

FINAL FRONTIER

Roleplaying in the Star Trek Universe

A Supplement for GURPS Lite

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ABOUT FINAL FRONTIER

“Never say ‘Never again.’” After declaring the 1999 edition of these rules ‘final,’ I was able to leave them alone for a good long time. But now we have this “fourth edition.” Apart from the obvious graphical embellishments (for which I am endlessly thankful to Adam Jury), *Final Frontier* is now “rules-complete;” all you need is this book and *GURPS Lite* to play. *Final Frontier* is so focused on rules, you will have to find other sources for background information on the setting. We’re not going to spend time with descriptions and definitions here beyond the bare minimum necessary.

As this goes to press (so to speak), two professional **Trek** roleplaying games are in production, from Decipher, Inc. and from Amarillo Design Bureau. Both will be worth pursuing; the latter will actually be powered by the full-out *GURPS* system! The out-of-print games from FASA and Last Unicorn Games can be found in used game shops and online auctions and are also worthwhile sources of information and inspiration.

As always, *Final Frontier* represents a compromise between **Trek Fact**, *GURPS Lite* rules and my personal tastes. Adjust as you see fit. As a previous game noted, “If you’re not having fun, you’re not playing right.”

This really is the last time I will approach this book, since I have finally made my ultimate say. Other supplemental material from the previous edition (fully compatible to these rules) will remain at [my website](#).

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CHARACTERS

Previous editions tended to treat the **Trek** Universe as a worldbook and the Starfleet characters as a special case. This edition corrects that error by keeping its focus sharply on Starfleet characters. The organization follows that of *GURPS Lite*.

Pay special attention to the character's history. Working out a timeline of previous assignments and adventures lends depth to the character (and gives the GM extra hooks from which to hang adventures.)

CHARACTER POINTS

Starfleet is populated by three general classes of staff, differentiated by their relative degrees of expertise and commitment to Federation Service. *Final Frontier* intends the 'base' character to have 100 points, as in *GURPS Lite*. However, actual point totals can vary with the character background.

Civilian staff are employed in many narrow, highly specialized positions, especially in the medical services. Civilians are given a six-week basic orientation course to familiarize them with life in Starfleet. A *Technician* is a basic civilian worker, built on 90 points. A *Specialist* has 110 points and is a very competent professional. An *Expert* is a widely respected authority in his field and is built on 130 points. Civilian employees in the medical fields are referred to as *Medics*, *Corpsmen* and *Nurses* in ascending experience.

Enlisted Crew perform the day-to-day work of the service. If Civilians are "Hirelings," Enlisted Crew are "Followers," who receive training in a spacegoing profession in exchange for a term of sworn service. *Crewmen* are built on 75 points. Experienced crew, *Yeomen* are built on 100 points. *Chief* is the highest grade of enlisted we'll recognize; they are built with 125 points and often serve in important leadership positions.

Officers are the professional leaders of the Starfleet, committed to an extended term of service after a professional education at Starfleet Academy. (Starfleet does also apparently have a post-graduate commissioning program; for our purposes there is no difference between a public or private education and one at Starfleet.) We will divide Officers into three groupings:

Junior Officers are *Ensigns* and *Lieutenants, junior grade*. They generally have less than 5 years active duty experience and supervise small groups of crew (though there are obvious exceptions).

Department Officers are *Lieutenants* and *Lieutenant Commanders*. Most of the officer corps is at these ranks, have 5-20 years of fleet experience and supervise full departments in a starship or base.

Command Officers are *Commander* and *Captain*. These officers have attended Command Training and given wide discretion in executing their duties.

Above these are the Fleet Officers, *Commodores* and *Admirals*, who oversee bases and sectors, and above them the *Starfleet Commander*.

Note that the point totals given are representative of the Starfleet as a whole. Characters aboard the flagship vessels are likely to be 25 to 30 points *higher*.

OFFICER POINT TOTALS

Ensign	85	Captain	185
Lieutenant, jg	100	Commodore	200
Lieutenant	115	Admiral	200
Lt. Commander	135	Starfleet Commander	215
Commander	160		

ATTRIBUTES

The **Trek** Universe is on the whole a prosperous and healthy place. Starfleet is thus able to establish high standards for the service.

Civilians may have no Attribute below 9, and IQ must be at least 10.

Enlisted may have no Attribute below 10.

Officers may not have ST or HT below 10, and DX and IQ must be at least 12.

No character may spend more than 100 points on Attributes.

IMAGES AND LOOKS

Looks are largely a special effect in the **Trek** universe, augmented by talented makeup and makeup effects artists. Racial Packages (below) do not contain appearance features. This is done to protect the "equality" of the **Trek** universe – over and over again, we are shown that what you look like matters less than who you are. (*Enterprise* is the least tolerant era.) Thus, if you choose an Appearance feature, remember that it is relative to other members of your own species; the reaction modifiers are likely to be reduced when experienced by other races.

SOCIAL STANDING

All in Starfleet have a Duty (to Starfleet). *Civilians* are affected 'quite often' [-10 points]. *Enlisted* and *Officers* are affected 'almost all the time' [-15 points.] Reduce these to [-5 points] and [-10 points] respectively for "ground" or "base" assignments. Starfleet personnel may take no other Duties.

Enlisted and *Officers* must take Military Rank at the appropriate level.

Command Officers must take Legal Enforcement Power at the 10 point level. Officers with Legal Enforcement duties (some Security or Tactical officers) may optionally take Legal Enforcement Power at the 5 point level.

Reputations are very common, and might extend beyond Starfleet into the Federation at large or beyond.

Social Status and Stigma are highly relative and should be treated in terms of the character's native culture. An *Expert* must take Status 1 [5 points] when serving in Starfleet.



MILITARY RANK

Crewmen	Rank 0
Yeomen	Rank 1
Chief	Rank 2
Junior Officer	Rank 3
Dept. Officer	Rank 4
Command Officer	Rank 5
Commodore	Rank 6
Admiral	Rank 7
Starfleet Commander	Rank 8



WEALTH

The Federation is supposedly a money-free economy; earlier times and other cultures do recognize monetary power. The game master must use his own judgement on how to apply money rules to *Final Frontier*; the author admits to being stumped by this contradiction. In general, Wealth Levels do not seem to apply to Starfleet characters, and it's not unreasonable to just ignore the whole problem.

FRIENDS AND FOES

Dependents to Starfleet characters are possible, but integrating them to the campaign in pre-Next Generation times could prove a problem. In the Next Generation era, families travel with the character and Dependent interaction becomes easier.

Starfleet itself could be considered a Patron, providing material resources in exchange for the Duty... but this becomes irrelevant in a Starfleet campaign, when all the player characters would have access to this "Patron." Save Patron instead for the "connections" the character has: perhaps a Fleet Officer is keeping an 'eye' on him, or a sector governor is grooming him for future service.

Enemies are a rich field to mine, from adversaries within the service to old foes from the past. Be careful not to let the Enemy's frequency of appearance dominate the game.

ADVANTAGES

Use Advantages (and Disadvantages, below) to fully flesh out the personality of your character. Literacy is the default condition.

DISADVANTAGES

Characters are limited to 40 points of Disadvantages. However, the required Duty (above) and Vow (below) do not count toward this limit. (They do still count for points, so a Starfleet character aboard a ship can have up to -60 points total in Disadvantages, including the Duty and Vow.) Many disadvantages are correctable in the **Trek** Universe. Player and GM should rely on judgement and experience when assigning traits. Racial Disadvantages don't count toward the -40 limit, either.

Enlisted and *Officers* are required to take a Vow (Federation Service) [- 5 points].

Starfleet will discourage candidates with Pacifism (Total). Sense of Duty is very common.

Bionic implants/prosthetics are very rare; the favored technique is regeneration. Bionic replacements which simply recreate the arm's normal function would not be disadvantages or advantages. Similarly, while Geordi LaForge was born blind, he has an appliance (the VISOR) which gives him EMF Sight, a 60 pt. advantage (among others). Point values, if any, associated with limb/organ replacement will be a GM call.

