid, or he influences the

storyline such that you are required to do something for him. If you don't repay your debts, your life could become troublesome. Lawsuits, public humiliation, physical violence, scrutiny by the authorities, revenge—payback can be rough.

Medical Deficiency

You suffer from a serious medical ailment that necessitates daily treatment or therapy. The ailment could be an allergy to a common substance, a poorly functioning vital organ, an incurable disease—whatever you and the Narrator decide is appropriate. The daily treatment can either be a medical procedure performed by a doctor or a drug which when taken offsets the debilitating nature of the ailment. An example of a medical deficiency is Kalla-Nohra Syndrome, suffered by the Cardassian Aamin Marritza.

Effect: If you do not get the required daily treatment, you begin suffering terribly. Reduce your Strength and Vitality attributes by –1d3 every day the treatment is not received. When your Strength or Vitality reaches zero, you fall into a coma. When they both reach zero, you die. This flaw may be "bought off" by selecting the Medical Remedy edge.

Physical Impairment

You have a physical disability that impairs your movement. You might have a lame leg or missing limbs, reduced motor skills from chronic injury, suffer from excessive obesity, or have genetic deformities. Modern medicine can usually correct or improve physical impediments, but your condition is incurable, too expensive, or otherwise unavailable to you.

Effect: When making tactical scale movement actions, reduce the normal distance you move by half. In addition, whenever you make a test involving movement actions or you use the dodge action (and the Armed Combat, Athletics, Gymnastics, Sport, Stealth, Unarmed Combat, and other physical skills at the Narrator's discretion) you suffer a –2 penalty to your test. If you want to remove this flaw later, you must "buy it off" by selecting the Medical Remedy edge. In story terms, a cure is found, you receive an implant or biosynthetic replacement, or you undergo regenerative therapy.

Upgrade: Physical impairment can be upgraded (or worsened actually). Gaining this flaw a second time means you are so completely physically impaired that you cannot move at all without assistance, such as a gravity sled, wheelchair, and so forth.

Polemicist (Proud variant)

You argue over everything. You may be a natural debater, have controversial opinions, or just be an ass. Regardless, you're not one to let an argument drop easily.

Effect: You suffer a –1 penalty to all social tests.

Vengeful

You have a deep hatred for a specific group. They may have wronged you or perhaps they were responsible for the death of a loved one. The mere presence of members of this group sends you into a rage. You want revenge.

Effect: You choose a small, uncommon group as the subject of your vengeance when selecting this trait. Examples include Am Tal agents, Flaxians, Maquis, pirates, or members of the House of Duras. When you encounter them, you lash out violently and uncontrollably (attacking them if at all possible). If you spend 1 Courage, with no benefit, you are able to suppress your feelings of hatred. Although you do not act violently, your simmering anger remains evident.

Upgrade: You can upgrade this flaw to increase the size and frequency of the group you hate or to add a second small group.

Vengeful 2: You hate a medium sized group, such as Andorians, Ferengi, Breen, or Vulcans.

Vengeful 3: You hate a large, commonly encountered group, such as Cardassians, Humans, Klingons, or Starfleet Officers.

SUBTERFUGE TECHNOLOGY

Rogues, spies, and other nefarious types commonly use the following subterfuge devices. They are only available on the black market, so the listed prices (in latinum strips) may vary depending on the source. Any of these devices could be available to Starfleet officers on a per-mission basis, particularly for intelligence missions.

Axonophagic Chip

Specifications: Tiny wafer sized chip

Description: The axonophagic chip is a device favored by Romulans—particularly Tal Shiar agents and high-ranking military officials—to protect themselves from torture, interrogation and other humiliations. It resembles a tiny wafer and has a microcylinder loaded with deadly chemicals that cause catastrophic damage to the synaptic pathways of the cerebral cortex, resulting in near instant death. There is no known cure for the damage the device inflicts.

Rules: When the chip is ingested the victim dies in one combat round. If, by some chance, a method is found to neutralize the device within this time, the tissue damage to the cortex is so immediate and severe that the victim is essentially already brain dead.

Duration: One use device.