New Disadvantage: Curious

-5

You are just naturally inquisitive. Whenever faced with an interesting item or situation, roll vs. IQ to avoid examining it, even if you *know* it will be dangerous. This disadvantage goes well beyond the natural curiosity of the usual adventurer, and most good players won't try to make this roll very often.

New Disadvantage: Intolerance

-1/-5/-10

Your character is biased against a specific culture, race or species different from your own. Total Intolerance (having a -3 Reaction against anyone not of your own race/class) gives -10 points. Intolerance of only one specific class, race, etc. can give -5 for a commonly encountered victim or -1 for a rarely encountered type.

QUIRKS

Use these to further personalize your character. (see p. 13, *GURPS Lite*)

SKILLS

Each character type (Civilian, Enlisted, Officer) takes a specific package of skills to reflect basic training for that character type. Then each character must buy skills of an appropriate type and level to reflect their professional competency and experience. We'll list the requirements here, but at the end of the Characters section is a comprehensive set of packages for the standard character types.

Characters *must* spend at least ½ point on *each* required skill, even if default skill values would meet the skill level target value. Characters should spend somewhere between (age in years) and (2x age in years) on Skills.

We'll define an "Operational Skill" as any skill used in the routine operation of a starship. Other skills and specialties are defined below. "Primary" and "Secondary" Skills are Operational Skills and depend on the Division in which the character operates; see "Division Skills," below. New skills and specialties are defined at the end of this section.

Common sense can be used for substitutions. For example, a medical officer will have Physician skill and need not take the redundant First Aid.

Civilians

Orientation Training: Computer Operation-11+, Free-fall-10+, Vacc Suit-10+

Technician: As for "Junior Officer," below.

Specialist: As for "Dept. Officer," below.

Expert: As for "Command Officer," below.

Enlisted Crew

Basic Training: Computer Operation-11+, Beam Weapon 10+, EO (Commo)-10+, Free-fall-10+, Vacc Suit-10+.

Crewman: One Operational Skill at skill-12+.

Yeoman: Leadership-10+, two or more Operational Skills with one of these at skill-13+.

Chief: Leadership-12+, Admin-11+, two or more Operational Skills at skill-13+.

Officer

Academy General Training: Administration-10+, Beam Weapon-13+, Computer Operation-12+, EO (Commo)-10+, EO (Sensors)-10+, First Aid-11+, Leadership-10+, Karate-9+ or Boxing-10+, Vacc Suit-10+, EO (Holographics)-10+ (NextGen only)

Junior Officers: 1 Primary-11+, 2 Primary-10+, 1 Secondary-10+

Dept. Officers: 1 Primary-12+, 2 Primary-11+, 2 Secondary-11+

Command Officers: 1 Primary-14+, 2 Primary-12+, 3 Secondary-12+

Leadership Positions

Additional Skill Requirements accrue for Officers and Chiefs in charge of Departments and for Officers in Command.

Dept Heads: Leadership-11+, Administration-11+

Starship Command: Command Officer, Diplomacy-12+, Administration-12+, Leadership-12+, Tactics-12+.

Division Skills

The Primary and Secondary Skills depend on the job the character is actually doing aboard ship. This is traditionally broken into six Divisions. However, the functions of some Divisions change from era to era. We've identified these changed divisions with different names.

All Eras: Engineering, Sciences, Medical

Dawn of the Federation: C & DC (Communications & Damage Control), Flight Systems, Defense Systems (I)

Original Series: C & DC, Helm/Nav, Security

Movie Era: C & DC, Flight Systems, Defense Systems (II)

NextGen Era: Conn, Ops, Tactical.

Explore the histories of the characters to see where they fit. For example, *Enterprise's* Lt. Reed is a Defense Systems (I) officer.

Communications & Damage Control: *Primary skills are* EO (Communications), Mechanic (Life Support), EO (Sensors). *Secondary skills are* Languages, Diplomacy, Shipbuilding.

Conn: *Primary skills are* Piloting (Starship), Navigation, EO (Sensors). *Secondary skills are* Astronomy, Mechanic (Warp Drive), Mechanic (Impulse Drive), Tactics, Piloting (Shuttlecraft).

Defense Systems (I): *Primary skills are* EO (Security Systems), EO (Tactical Systems), Armoury. *Secondary skills are* Beam Weapons, EO (Sensors), Law (Federation), Tactics.

Defense Systems (II): *Primary skills are* EO (Security Systems), EO (Tactical Systems), EO (Deflectors). *Secondary skills are* Beam Weapons, EO (Sensors), Armoury, Law (Federation), Interrogation.

Engineering: *Primary skills are* Mechanic (A), Mechanic (B – different specialty), Mechanic (Life Support). *Secondary Skills are* Computer Operation, Physics, EO (Any), Mechanic (Any Other), Shipbuilding

Flight Systems: *Primary skills are* Piloting (Starship), Navigation, EO (Sensors). *Secondary skills are* Astronomy, Piloting (Shuttlecraft), Tactics.

Helm/Nav: *Primary skills are* Piloting (Starship), Navigation, EO (Sensors). *Secondary skills are* Astronomy, EO (Deflectors), EO (Tactical Systems), Piloting (Shuttlecraft).

Ops: *Primary skills are* EO (Sensors), Computer Operation, EO (Communication), Research. *Secondary skills are* Piloting (Starship), Mathematics, Electronics (Sensors), Mechanic (Life Support), Shipbuilding.

Sciences: Medical: *Primary skills are* EO (Medical), Computer Operation, Medical Specialty [Physician OR Surgery OR Diagnosis]. *Secondary skills are* Research, Medical Specialty [Other], Psychology, Xenobiology.

Sciences: Physical, Life or Social: *Primary skills are* EO (Sensors), Computer Operation, Science/Hard. *Secondary skills are* Science (any other), Research, Electronics (Sensors)

Security: *Primary skills are* EO (Security Systems), Law (Federation). *Secondary skills are* Beam Weapons, Armoury, Interrogation, EO (Sensors), Tactics

Tactical: *Primary skills are* EO (Security Systems), EO (Tactical Systems), EO (Deflectors), EO (Communications). *Secondary skills are* Law (Federation), Beam Weapons, Armoury, EO (Sensors), Interrogation, Shipbuilding.

SKILL LIST: CHANGES

Final Frontier adds a few new skills, and changes the treatment of a few others. Let's see how it works! New skills are tagged with an *.

*Administration (Mental/Average) IQ-6

This is the skill of operating effectively in a large organization like Starfleet: knowledge of procedures, forms, rules and policies.

Armoury

This skill includes repair and modification of Beam Weapons (phasers, disruptors, phase pistols) as well as dynamic starship hull armor. Repairing starship weapons is an EO specialty (Tactical Systems).

Beam Weapons

Previous editions had specializations for the different types. No more. Shooting a laser is just like shooting a phaser is just like shooting a disruptor etc.

Electronics

For the **Trek** setting we need to declare specializations for this broad skill; each specialization is purchased separately: Communications, Computer, Deflectors, Holographics, Medical, Security Systems, Sensors, Tactical Systems, Transporters. This is the “design and innovate” skill; daily operation and repair is an Electronic Operations skill.

Electronics Operation “EO”

For the **Trek** setting we need to declare specializations for this broad skill; each specialization is purchased separately: Communications, Deflectors, Holographics, Medical, Security Systems, Sensors, Tactical Systems, Transporters.

Engineer

For the **Trek** setting we need to declare specializations for this broad skill; each specialization is purchased separately: Grav Vehicle, Impulse Drive, Warp Drive, Life Support, Robotics, Starship Weapons, Terraforming. Remember that Engineering is the “design and innovate” skill; daily operation and repair is a Mechanic skill.

*Free-fall (Physical/Average)

DX-5

This skill conveys the ability to operate in a free-fall or micro-gravity environment. When first entering the free-fall environment, make a skill roll; failure means you immediately become spacesick and must make another roll against HT or begin choking! Treat choking as though you were failing Swimming rolls. Once adapted to free-fall, you must make a Free-fall roll in addition to the roll for any task you wish to perform. (Failure here just means failure, not spacesickness.)

Language Skills

Most spoken languages are considered to be Mental/Average; Vulcan might be Mental/Hard.

Mechanic

For the **Trek** setting we need to declare specializations for this broad skill; each specialization is purchased separately: Grav Vehicle, Impulse Drive, Warp Drive, Life Support, Robotics, Starship Weapons.

Medical Specialties

Each Medical Specialty (Physician, Surgery) must be further specialized by race (Physician (Klingon), Surgery (Tellarite)). If not specified, the default is the character's own race.

Navigation

This skill relates to the process of guiding a starship from here to there. Take an optional specialty for sea or land navigation as described in the basic rules.

Natural Sciences

New Natural Sciences include Xenobiology (the study of strange life forms) and Planetology (the places they live.) These should be specialized by the environment in question: Class M (Earth-like worlds), Class L (hostile terrestrial worlds like Venus), Class A (gas giants), or Class K (rock- or ice-balls).

* Shipbuilding (Mental/Average)

IQ-5

This skill relates to the process of constructing a starship or spaceship. Take an optional specialty for the construction of other kinds of vessels.

Social Sciences

Each Social Science (Psychology, Archaeology) can be further specialized by race (Vulcan Psychology, Andorian Archeology). The default will be the character's own race.

*Surgery (Mental/Very Hard)

No default

This skill is used when a character operates on a patient to repair injury, cure disease, etc. Like Physician, the surgeon must declare a specific race for each Surgery skill.

*Vacc Suit (Mental/Average)

IQ-5

This skill is used to wear and operate hazardous environment suits such as space suits, engineering radiation suits, etc.

Vehicle Skills: Piloting

For the **Trek** setting we need to declare specializations for this broad skill; each specialization is purchased separately: GravCraft, Fighter, Shuttlecraft, Starship.

RACIAL PACKAGES

In this "Lite" edition of *Final Frontier*, the racial packages are stripped down even further. I've omitted the race descriptions and play tips (with regret) in favor of concentrating on just the rules. Racial Packages are designed to hit the major features of the race; minor traits are ignored but can be referred to in play if the GM and players agree. Races not mentioned here are left to the ambitious game master to design.

Andorians

10 Points

Attributes: ST +1 (10 pts)

Advantages: Acute Taste/Smell (4 levels, 8 pts)

Disadvantages: Code of Honor (Uphold Status & Honor of Clan, Never Forget a Slight, Say Nothing If Nothing Need Be Said, -10 pts).

Skills: Karate at DX-1 (2 pts).

Bajorans

0 points

Advantages: Strong Will +1 (4 pts); Alertness +2 (10 pts)

Disadvantages: Sense of Duty (Bajor, -10 pts), Intolerance (Cardassians, -5 pts), Stubbornness (-5 pts)

Skills: Theology (Bajoran) at IQ+1 (6 pts)

Betazoids

20 points

Advantages: Thought Sense/Speech Power-4 (40 pts)

Disadvantages: Truthfulness (-5 pts), Honesty (-10 pts), Odious Racial Habit: Uninhibited (-5 pts)

Thought Sense/Speech skills are rarely inborn in Betazoids; they must be taught.

Caitians

0 points

Advantages: Combat Reflexes (15 pts), Night Vision (10 pts), Alertness +1 (5 pts).

Disadvantages: Pacifism (Self-Defense, -15 pts), Curious (-5 pts), Sense of Duty (To Everyone Known Personally, -10 pts)

Cardassians

0 points

Advantages: Toughness (10 pts)

Disadvantages: Sense of Duty (Cardassia, -10 pts), Odious Racial Habit: Selfish (-5 pts)

Skills: Racial +2 to [Acting, Forgery, Holdout, Interrogation, Shadowing, Streetwise, Tracking, Traps] (6 pts)

Quirks: Always Courteous (-1 pt)

Edoans

5 points

Attributes: ST -1 (-10 pts), DX +2 (20 pts)

Disadvantages: Impaired Hearing (-5 pts) *This is like Hard of Hearing, but the penalties are only -2.*

Edoans have a third arm and third leg. This is reckoned in the improved DX and has no other game effect.

Ferengi

0 points

Attributes: HT +1 (10 pts)

Advantages: Toughness (10 pts)

Disadvantages: Code of Honor (Rules of Acquisition, -10 pts), Greed (-15 pts), Reputation -2 (crooks, -10 pts), Intolerance (Females, -5 pts) *Players should feel free to buy off mental disadvantages as needed. (For example, neither Rom nor his son Nog seem to have the Greed disadvantage. Both seem more motivated by principle than by lust for wealth.*

Skills: Mathematics at IQ (M/H, 4 pts), Diplomacy at IQ (M/H, 4 pts), Merchant at IQ+2 (6 pts), Law(spec.) at IQ (4 pts), Fast Talk at IQ+1 (2 pts)

Humans

0 Points

No Special Features. *If you're concerned about Vulcans or Klingons being so much "better" than humans because they have a higher point cost, don't be. Remember that every character gets about the same number of points... which means that humans have more free will to choose their own qualities, while many aliens have their points "tied up" by racial traits.*

Klingons

10 points

Attributes: ST +1 (10 pts), HT +2 (20 pts)

Advantages: Strong Will +1 (4 pts), Rapid Healing (5 pts)

Disadvantages: Duty (Klingon Code, Often, -10), Bad Temper (-10 pts), Overconfidence (-10 pts), Sense of Duty (Family, -5 pts)

Skills: Knife at DX (1 pt), Boxing at DX or Karate at DX-1 (2 pts), Beam Weapons at DX (1 pt), Another weapon skill (2 pts). *Note that for most males the extra weapon skill will be with the sword of honor; the bat'telh. Also note that this represents a "typical" Klingon; some will not be so devoted to the traditional code, others more dedicated. These characters should purchase adjustments to the Duty as appropriate.*

Romulans

12 points

Attributes: ST +1 (10 pts), HT +1 (10 pts)

Advantages: Acute Hearing +1 (2 pts)

Disadvantages: Reputation -2 (Devious, -10 pts)

Tellarites

0 points

Attributes: IQ +1 (10 pts).

Disadvantages: Stubbornness (-5 pts), Bad Temper (-10 pts), Odious Racial Habit (Argumentative, -5 pts)

Skills: Tellarites have the following racially learned skills at attribute level: Fast Talk, Intimidation, Bard, Interrogation, Acting.

Trill

25 points

Race design by Sean Punch and Keith Bissett. The traits pertain mostly to the Trill symbiont, which carries the long-term identity of the character. Many humanoid races can host Trill symbionts, at least in the short-term.

Advantages: Racial Memory (cost modified for improved memory access, 45 pts), Immortality (symbiont, 10 pts). *Racial Memory relates to the ability of the symbiont to remember and use memories during all its past hostings; Immortality is (I hope) self-explanatory – the symbiont will not die, unless it is not removed from a dying/dead host.*

Disadvantages: Parasite (-30 pts). *This refers to the symbiont being dependent on the metabolism of the host.*

Skills: *While they have no specific racial skills or bonuses, realistically a joined Trill could have several hundred points in skills.*

ON CROSSBREED AND OTHER RACES

Most of the space-faring races in the Alpha Quadrant are inter-fertile, due to common ancestry in the deep past. Players seeking crossbreed characters can design their own racial matrix, selecting elements from the two parent races. Deanna Troi, half-Human, Half-Betazoid, has the full complement of Thought Sense/Speech Power, but some limitation on Telesend/Telereceive skills prevents her use of those skills with/on non-Betazoids.

Another possibility is to have a member of one race raised by another, such as Worf. The results are entirely unpredictable! Worf could easily have had human attitudes and beliefs with the Klingon anatomy; but instead he chose to become a perfect Klingon.

Over two hundred distinct intelligent species have been seen or referred to in the **Trek** Universe. Use your head and your imagination to make stats for these. Always remember that the GM has the final say on what the races are like in your game; also remember that *appearance* is a special effect.