Forensic Sterilizer

Specifications: Cylindrical tool 30 cm long x 5cm diameter, 1.1 kg

Description: A forensic sterilizer is designed to remove all traces of biological material in a localized area. Materials destroyed include fingerprints, skin and hair cells, microscopic fibers, unusual biomaterial and energy signatures, DNA fragments—everything organic in the area is removed. Law enforcement investigators, scientists, and doctors often use forensic sterilizers in the course of their duties. However, sophisticated criminals also use these devices to eliminate evidence of their activities.

Rules: Using a forensic sterilizer requires a System Operation (Medical) test by the active (sterilizing) character, the result setting the base TN for any opposed Investigate (Forensics) or Science skills used to examine the sterilized area for organic particles or residue. A sterilizer can also be modified to destroy its internal circuitry to make it untraceable. This requires an extended System Operation (Medical) test TN 12 (aggregate TN 24), interval 2 minutes.

Duration/Energy: It takes one minute to sterilize an area 3 meters in radius. A forensic sterilizer is charged to last a maximum of three minutes.

Range: Sterilizes a 9m-radius area (maximum)

Cost: 650 (black market only)

Magnetic Seal Bypasser

Specifications: Hand-held device approximately 10 cm x 7 cm x 3 cm, 0.4 kg

Description: A magnetic seal bypasser temporarily negates the magnetic seals used on doors, airlocks, safety deposit boxes, holding cells, and so forth. It does not, however, negate force fields.

Rules: No test is required to use or remove a magnetic seal bypasser, but the device must be placed on the door being opened. Detecting a bypasser in use requires a sensor operator to make a Systems Operation (Sensors) TN 5 test.

Duration/Energy: This device will open a sealed door for 3+1d6 rounds. The power cell must be replaced after 1+1d6 uses.

Range: A single door.

Cost: 350 (black market only)

Personal Jamming Unit

Specifications: Hand-held device 7 x 3 x 1 cm, 0.2 kg

Description: A Personal jamming unit (or PJU) is used to disrupt communications devices—such as data PADD's, tricorders, combadges, and so forth—within a limited range. They are palm-sized units, typically concealed inside innocent looking devices like tricorders or PADD's. Some PJU's are modified to operate from continuous power supplies to disrupt communications for extended periods in a specific location.

Rules: To jam communications within the PJU's range requires the active (or jamming) character to make a System Operation (Communications) test, the result setting the base TN for any others within range attempting to send communications or signals out of the jammed area. Modifying a PJU to operate off a continuous power supply requires an extended System Operation (Communications) test TN 15 (aggregate TN 30), interval 5 minutes.

Duration/Energy: A power cell provides 10 hours of use.

Range: 25 m

Cost: 500 (black market only)

Security Bypass Module

Specifications: Long chip-sized device 8 cm x 3 cm x 0.5 cm, 0.01 kg

Description: A security bypass module loosely resembles an isolinear chip and is designed to disable a single security system—either with a spoken (or entered) command or remote control.

Rules: Installing a security bypass module requires a System Operation (Security) or Computer Use (Invasion) test by the installing character, the result setting the base TN for opposed tests to detect the device once it's activated, using either System Operation (Sensors) or (Security). Once the device is detected, it can only be found and removed manually. This requires an opposed Investigate or Observe test to find, and an opposed System Operation (Security) test to remove (both TNs are set by the installer's original test). Once the device is found and removed, the affected security system operates normally.

Duration/Energy: Indefinite. The device leeches miniscule amounts of energy from the surrounding power systems where it's installed.

Range: None. Affects a single security system only.

Cost: 750 (black market only)

CLOSE COMBAT WEAPONS

Vrelnec

Specifications: 110-120 cm long, 3-4 kg

The vrelnec is a traditional Romulan sword. It has a basket style hilt and its single-edged blade widens in the middle and tapers to a curved point. The vrelnec is rather heavy compared to similar Earth swords like cutlasses and sabers, which increases the damage it causes. The "fencing" style used with this weapon is called vrelnecrek.

Parry Modifier: +0

Damage: 2d6+2

Kailune

Specifications: 12.5 x 7 x 1 cm, 0.25 kg

The Romulan kailune is a small throwing knife resembling a flying bat. An ancient weapon once used for sport and to hunt small game, its use has waned since the development of replicators. However, weapon collectors prize the kailune's unique design and a few dedicated Romulan sportsmen (and assassins) still hone the skill to throw it. Because the weapon is seldom perilous to man-sized beings, assassins have been known to coat the kailune's edges with poison to increase its potency.