Such point levels are beyond the scope of these rules and too much work besides! The GM should certainly waive the limit of (2x host age) skill points! The GM may also give the character extra points for skills or may allow the player to leave some skill points unallocated for later assignment during play.

Vulcans

25 points

Attributes: ST +2 (20 pts), IQ +2 (20 pts), HT +1 (10 pts)

Advantages: Acute Hearing +3 (6 pts), High Pain Threshold (10 pts), Thought Sense/Speech Power-1 (10 pts), Healing Power-1 (Only on self, 4 pts).

Disadvantages: Pacifism (Self-Defense, -15 pts), Honesty (-10 pts), Truthfulness (-5 pts), Code of Honor (Vulcan Logic, -15 pts), No Sense of Humor (-10 pts) *This disability gives a -2 reaction. Vulcans behave in a humorless manner and expect others to do likewise.*

As with Betazoids, the psionic skills are not inborn but must be taught. Here's another skill some Vulcans know...

Vulcan Nerve Pinch (M/VH)

no default

This skill employs use of mental and physical pressure to render a foe unconscious. It is nearly impossible for non-Vulcans to learn. The Vulcan must win a Quick Contest of Vulcan's DX-1 vs. Opponent's DX. If the character grapples successfully, then on the same turn he rolls vs. his Nerve Pinch skill, with a bonus equal to the success margin of the DX contest. If successful, the foe is rendered unconscious for 15 minutes (1 hour with critical success).



STARFLEET PACKAGES

Gathered here for your convenience are all the relevant information needed to hit the basic elements of your character. Pick a Character Package, add a Racial Package, spend points up to the limit given, and the character is ready for service! (A '+' sign means 'or higher'; if you see '10+', it means "a value of 10 or higher.")

Technician/Medic [90 Points Total]

Attributes: ST 9+, DX 9+, IQ 10+, HT 9+

Disadvantages: Duty (To Starfleet, Most of the time) [-10] [-5 if ground assignment]

Skills: Comp Op 11+, Free-fall 10+, Vacc Suit 10+, 1 Primary @ 11+, 2 Primary @ 10+, 1 Secondary @ 10+

Specialist/Corpsman [110 Points Total]

Attributes: ST 9+, DX 9+, IQ 10+, HT 9+

Disadvantages: Duty (To Starfleet, Most of the time) [-10] [-5 if ground assignment]

Skills: Comp Op 11+, Free-fall 10+, Vacc Suit 10+, 1 Primary @ 12+, 2 Primary @ 11+, 2 Secondary @ 11+

Expert/Nurse [130 Points Total]

Attributes: ST 9+, DX 9+, IQ 10+, HT 9+

Advantages: Status 1 [5]

Disadvantages: Duty (To Starfleet, Most of the time) [-10] [-5 if ground assignment]

Skills: Comp Op 11+, Free-fall 10+, Vacc Suit 10+, 1 Primary @ 14+, 2 Primary @ 12+, 3 Secondary @ 12+

Crewman [75 Points Total]

Attributes: All Attributes 10+

Disadvantages: Duty (to Starfleet, Almost All The Time) [-15], Vow (Federation Service) [-5]

Skills: Op Skill 12+, Computer Operation 11+, Beam Weapon 10+, EO (Communications) 10+, Free-Fall 10+, Vacc Suit 10+

Yeoman [100 Points Total]

Attributes: All Attributes 10+

Advantages: Military Rank-1 [5]

Disadvantages: Duty (to Starfleet, Almost All The Time) [-15], Vow (Federation Service) [-5]

Skills: Computer Operation 11+, Beam Weapon 10+, EO (Communication) 10+, Free-Fall 10+, Vacc Suit 10+, Leadership 10+, 2+ Op skills, one of them 13+

Chief [125 Points Total]

Attributes: All Attributes 10+

Advantages: Military Rank-2 [10]

Disadvantages: Duty (to Starfleet, Almost All The Time) [-15], Vow (Federation Service) [-5]

Skills: Computer Operation 11+, Beam Weapon 10+, EO (Communications) 10+, Free-Fall 10+, Vacc Suit 10+, Leadership 12+, Administration 11+, 2+ Op Skills at 13+

Ensign [85 Points Total]

Attributes: ST 10+, DX 12+, IQ 12+, HT 10+

Advantages: Military Rank-3 [15], Security/Tactical: Legal Enforcement Powers [5] {Optional}

Disadvantages: Duty (to Starfleet, Almost All The Time) [-15], Vow (Federation Service) [-5]

Skills: Administration 10+, Beam Weapon 13+, Computer Operation 12+, EO (Communications) 10+, EO (Sensors) 10+, First Aid 11+, Free-fall 10+, Leadership 10+, Vacc Suit 10+, Karate 9+ or Boxing 10+, EO (Holographics) (NG) 10+, 1 Primary @ 11+, 2 Primary @ 10+, 1 Secondary @ 10+

Ensign as Dept. Head [85 Points Total]

Attributes: ST 10+, DX 12+, IQ 12+, HT 10+

Advantages: Military Rank-3 [15], Security/Tactical: Legal Enforcement Powers [5] {Optional}

Disadvantages: Duty (to Starfleet, Almost All The Time) [-15], Vow (Federation Service) [-5]

Skills: Administration 11+, Beam Weapon 13+, Computer Operation 12+, EO (Communications) 10+, EO (Sensors) 10+, First Aid 11+, Free-fall 10+, Leadership 11+, Vacc Suit 10+, Karate 9+ or Boxing 10+, EO (Holographics) (NG) 10+, 1 Primary @ 12+, 2 Primary @ 11+, 2 Secondary @ 11+

Lieutenant jg [100 Points Total]

Attributes: ST 10+, DX 12+, IQ 12+, HT 10+

Advantages: Military Rank-3 [15], Security/Tactical: Legal Enforcement Powers [5] {Optional}

Disadvantages: Duty (to Starfleet, Almost All The Time) [-15], Vow (Federation Service) [-5]

Skills: Administration 10+, Beam Weapon 13+, Computer Operation 12+, EO (Communications) 10+, EO (Sensors) 10+, First Aid 11+, Free-fall 10+, Leadership 10+, Vacc Suit 10+, Karate 9+ or Boxing 10+, EO (Holographics) (NG) 10+, 1 Primary @ 11+, 2 Primary @ 10+, 1 Secondary @ 10+

Lieutenant jg as Dept. Head [100 Points Total]

Attributes: ST 10+, DX 12+, IQ 12+, HT 10+

Advantages: Military Rank-3 [15], Security/Tactical: Legal Enforcement Powers [5] {Optional}

Disadvantages: Duty (to Starfleet, Almost All The Time) [-15], Vow (Federation Service) [-5]

Skills: Administration 11+, Beam Weapon 13+, Computer Operation 12+, EO (Communications) 10+, EO (Sensors) 10+, First Aid 11+, Free-fall 10+, Leadership 11+, Vacc Suit 10+, Karate 9+ or Boxing 10+, EO (Holographics) (NG) 10+, 1 Primary @ 12+, 2 Primary @ 11+, 2 Secondary @ 11+

Lieutenant [115 Points Total]

Attributes: ST 10+, DX 12+, IQ 12+, HT 10+

Advantages: Military Rank-4 [20], Security/Tactical: Legal Enforcement Powers [5] {Optional}

Disadvantages: Duty (to Starfleet, Almost All The Time) [-15], Vow (Federation Service) [-5]

Skills: Administration 10+, Beam Weapon 13+, Computer Operation 12+, EO (Communications) 10+, EO (Sensors) 10+, First Aid 11+, Free-fall 10+, Leadership 10+, Vacc Suit 10+, Karate 9+ or Boxing 10+, EO (Holographics) (NG) 10+, 1 Primary @ 12+, 2 Primary @ 11+, 2 Secondary @ 11+

Lieutenant as Dept. Head [115 Points Total]

Attributes: ST 10+, DX 12+, IQ 12+, HT 10+

Advantages: Military Rank-4 [20], Security/Tactical: Legal Enforcement Powers [5] {Optional}

Disadvantages: Duty (to Starfleet, Almost All The Time) [-15], Vow (Federation Service) [-5]

Skills: Administration 11+, Beam Weapon 13+, Computer Operation

12+, EO (Communications) 10+, EO (Sensors) 10+, First Aid 11+, Free-fall 10+, Leadership 11+, Vacc Suit 10+, Karate 9+ or Boxing 10+, EO (Holographics) (NG) 10+, 1 Primary @ 12+, 2 Primary @ 11+, 2 Secondary @ 11+

Lieutenant Commander [135 Points Total]

Attributes: ST 10+, DX 12+, IQ 12+, HT 10+

Advantages: Military Rank-4 [20], Security/Tactical: Legal Enforcement Powers [5] {Optional}

Disadvantages: Duty (to Starfleet, Almost All The Time) [-15], Vow (Federation Service) [-5]

Skills: Administration 10+, Beam Weapon 13+, Computer Operation 12+, EO (Communications) 10+, EO (Sensors) 10+, First Aid 11+, Free-fall 10+, Leadership 10+, Vacc Suit 10+, Karate 9+ or Boxing 10+, EO (Holographics) (NG) 10+, 1 Primary @ 12+, 2 Primary @ 11+, 2 Secondary @ 11+

Lieutenant Commander as dept head [135 Points Total]

Attributes: ST 10+, DX 12+, IQ 12+, HT 10+

Advantages: Military Rank-4 [20], Security/Tactical: Legal Enforcement Powers [5] {Optional}

Disadvantages: Duty (to Starfleet, Almost All The Time) [-15], Vow (Federation Service) [-5]

Skills: Administration 11+, Beam Weapon 13+, Computer Operation 12+, EO (Communications) 10+, EO (Sensors) 10+, First Aid 11+, Free-fall 10+, Leadership 11+, Vacc Suit 10+, Karate 9+ or Boxing 10+, EO (Holographics) (NG) 10+, 1 Primary @ 12+, 2 Primary @ 11+, 2 Secondary @ 11+

Commander [160 Points Total]

Attributes: ST 10+, DX 12+, IQ 12+, HT 10+

Advantages: Military Rank-5 [25], Legal Enforcement Powers [10]

Disadvantages: Duty (to Starfleet, Almost All The Time) [-15], Vow (Federation Service) [-5]

Skills: Beam Weapon 13+, Computer Operation 12+, EO (Communications) 10+, EO (Sensors) 10+, First Aid 11+, Free-fall 10+, Vacc Suit 10+, Karate 9+ or Boxing 10+, EO (Holographics) (NG) 10+, Diplomacy 12+, Administration 12+, Leadership 12+, Tactics 12+, 1 Primary @ 14+, 2 Primary @ 12+, 3 Secondary @ 12+

Captain [185 Points Total]

Attributes: ST 10+, DX 12+, IQ 12+, HT 10+

Advantages: Military Rank-5 [25], Legal Enforcement Powers [10]

Disadvantages: Duty (to Starfleet, Almost All The Time) [-15], Vow (Federation Service) [-5]

Skills: Beam Weapon 13+, Computer Operation 12+, EO (Communications) 10+, EO (Sensors) 10+, First Aid 11+, Free-fall 10+, Vacc Suit 10+, Karate 9+ or Boxing 10+, EO (Holographics) (NG) 10+, Diplomacy 12+, Administration 12+, Leadership 12+, Tactics 12+, 1 Primary @ 14+, 2 Primary @ 12+, 3 Secondary @ 12+

Commodore/Admiral [200 Points Total]

Attributes: ST 10+, DX 12+, IQ 12+, HT 10+

Advantages: Military Rank-6 (*Commodore*, 30) or -7 (*Admiral*, 35), Legal Enforcement Powers [10]

Disadvantages: Duty (to Starfleet, Almost All The Time) [-15], Vow (Federation Service) [-5]

Skills: Beam Weapon 13+, Computer Operation 14+, EO (Communications) 10+, EO (Sensors) 10+, First Aid 11+ Free-fall 10+, Vacc Suit 10+, Karate 9+ or Boxing 10+, EO (Holographics) (NG) 10+, Diplomacy 14+, Administration 14+, Leadership 14+, Tactics 14+, 1 Primary @ 14+, 2 Primary @ 12+, 3 Secondary @ 12+

Starfleet Commander [215 Points Total]

Attributes: ST 10+, DX 12+, IQ 12+, HT 10+

Advantages: Military Rank-8 [40], Legal Enforcement Powers [10]

Disadvantages: Duty (to Starfleet, Almost All The Time) [-15], Vow (Federation Service) [-5]

Skills: 1 Primary @ 14+, 2 Primary @ 12+, 3 Secondary @ 12+, Administration 15+, Beam Weapon 13+, Computer Operation 14+, Diplomacy 15+, EO (Communications) 10+, EO (Sensors) 10+, EO (Holographics) (NG) 10+, First Aid 11+, Free-fall 10+, Karate 9+ or Boxing 10+, Leadership 15+, Tactics 15+, Vacc Suit 10+

EQUIPMENT

This section includes brief directions and extremely simplified rules for the most common weapons & equipment in the **Trek** universe. Game masters and players are encouraged to improvise gadget effects not covered under these rules.

ARMOR AND SHIELDS

Given that Armor adds encumbrance which slows a body down, Starfleet encourages mobility in the face of weapons that usually will destroy armor as well as the target. That said, here are a few items of protective clothing.

Klingons are seldom seen in public without a heavy multi-layered armor that serves not only as protection but also for concealment of weapons and display of status.

The Federation uses specialized anti-radiation suits for its engineering staff. These suits reduce ambient radiation exposure by 80%, allowing more time to act on critical power system failures.

Federation Security personnel can avail themselves of light body armor.

A brief experimentation with Personal Life Support Force Fields in the late 2260s found the field devices more trouble to operate and maintain than they were worth. They did provide some measure of protection; see the description under "Gadgets."

Use the figures for Shields given in *GURPS Lite* p. 18; however, new materials reduce the weight by a factor of 5.

Type	PD	DR	Weight
Klingon Battle Garment	4	16	40
UFP AntiRad Suit	1	2	15
UFP Security Armor	4	13	25
UFP Life Supp. Belt	—	30	5

Type: The kind of shield.

PD: Add this number to your defense—even if you have no idea how to use a shield.

Weight: The shield's weight in pounds.

DR: Damage Resistance

RANGED WEAPONS

Laser: Common hand-held beam weapon. The frequency can be adjusted through four different wavelengths (this has no effect on damage). The laser can also be set to “overload,” causing an explosion equal to 5x the normal damage.

Phaser: The phase pistol, later called phaser, is the standard defensive sidearm of Starfleet. It is capable of multiple settings (changing settings takes one round). In later years, a concealable “Type I” phaser sockets into the pistol grip to make a “Type II;” if using a Type I, the SS number is halved and the number of shots quartered.. Next Generation phasers are endlessly tunable; the player must announce how many dice he is setting for damage. Phasers can also be set to “overload.”

Disruptor-S: Focused sound weapon. Ineffective in vacuum.

Disruptor-M: Concentrated microwave weapon.

Weapons with a “Stun” setting have their damage applied to Fatigue, not to Hit Points. When the character reaches 0 fatigue, he is Unconscious and recovers as described on *GURPS Lite* p. 27. “Heat” damage will cause fabrics, wood and flesh to immediately burn; it will cause denser materials to heat up and perhaps melt.