Damage: 1d6+1

Range: 3/10/20/35/+5

TRADE AND COMMERCE

Everyone needs trade goods, whether they live in isolated frontier colonies or the bustling industrial ports of Tellar and Bolarus IX. In the *Star Trek Roleplaying Game*, merchants and free traders are the enterprising spirits who find, deliver, and sell trade goods. Although, technically, any character with the Business skill can be considered a "businessman," the merchant and free trader's focus on trade and commerce far outstrips that of the smuggler, starship officer, mystic, or other professions.

The following sections discuss several topics important to trade and commerce in the *Star Trek Roleplaying Game*. Although the words "trader" and "free trader" are primarily used in these pages, you can easily substitute merchant, smuggler, rogue, or any other professional who has chosen to make trade and commerce his career path. This material is not written specifically with any one character profession in mind.

A quote from Mertz Quintax, legendary Human free trader from Sysyphus Prime:

"A trader has only one rule, sonny-boy: Buy low and sell high. Ignore this rule and go broke. No, the Ferengi did not invent this rule. Traders everywhere have practiced it, since the dawn of time. And no, the Ferengi did not invent that either."

Hauling Cargo

Hauling cargo is by far the most common venture for traders. They load up cargo on one world, haul it through the spacelanes, and sell it on another world. Sometimes the trader has a prearranged customer for his cargo, sometimes he doesn't. In the former case, the trader simply drops off his cargo, collects his payment, and warps off in search of another opportunity. There are the small matters of dealing with spaceport docking fees, taxes and tariffs, and a cargo hold full of other issues. Suffice it to say for now: Buy. Ship. Deliver. It's a trader's life.

Trade Speculating

If the trader doesn't have a customer for his cargo, he's "speculating." Simply put, speculating is purchasing cargo on the chance that it can be sold later. Speculating is a

risky business, as the trader assumes the entire purchase cost of the cargo. He also must be conversant with the market trends, supply and demand fluctuations, and import regulations at his destination world, and many other important details. Being stuck with a cargo he can't sell is every trader's nightmare.

However, speculating can be a profitable enterprise for a trader, particularly if he acquires a "hot" commodity cheaply and unloads it quickly at a high price. Considering that consistently traveling from one world to another with no cargo in the hold is entirely unprofitable, wise traders speculate from time to time.

Shipping Cargo

Traders also ship cargo owned by other traders, or cargo owned by merchants, trade companies, governments, and so forth. In this case, the cargo's owner pays the trader to deliver it to a customer. The fees a trader can charge for hauling cargo vary widely, but are typically measured by the cargo's volume and value. Competition, of course, plays a major role too. If a trader charges exorbitantly, the client will find another shipper to haul his goods at a reasonable cost. If the trader is well known and has a solid reputation, however, he can usually command a higher price for his services. In almost all cases, the trader is paid part of his fee up front—typically 25 percent—and the remainder upon successful delivery of the cargo.

Price for Shipping Cargo

In game terms, shipping fees should range from two to five percent of the cargo's total sale value. Other factors, such as the distance traveled, the cargo's bulk, and its sensitive nature (hazardous, perishable, illegal, and so on) also mitigate the fee a trader charges when shipping cargo. Typically, these factors add another three to five percentage points to the shipping cost based on the sale value.

Furthermore, cargo owners may offer incentive bonuses to shippers to deliver their cargoes in a timely manner, or penalize shippers who take too long to deliver. These incentives may double the shipping cost—or reduce it appropriately—depending on how desperate the cargo owner is to unload his goods.

Lastly, the trader's skill and reputation also modify the shipping costs he can charge. Any superior or extraordinary success scored on Business or Negotiate tests related to the transaction will increase the overall price a trader can charge by +10% for a superior success and +20% for an extraordinary success. Any specific effects for Renown (and traits like Fame or Infamy) remain with the Narrator's discretion. For example, the trader may have more leeway in delivering goods on time, charge more for shipping, demand payment up front rather than on delivery, and so forth. Reasonably speaking, a positive reputation has a positive effect on a trader's business. Obviously, the opposite is true for poor reputations.

A trader can load his ship with as much cargo as he has Cargo Units available (see the starship stats for his vessel). A single cargo unit equals roughly 25 cubic

SHIPPING COSTS

Base Cost (bc)	Bulky/Hazardous/Illegal?	Rush Delivery?	Test Result/Reputation
2 to 5% of the cargo's sale value (sv)	If yes, +3 to 5% sv	If yes, bc x2	+10 to 20% to Total Shipping Cost
Total Shipping Cost = Base Cost + Bulk/Hazard/Illegal sv modifier + Rush bc modifier. Test Result/Reputation modifier finalizes the Total Shipping Cost*			

*Standard practice is 25% of fee up front, 75% upon successful delivery.

meters or an area approximately 10 x 10 x 10 feet.

Transporting Passengers

Passenger transport is another lucrative endeavor. People always need to get to places, and if they don't have their own ship they must rely on others to take them where they're going. The passenger transport business has two broad, often blurred, markets: tourism and commercial traffic.

Tourism is huge business. Popular vacation destinations like Risa have millions of visitors every year. While the money they spend at vacation resorts doesn't impact the passenger carriers of the galaxy significantly, all of these latinum-gilded, credit-spending customers still need to get to their vacation spots, don't they?

Tourists typically travel in two ways. Firstly, they vacation on a cruise liner, which means that all their travel costs are included as a part of their vacation package. Vacation cruise liners are a big industry unto themselves. We won't deal with them here, since the market doesn't specifically involve traders being part of the passenger transport business. Alternatively, tourists book passage to their vacation destinations with a commercial traffic carrier. A commercial traffic carrier is any ship that takes people from one location to another—basically it's a fancy way of saying passenger transport.

Transporting passengers can earn a trader or ship captain extensive profit. In the simplest terms, the money one makes ferrying people depends on the accommodations offered. First class accommodations typically offer customers large quarters with stylish decor, fine fresh food and drink, decent recreational facilities, and specialized staff. Middle class accommodations include quality quarters, but not particularly spacious or well appointed. The consumables are hardly fancy and often pre-packaged or replicated, and the staff and services available are limited to nonexistent. Steerage class? Well, let's just say that no frills and space in the cargo hold is about all you get. Luxury accommodations reap the most profit per passenger, but also carry extensive overhead costs. With few exceptions, only dedicated vacation cruise starliners offer this scale of service and transportation.

If a trader's ship isn't designed for passenger transport, he can still take on passengers, but he'll have to negotiate his own price. The trader likely doesn't have wait staff, guest quarters, recreation facilities, and the like, so transport fees will vary widely based on the passenger's significance to the Narrator's episode plot and series story arc.

Price for Passenger Transportation

Use the following table as a guideline for passenger transport costs.

TRAVEL COSTS (per person/per week)

Travel Class	Cost (Latinum Bars)	Cost (Federation Credits)
Luxury	200+	20,000+
First	50+	5,000+
Middle	10+	1,000+
Steerage	1+	100+

Trimming Costs and Smuggling

Spaceport docking fees, taxes and tariffs, fuel costs, and other expenses complicate a trader's business. And reduce profits. Every trader has to pay them, but no trader likes to. So looking for ways to eliminate such costs, or at least trim them, is always in the forefront of every trader's mind.

Traders bribe spaceport officials to avoid docking fees and tariffs, or convince them to overlook certain types of

cargo brought through their ports. Sometimes a case of Saurian brandy goes a long way. Savvy traders make a point of getting chummy with spaceport officials, as one never knows what it will take to get an inspector to "look the other way."

Traders also smuggle cargo past officials, hiding it in secret compartments or disguising illegal cargo as something innocuous. Hiding cargoes behind bulkheads, false panels, and in floor compartments are common practices. But since inspectors are sometimes equipped with tricorders and other sensor devices, good smugglers discover truly ingenious ways to conceal their shipments—like masking them with holographic projectors or shipping them inside containers designed to emit false energy signatures.

PERIPHERAL TRADE BUSINESSES

Interstellar trade is big business and employs millions if not billions of people throughout the galaxy. Besides traders, businessmen and merchants, startling numbers of people work in peripheral industries that feed off interstellar trade.