HAND WEAPONS

bat'leth: (Klingon Honor Sword). This is a curved blade, pointed at both ends and with grips space along the back edge of the blade. The first was said to have been forged by the legendary Kahless himself. The multiple grips permit the weapon to be effective in offense and defense. A form of meditation called mok'bara uses the bat'telh as a prop. Bat'telh skill is P/H due to the weight and awkwardness of the two-handed grip; defaults to DX-6. Parry is ½ of skill.

d'k tahg: (three-bladed knife; also called Blade of Honor) This is the vicious looking blade that serves as a warrior's symbol of personal honor. A d'k tahg dispatched James Kirk's son David on the Genesis Planet. Treat as a Large Knife.

kutluch: A smaller, serrated single blade preferred by Klingon thieves and assassins. Often poisoned. Treat as a Dagger.

“agonizer”: This handheld torture device induces severe nervous system disruption when held against living tissue. Given a long enough exposure, the autonomic nervous system fails and the victim suffocates. The Klingon “pains-tik” incorporates an agonizer into the end

of a heavy staff. Anyone affected by an agonizer or painstik must roll vs. HT-3, plus or minus Will modifiers. If successful, the victim can still function, but will be at -2 on ST, DX, IQ and all skill rolls for 15-Will turns (minimum 1 turn). If a limb was affected, that limb will be useless for the same amount of time. If the HT rolls fails, the victim takes 1d damage and is in agony; he can do NOTHING at all for the allotted period. If the roll is a critical failure, the victim is unconscious for 20-HT minutes (minimum 1 minute). Each additional hit lowers the resistance roll by 1 (the second hit would be resisted at HT-4, and so on). With each successive hit, restart the recovery time. Penalties to attributes and skills are NOT cumulative. There is no skill to use an agonizer or a painstik; use a contest of DX if the victim is trying to evade the device.

Lirpa: Vulcan ceremonial weapon, basically a staff with a heavy weight at one end and a sharp curved blade at the other. Use Staff skill.

BEAM WEAPONS

Weapon	Type	Damage	SS	Acc	Wt.	RoF	Shots	Min ST
Laser	imp	1d	9	7	2 lbs.	4	20	—
Phase Pistol			8	5	2 lbs.	2	60	—
— Stun	stun	4d						
— Kill	imp	2d						
Phaser			10	6	2 lbs.	3	100	—
— Stun	stun	5d						
— Kill	imp	3d						
— Hea	heat	6d						
— Dematerialize		cr.	6dx4					
Phaser (NextGen)			8	8	1 lb.	4	160	—
— Stun	stun	4d-6d						
— Kill	imp	2d-4d						
— Heat	heat	2d-8d						
— Dematerialize	cr.	6dx1 – 6dx8						
Disruptor-S			12	3	2.5 lbs.	2	60	
— Stun	special	save vs. HT-3 or be knocked out.						
— Low	cr	3d						
— High	cr.	6d						
Disruptor-M			12	8	2 lbs	3	80	
— V. Low	cr	2d						
— Moderate	cr	6d						
— High	cr	12d						
— Disintegrate	cr	6dx6						

HAND WEAPONS

Weapon	Type	Damage	Reach	Wt.	Min ST	Notes
bat'leth	cr	sw	c,1	6	10	smash with flat
	cut	thr+1	c,1			thrust with edge
	imp	thr+2	1			thrust with point
	cut	sw+2	1			swing with edge
	imp	sw+1	1			swing to impale at -2 to skill
agonizer	spcl.	c	½	9		
painstik	spcl.	1,2	4	9		
lirpa	cr	sw	1,2	10	10	
	cut	sw				

OTHER WEAPONS

Given that the technology in Federation Space ranges from utterly primitive to highly sophisticated, most any weapon found in any

GADGETS

GURPS sourcebook might be encountered.

Communicators: All races have compact personal communication devices available for individual use. They serve an additional function as beacons for transporter systems. Range develops from 8,000 km line-of-sight (Dawn of the Federation era) to 19,200 km line-of-sight (Classic/Movie era) to the NextGen version which is actually a part of the ship's intercom system and operates as long as the ship is within the same star system. Later versions incorporate medical sensors which can be accessed by authorized officers to monitor the wearer's condition. To make modifications requires appropriate tools and EO(Communication) skills.

Universal Translators: This small device is able to interpret contexts and sound patterns into universally accepted concepts. Pretty good machine! Even a tricorder can be programmed to serve as a translator, able to translate patterns of light into language! In **Trek** practice, language is never a barrier unless one doesn't have a computer handy.

Tricorders: These vary little in functionality from era to era; the range and resolution improve somewhat, but the skill use does not change. Other races have similar devices. The basic tricorder can be set to detect life forms, substances, and energy. It will detect an item in the general category (plant life, refined metal, infrared) within 1000 meters on an EO (Sensors) roll. If set for a more specific item (conifers, refined copper, near infrared), the skill roll is at -2 but the range extends to 2500 meters. When set to detect energy, it can detect all forms of EMF and radioactive activity, but not subspace phenomena or neutrino emissions. When set for lifeforms, they can identify (known) species of animal or plant and recognize unknown lifeforms using known biochemistries. When set for substances, the tricorder can detect as little as 1/10 gram at a distance of 1 kilometer. But the tricorder is not merely a sensor. Oh, no! It also functions as a recorder and minicomputer, assisting in field analysis (+1 on science skill rolls to interpret data).

Engineering tricorders do not have the lifeforms sensors, but do have an improved technical database and some small field-manipulation tools internal to the case. A person using an engineering tricorder receives a +3 on his tasks using the tricorder. The medical tricorder doesn't have the energy-scanning capability; it does carry a linked medical sensor for better resolution and an extensive medical database which give +3 on Diagnosis rolls. An even more specialized version is the psychotricorder, which can provide analysis of an individual's memories for the previous day.

Medicine: A starship is the best place to be if you feel like getting hurt but don't wish to die from your wounds. There is a wide array of medical equipment available and the combined knowledge of dozens of worlds is available to assist the physician. We'll cover the most common medical doodads here. Note that they are often used in Sickbay as well as in the field.

Hand Sensor: This small whistling mechanism records detailed medical information from the patient and relays it to a parent device, usually a medical tricorder or a biobed.

Hypospray: This handheld device is used to inject medication into humanoids; the medicine is forced through the skin as a high-pressure mist. At no time is the skin punctured. Medications are changed by removing a small cartridge at the remote end of the spray. Hyposprays can also be used to take blood samples. In the "Drugs" section, a dose will refer to one standard hypospray administration. An important use of the hypospray is as delivery tool for spray dressings, a liquid polymer which dries on exposure to air and skin and provides protection and medication to an open wound.

Regenerator: This tool, available only in the NextGen era, is used to heal and close open wounds; a larger bio-bed version is used to heal serious internal injuries. It works by stimulating cellular replication, accelerating the healing process. A surface cut can be healed in seconds; a deeper gash might take a few minutes. The procedure is generally painless, but feels faintly irritating. This is the basic tool used for first aid and for long-term care. A successful First Aid roll using a Regenerator will heal 1d of damage; a character recovering in a regenerator bed may roll vs. HT four times a day to recover a HT point each time.

MediPak: This small pouch is worn on the belt and provide resources necessary for urgent care. A medic usually wears one at all times while on duty. It contains a hypospray, a spray dressing applicator or a regenerator, and a dozen doses of assorted drugs. A typical Pak might have four doses of stimulants, four of sedatives, and four antitoxins, all of varying strengths and purposes. (Use in conjunction with a medical tricorder.)

Field MediKit: The pouch about the size of a tricorder is used for extended missions away from a medical facility. It contains two different grades of hand regenerators or two sizes of spray dressing applicators, two hyposprays and an assortment of 36 hypospray capsules, providing a wide variety of options in drug-based treatment. Note: While it can be fun to track just exactly which drug is on hand and which is not in the MediKit or MediPak, it can also be a boring royal pain. The GM might instead allow an "availability" roll to see if a desired drug is actually in the kit; this is analogous to the "gizmo" rules. Modify the rolls for the commonness of the drug; a medikit is sure to have a light sedative, might have a neuro-antitoxin, and probably won't have Cordrazine.

Field MedLab: This large strap-carrier appears in the NextGen environment. It has all the capabilities of the Medikit, with three exceptions. It has a much larger datastore for the Medical Tricorder to draw upon (+7 to Diagnosis); it contains a small chemical analysis lab (+5 to Chem., Biochem., etc.); and it can replicate any drug in its memory, on demand.