Laborers and Dockmasters

Laborers and shippers move freight and cargo from ship to shore, and vice-versa. Although aided by cargo transporters and other technology like anti-gravity sleds, cargo skiffs, and magnetic hoists, these grunts are the unsung heroes of commerce. Without them, trade would come to a grinding halt.

Dockmasters track freight and cargo, confirm shipping manifests, and safeguard hazardous or contraband cargoes. They also ensure freight gets stored in the right place and shipped out on the appropriate vessels.

Customs Agents

Customs agents collect taxes, tariffs, duties, docking fees, and any number of other charges. Despite advances in retinal and thumbprint scanning, completing and processing customs paperwork is often irritatingly long. Furthermore, customs agents pull surprise inspections of cargo, particularly if a freighter captain has a seedy reputation or last stopped at a port known for contraband smuggling. Without a doubt, customs officials are the least favorite people at any port.

Pirates and Raiders

As profitable as it is, interstellar trade is also dangerous. Pirates and raiders attack freighters, hoping to steal valuable cargo and sell it on the black market—or disguise it as legitimate and dump it on the open market. The wildest space dogs live like princes off the latinum they earn plundering unsuspecting, unprotected, and foolish traders. Most pirates just scrape by with enough to keep operating, always on the lookout for that one "big score."

Insurance Brokers

Ion storms, plasma fields, and other interstellar anomalies pose navigational hazards and can delay shipping schedules. Environmental control breakdowns can spoil delicate cargoes, especially foodstuffs. Then there are those malodorous buccaneers lurking in every nebula. Other than (or sometimes in addition to!) arming their ships to the teeth with expensive shield grid systems and beam weapons, how do traders protect their ships and cargo? Insurance.

Brokerage firms make huge profits. Even in the 24th century, insurance brokers exist to guarantee the investments traders and their clients make by shipping freight across the cosmos. Only the most daring—or

foolhardy—trader ships his cargo without insurance. Many investors refuse to do business with a trader who shirks on insurance coverage. The money saved is usually not worth the risk of losing the entire shipment to a pirate raid or mechanical malfunction.

Accountants

Then there are the accountants. Someone has to add up all the bills, taxes, credits and debits, insurance payments, and all the other costs of conducting interstellar trade. Merchants and traders operating small businesses frequently do their own accounting. But large businesses inevitably come to rely on the bean counters to determine the worth and profitability of their ventures.

CURRENCY EXCHANGE

Traders conduct business with a plethora of currencies. The Klingons use darseks, the Breen use mitondrium, Cardassians have leks, and the Romulans use t'chak. Understandably, some currencies are more valuable or widely used than others, and are therefore more attractive to traders as a base of exchange.

Latinum and Federation Credits

Perhaps the strongest currencies in the galaxy are the Federation credit and gold-pressed latinum. Latinum has four major denominations: the slip, strip, bar, and brick. Ferengi traders favor latinum (the Ferengi, in fact, invented latinum as an exchange medium), as do many other traders who work on the frontiers outside the core worlds of the Federation. Many backwater planets and colonies lack banks, so latinum is recognized as a standard of exchange. Everyone knows that gold is valuable. Traders that deal with non-Federation species on a regular basis also use latinum.

Citizens and businesses within the Federation primarily use the Federation credit. Credits are disbursed and exchanged electronically in the 24th century, utilizing credit chips, cards, PADDs, and other portable electronic devices. During a transaction, credits are transferred from the purchaser's device to the seller's, and the data is automatically updated in their respective accounts with a financial institution. Most Federation citizens never even touch "real" money in their entire lives. Some people, particularly Humans, even think that handling or dealing with money is primitively vulgar.

Complicating matters slightly, many Federation member worlds maintain their own standard currencies, such as Andoria (the Kossos) and Vulcan (the Rial). Typically, though, these currencies are not used off world, and all Federation member worlds accept the Federation credit as well as the local currency. The type of currency used by businesses or visitors on these worlds comes down to personal preference and familiarity. In most cases, banks or financial institutions handle the details of exchange rates anyway.

Traders, governments, and corporations possessing trade agreements with the Federation also use the credit, unless the agreements stipulate otherwise. For example, the Federation often provides replicators, foodstuffs, and medical supplies free of charge. Alternatively, they offer them in exchange for scientific data, unusual technologies, rare resources like dilithium crystals, and so forth. In such cases, there is usually no exchange of currency—no "purchase"—at all.