Drugs: Too many of these have been seen over the years to deal with them all here. We will refer to them in the most general terms.

Sedative, Mild: tranquilizes the subject. Subject is at -3 to IQ and DX (and -1 Move) for 2dx10 minutes. (Unwilling subjects can resist the effects with a HT-3 roll, adding Will modifiers.)

Sedative, Heavy: puts the subject to sleep for 2d hours. Saving roll as Mild Sedative, but at HT-6.

Stimulant: Immediately erases 1d Fatigue for 4 hours; when the period expires, the Fatigue returns, plus 2 more Fatigue Points. Subsequent applications erase 1 less Fatigue (2d application does 1d-1, 3d does 1d-2, etc.)

Healing Agent: Restores 1d Hit Points.

And any number of others. Use judgement and restraint in assigning benefits to drugs.

Transporters: GMs are encouraged to be creative as they try to avoid the “Ho-hum, which planet are we stuck on and can’t use the transporter this week?” syndrome. Transporters are prone to **lots** of skill modifiers (bonuses for transporting from an existing transporter site, pattern enhancers, penalties for no communicators, interference, holding in transit, etc.). The Paramount technical staff have imposed a rule limiting transporter tricks—no more genetic tinkering in transit, definitely no copying of people.

Ship’s Systems: Setting familiarity and the specialty skills will provide you guidance on what goes on aboard ship. Remember that operating and repairing most systems are EO skill rolls; drive systems and life support are Mechanic skill rolls; damage control is rolled vs. Shipbuilding. And on and on. Just use your common sense, your references, and your memory of What Is and Isn’t **Trek**.

STARSHIPS

It is important to remember that a starship is a plot device... a mechanism to get the characters around the story. For this reason Final Frontier completely disregards starship design, construction and description. Feel free to adapt existing games if you want fiddly starship bits.

Likewise starship combat is a plot device with five basic results which the GM should determine beforehand: Massive Victory, Victory, Tie, Loss, Catastrophic Loss. Player success rolls might shift a result one level... but the outcome should never be in doubt to the game master. Keep player interest high by keeping them all engaged. For example, the Navigator (Classic) or Security Officer (Movie/NextGen) might be permitted a roll against Elec. Op.: Deflector Shields. With a success, reduce (slightly) the damage taken by the ship. The Science Officer/OPS might be involved in damage control along with the Chief Engineer (rolls vs. Shipbuilding), and so on.

PLAYING THE GAME

Combat Rounds should be about 1 minute in length, but not more than five minutes.

The following section slightly expands and clarifies the use of the game rules in the Trek universe. Gamemasters must never, never, never let rules problems slow the game. Make the call and move on; argue about it after the game!

SUCCESS ROLLS

The computer systems available in **Star Trek** are often smarter than the people! Let’s define a “systems” skill as an Operational skill which relies heavily on the ship’s computer. (Most systems skills are specialties of Electronic Operation; Piloting and Computer Programming count, too.) Systems skills receive +3 for high computer TL; this bonus can be applied to default skill use -after- a successful Computer Operation roll.

When it comes to judging skill use in the **Trek** Universe, the GM must use his common sense. If the task is routine, let the character do it and move on. (A +4 bonus for routine tasks on top of the +3 for high-tech equipment almost guarantees the success of routine tasks.) If the task is not routine but still within training parameters (rendezvous and docking, for example), require a skill roll with a smaller bonus or penalty. Add penalties for more complicated or

unusual tasks (conducting a sensor sweep for veridium, targeting engines only on a Ferengi Marauder, and so on.)

Skills which are race-specialized (like Physician (Klingon)) can still be applied to other races, but with at least a –4 penalty. The same rule can be used on the Social Sciences; one can assume that someone who has History (Vulcan) must have picked up some general History somewhere. This sort of rule does not apply to EO or Mechanic specialties... but with a Computer Operation success, the player can move his default EO roll from IQ-5 to IQ-2.

MEDICAL CARE

First Aid treatment takes 10 minutes, success restores 1d hit points. (As for TL 8+).

If the patient is hospitalized, the physician rolls vs. Physician skill (of the appropriate race) five times a day! If successful, the patient regains a hit point; critical success gives 2 hit points; critical failure costs the patient a hit point.

PSIONICS

Psionic abilities are powers of the mind. **Trek** history is filled with psionic races and individuals, from the Vulcans and Talosians forward. Psionic ability is unusual in humans but not so in other races. The following rules support the racial packages given previously and, with game master consent, may be applied to other characters as well.

BASIC CONCEPTS

Power: The nature and raw strength of the psionic ability. Controls range, effect, and actions possible. Powers are purchased as Advantages.

Skill: Each Power has a number of Skills associated with it, for the actual use of the Power. Psionic skills are always Mental/Hard and purchased just like any other Skill. You may not use a Power unless you have a Skill.

Psi: A person with psionic abilities.

Subject: A person or object on which the psi attempts to use his psionic abilities.

USING PSI

To activate a psionic ability, the psi must concentrate for 1 full second (an entire combat round). At the start of his next turn, he makes the skill roll to see if he succeeds. If he does succeed, the effect is instantaneous and the psi may take his action for the new turn (which may be concentrating on a psi ability).

Some psionic Powers cost Fatigue to use. Critical failure (1d + normal Fatigue cost), and any use requiring a Contest of Skills also costs Fatigue (1). But a Critical Success *never* costs Fatigue.

Distraction or Injury: As for Wizards, **GURPS Lite** pg. 30.

Thought Sense/Speech Power 10 Points per Level

Thought Sense/Speech is mind-to-mind communication. It is the most common psionic Power in **Trek**. Power Level controls the range at which the psi can use his skills. Game masters should feel free to extend the range for very familiar subjects, though in general use the psi must be able to touch or see the subject (give a -5 skill penalty if the subject is unseen).

Variation: The psi must always touch the subject, no matter the power level. The psi cannot learn the Psi Sniff skill and never gets the "Touch" skill bonus. 8 Points per Level.

Thought Sense/Speech Skills

Sense Feelings: The ability to tell what someone is feeling (not what they are thinking.) With a skill roll, you can tell when someone is lying; at Power 2 and above, you effectively have the Empathy Advantage (*GURPS Lite* pg. 9.)

Psi Sniff: The ability to tell if a psi Power is in use within the psi's range. This works like any other sense, with a passive roll available to notice activity. If the psi concentrates on detecting psi use, he gets a +5 to skill, and an additional +2 if another Psi is using Thought Sense/Speech Power. The greater the success, the more information the GM can give the psi about the power use (direction, distance, what Power, what Skill, why the Power was being used, etc.)

Send Thoughts: The ability to send thought to others; the subject doesn't have to have any psionic power to hear your thought-transmissions. Once success is achieved, you can continue sending for about a minute before needing to roll again.

Hear Thoughts: This is the ability to hear the thoughts of others. A roll is required every minute to continue successfully listening to the subject's mind.

Vulcans are known to engage in mind melds, where the psi shares thoughts and (in extreme cases) identity with the subject. The psi must have Send Thoughts and Hear Thoughts each at 14+ to engage in a mind meld.

THOUGHT SENSE/SPEECH RANGE

Power	Distance
1	Must touch subject; no Touch skill bonus
2	2 yards
3	8 yards
4	30 yards
5	100 yards
6	400 yards
7	1 mile
8	4 miles
9	15 miles
10	60 miles
11	250 miles

(quadruple range with each additional level of Power)

THOUGHT SENSE/SPEECH SKILL USE MODIFIERS

Psi is touching subject	+2 (unless Power is 1)
Psi knows subject slightly	+1 (GM Discretion)
Psi knows subject intimately	+2 (GM Discretion)
Psi has not seen/touched subject	-5 (as above)

Telekinesis Power 10 Points per Level

Almost as famous as Thought Sense/Speech, Telekinesis is the power of moving objects by force of mind alone. Your TK power controls the weight you can move mentally. If your Power exceeds the weight, you can move the object around (see TK Throwing table).

Variation: The psi must touch the object/subject. This behaves like a "super-strength" power. 8 Points per Level.

Telekinesis Skills

TK Lifting: The basic skill of moving things with your mind. Skill modifiers apply for how the psi wishes to move the subject/object (modifiers are cumulative:

Slow movement:	0
Fast movement:	-2
Bullet-fast movement:	-4
Precise aim:	-6
Precise orientation:	-3
Complex movement:	-2 or more
Subject/Object is moving:	— Subject/Object's speed (yds/sec)

The psi may try to deflect incoming missiles. The psi must be able to see the missile coming. Use the skill modifiers for controlling the object, +4 (+6 if the missile is long like an arrow or spear).

TK Flight: The psionic version of flight. The psi can move *only* his own body plus whatever he is carrying (up to his own body weight). Add 5 to Power to determine weight flyable (TK Power 3, +5 = 8... can fly 500 lbs.)

TELEKINESIS STRENGTH

Power	Weight
1	½ oz.
2	2 oz.
3	8 oz.
4	2 lbs.
5	8 lbs.
6	30 lbs.
7	125 lbs
8	500 lbs
(add 500 lbs for each additional level)	

TELEKINESIS THROWING

Take the difference between the Psi's actual power and the minimum power required (above). This gives the speed at which the object may be moved. Power 6 or better is usually needed to move an object fast enough to do harm.

Excess Power	Speed
-1	0 (tiny shift in position)
0	Move 1
1	Move 2
2	Move 4
3	Move 8
4	Move 15
5	Move 30 (60 mph; a thrown rock)
6	Move 60 (120 mph; arrow speed)
7	Move 120 (240 mph)
8	Move 250 (500 mph; bullet)
9	Move 500 (Mach 1.5)

Sixth Sense Power

6 Points per Level

These powers grant the psi access to a sense not available to the everyday character. A skill roll (made by the GM on the psi's behalf) is *always* required for Sixth Sense rolls. The more successful the roll, the better and more useful the information received. Repeated attempts cost double the usual Fatigue for repeat attempts (-2 per try, at -2 cumulative skill penalty.) Sixth Sense Power has an effect number of 4 times (Power squared).

Sixth Sense Skills

Far Sight: The ability to see through walls or other solid objects. A new roll is required for each different thing looked at. Range is effect number in *inches*.

Far Hearing: Like Far Sight, except instead you hear what is going on beyond walls etc.

Sense Past: Lets the psi learn about the history of a place or an object. The length of history sensed is effect number in *years*.

Healing Power & Skill 6 Points/Level, plus skill cost

This power, the ability to restore hit points by force of mind alone, has only one skill, also called Healing. The psi must touch the subject; with a successful roll he restores (2 x Power) hit points, at a cost of (3x hits healed) Fatigue. Failure costs 1d Fatigue; critical failure costs the psi 3d Fatigue and the *subject* 1d hit points!

Variations: If you can only heal others, but never yourself, the Power costs 3 points per Level. If you take damage in addition to fatigue (taking on half the other's wounds), the Power costs 3 points per Level. If you can only heal yourself and not others, the power costs 4 Points per Level.

GAME WORLD / CAMPAIGNS

TECH LEVELS

Trek technology, being part of a fictional realm where anything that seems a good idea to a writer can happen, is notorious for its inconsistencies. Rather than referring to numbered Tech Levels, it will probably be better to just speak in relative terms: Primitive, Archaic, Out-dated, Current, Advanced, Highly Advanced and "Magic" are divisions which will probably suffice. Assess a -2 per relative difference between the technology in play and the character's native technology (usually Current). Characters with "High Technology" or "Primitive" traits would have a different baseline.

CAMPAIGNS

While **Trek** typically features campaigns centered on Starfleet officers, it need not necessarily be so. The **Trek** Universe is diverse enough to permit all kinds of characters and campaigns. That said, on to some general guidelines for dealing with Starfleet campaigns and adventures . . .

"Cinematic" vs. "Realistic" These two terms describe specific play styles in **GURPS**: the free-wheeling larger-than-life vs. the nitty-gritty, reality-checked, hard and fast. There is *no* official boundary between the two; rather, there is a continuum of more or less realistic, less or more cinematic. The actual determination of what is realistic and what is not, as always, falls to the GM.

The point levels here are appropriate for a generous but "realistic"

approach. Many previous rules and campaigns give much higher character point levels; why are these so low in comparison? Fewer skills, of more realistic levels, are easier to play than a swarm of skills. Fewer skills also mean less duplication of skills between players, thus encouraging in-party specialization and role development—a key feature of the interactions among characters in **Trek**.

Lastly, the author feels that the "cinematic" elements in **Trek** can be reflected by play style and need not be built-in to each and every character.

CAMPAIGN FORMATS

The Flagship Campaign

This is the **Trek** we are most familiar with: players take the roles of the command crew and senior officers of a Federation capital ship and seek out new worlds and new civilizations . . . er'h'm. One could easily turn this about: play the command crew of a Klingon cruiser, looking for new worlds and civilizations to exploit for the greater glory of the Empire (and one's personal glory, too, of course). Another variation is the "station" campaign, running a permanent outpost in a remote but strategic area of space.

The Smallship Campaign

Having the big guns at hand is nice, but there are only so many flagships. Most of Starfleet's real work is done by medium- and small-sized ships, conducting surveys and patrols and routine diplomacy. Putting limits on physical resources can encourage player creativity and opens more vistas for GM skullduggery.

The "Below Decks" Campaign

And of course, one needn't always play The Captain And His Stalwart Aides. The players might be junior officers in the wrong place at the right time. Or they might be a regularly assigned landing party/away team, doing the first survey/first contact work that would never, ever be entrusted to a captain. For example:

Contact Team Bravo: The *Scoutship USS James Cook*, NCC-1027, is surveying the coreward frontier, following the lead of the unmanned "Pegasus" series of probes. The players are members of "Contact Team Bravo," one of four such teams trained for first survey and reconnaissance duties. Each permanent member is chosen for a specialization (sciences, medical, security . . .); other members may rotate as their specific training is needed. The *USS James Cook* carries a detailed sensor array as well as several shuttles designed for survey missions.

The Alien Campaign

As hinted above, any of these could be adapted to use one of the non-Federation races. This would provide a grand challenge to an experienced player group!

You can hardly get much better than to follow the format for any given **Trek** episode. The best guidelines for this can be found in Steven Beeman's "Roleplayer" article "[Prime Time Roleplaying: Producing a Television Series Campaign](#)." While Beeman uses a three-act format in his article, TOS was structured around a teaser and four acts. The more recent series use five acts (need more commercial breaks), and the films typically use the three-act structure. Remember to alternate "action" scenes with "dramatic" scenes.

ADVENTURE DESIGN

After a few games, you may find yourself hungering for more options for characters, more detail in racial packages, a more rigorous combat system, etc. That's when you should look at the *GURPS Basic Set*, *GURPS Compendium I*, and *GURPS Space*. These books will flesh out the very elemental rules given here and provide worlds more variety for your games.

RESOURCES

The Psionics Footnote: The psionics rules are adapted from existing rules. The point costs and effects are all consistent, though, so characters may move into the full rules set with only some changes of descriptions, trait tags, and so on.

For matters **Trek**, there's the *Star Trek Encyclopedia* and the references online at the [Official Star Trek Website](#). As mentioned previously, one can also refer to the out-of-print games by FASA or Last Unicorn Games, or the in-print games by Amarillo Design Bureau or Decipher.

CLOSING

"It's been a long road..." ten years long to be precise. That's how long I've been fiddling with these rules. I think, with this edition of *Final Frontier*, I've had my ultimate say and can move on. I hope you can make use of these rules and enjoy the combination of one of the best fiction settings ever with one of the best adventure game engines ever. Thanks to those who've contributed over the years, and best wishes to all. – BP.