Currency Trading

Some traders and businesses specialize in currency: they might be speculators, exchangers, or minters.

Currency speculators buy a specific type of currency on the open market, hoping that its value rises so they can

sell it at a profit. Currency exchangers make money by charging fees for the service of converting one type of currency into another.

Currency minters are the highly skilled people that actually manufacture and produce hard currency. In the 24th century, hard currency is much rarer than it was in the past, but the demand for minters still exists—whether it's gold-pressed latinum bars (which cannot be replicated), coins of various denominations, or the data cards that store credit information. Governments and financial institutions license all minters in some fashion, and scrutinize the manufacturing and currency encoding processes closely. Forging currency is still a common and profitable activity, and governments take lengthy steps to curtail the distribution of fake money in their economies.

REPLICATORS

In the 24th century, replicator technology has improved the overall quality of life for billions of people throughout the galaxy. In societies like the United Federation of Planets, no longer does the population worry about starvation, lack of shelter, clothing, and other necessities of life. Replicators provide all of these things, at virtually no cost to citizens.

The Frontier

On the frontiers of the Federation, circumstances are different. Replicators are often faulty or outdated, have limited capabilities, or simply don't exist. In regions such as the Draconis Outback or the demilitarized zone between the Federation and Cardassian Union, a colony might have a single replicator to service hundreds or thousands of people.

With excessive use, even the most durable replicator units break down. Furthermore, colonies often have limited power resources; running a replicator day and night simply isn't an option. Rationing of replicator use is very common on the frontier. In the direst situations, a colony may not have a replicator at all.

Interstellar Societies

The same holds true for other interstellar societies, such as the Romulan Star Empire, the Klingon Empire, and the Cardassian Union. Although citizens frequently use replicator technology, it is not always "free," reliable, or pervasive.

Particularly in societies governed by the military, the brunt of replicator resources goes to the armed forces and industry. The remaining time and resources are rationed to the general population on a merit scale or by virtue of social status, with the most "important" citizens (usually wealthy or influential) receiving a greater share than poor or working-class citizens.

Even in benevolent societies, such as the Federation, replicator rationing can occur during times of war. Ships and munitions must be built and repaired, supplies and medical aid must be distributed—a crisis of conflict places greater burdens on power supplies and resources.

Non-replicated Goods

Despite the proliferation of replicator technology, natural resources are still mined and refined for industrial or commercial use throughout the galaxy. Dilithium crystals, antimatter, tritanium, duridium, sorax and trillium gemstones, and thousands of other substances either can't be replicated or do not always retain the quality or durability of the originals when replicated.

Even when industrial materials are replicated into specific parts, they still need to be shipped to construction sites for assembly. Sometimes these parts are huge and require massive transport tugs or freighters to haul them.

Only the wealthiest and most technologically advanced construction companies and governments can afford to own on-site industrial replicators, such as the Federation's massive class-4 CFI replicators.

Some organic foodstuffs do not replicate well, if at all. Replicated foods, in particular, are notorious for lacking the finer essences and subtle flavors of the originals. Delicacies such as caviar from Earth's Caspian Sea don't hold well to replication, for example. Luxury items like Tholian silk also lose certain tactile qualities when replicated. There is always a market for the finer, luxurious items found throughout the galaxy.

Furthermore, replicators must be programmed, and often their databanks simply don't have the information to replicate certain materials, products, or substances.

Trade and Commerce Strong

Considering all these factors, it's evident that trade and commerce remains imperative throughout the galaxy even with modern advances in replicator technology. Although replicators have greatly aided the machinery of industry, they have by no means supplanted traditional and long-trusted construction methods. Nor have they eliminated the need to ship goods over vast interstellar distances. And lastly, despite the convenience of replicators, some people still prefer handcrafted or hand-made products, whether for practical or aesthetic reasons.

Of course, if the Narrator's series is set in an era before *Star Trek: The Next Generation* or *Deep Space 9*, replicator technology doesn't exist. Although food slots—or processors—do exist aboard Starfleet vessels in the classic *Star Trek* era, these are not replicators. Consequently, commerce plays perhaps an even greater role in the game.