

PlainLabel Final Frontier

Gaming in the *Star Trek* universe with the
PlainLabel Game System

By Bob Portnell

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INTRODUCTION

This represents the my unique interpretation of the *Star Trek* Universe. I've tried to be as consistent as possible with most known "facts," and even many widely-accepted conjectures. But when push comes to shove, these are my opinions. If you don't like them, you know what you need to do. That's right: make changes to suit yourself. C'mon, it's only a game!

But it's not a complete game. *Simply Roleplaying!* or *Compact Combat* are required to use these rules. Also, *PFF* does not contain the extensive background or explanations a complete game would require. The players and GM must be independently game system and *Star Trek* literate.

Literacy with the games can be acquired very easily, by downloading one for free from www.microtactix.com.

Literacy with *Star Trek* is another matter entirely, but one can get a fair overview in the roleplaying games published by FASA in the '80s, by Last Unicorn Games in the late '90s, and from Decipher in 2002. There's also the *Star Trek Encyclopedia* from Pocket Books (or Simon & Schuster Interactive for the computer version).

Naturally, the best way to become *Star Trek* literate is to watch the shows! The Classic Series airs exclusively on the SciFi cable network; the Next Generation airs on The National Network cable channel, with Deep Space Nine to join soon. Voyager still appears in syndication, but will join its siblings on TNN in a year or two. And of course episodes from all of these can be found on video and DVD. The newest series in the family, "*Enterprise*," airs on the UPN network.

Many thanks to the people who have supported my "Final Frontier" rules in their various incarnations over the years. This "third edition" is for you!

Defining Eras

Throughout this supplement I refer to "eras" in *Star Trek* history -- the era you select for play will in some measure decide what equipment is available and what Skill characters should choose.

The "Pre-Classic" Era covers 2150-2250, the era of the Earth-Romulan War, the dawn of the Federation and its early expansion. "*Enterprise*" is set here.

The Classic Era covers 2251-2275, the period of the first NCC-1701, aka Kirk's original adventures in command of the *Enterprise*. This period also includes the first motion picture.

The Movie Era covers 2275-2310, the period of the five subsequent films featuring the original series cast. Captain Sulu's adventures close this period.

The Consolidation Period covers 2310-2360, a period of stabilizing political alignments setting the stage for the next generation. We actually have very little information for this period, but that just makes it open season for original campaigns!

The NextGen Era covers the years 2360 to 2375 and includes the TNG, Deep Space Nine and Voyager series and films.

Character Creation

Changes from the Core Rules are few, but important. Follow along with these steps indicating revised rules to be incorporated with the PlainLabel rules set you are using.

Stats

Take 25 Stat Points total (Or roll 1D10+17 three times and use the highest roll for Stat assignment.) (This is Star Trek! We're the Best of the Best!).

No member of Starfleet may have a stat below 5. No Officer or Command Officer may have C or I below 6. (Meeting these should be no trouble, given the boosted Stat rules.)

Racial limits and adjustments are listed below, with the race descriptions.

Abilities and Disabilities

Since this is the romantic, dramatic *Star Trek* setting, a character may have two more Ability points than Disability points. A character with a three-point Ability will be considered "balanced" if he has a one-point Disability to go with it.

Membership in Starfleet is considered an Ability for game purposes. Note that a character with Starfleet: Officer and no other Abilities or Disabilities is balanced. Starfleet Crew or Officers may not also take Superior Training, but Starfleet: Employees may have it if justified to the gamemaster.

New and Variant Abilities are listed in a later section.

Gear and Special Features

Prosperity is a constant theme in *Star Trek*. Hunger, poverty and physical want have all been beaten back by the 2150s; money is largely out of use in the Federation a century later. In game terms, the gamemaster should exercise his judgment when allowing or disallowing characters to have a certain piece of equipment. Factors to consider should include the availability of the device (that high-tech sensor might not be in the stores of a tramp merchant ship), any financial abilities or disabilities the character has taken (whether or not the character is in Starfleet), and so on. Starfleeters will have easy access to phasers, for example, as might a Wealthy character, but the average citizen won't be so 'fortunate.'

Handheld Equipment

Most equipment capabilities don't change greatly from era to era. A NextGen Tricorder has somewhat better range and resolution, better communication facilities, and much better memory storage than its Classic predecessor . . . but it's still an Observing Task, modified by desired range, resolution, and user ability (Computer Op skill level). You can do more tricks with a NextGen tricorder... but tricks are by definition outside the predicted rules and will still fall under the purview of GM Discretion.

Same applies to Communicators. There's no real difference between the Classic Communicator and the NextGen Commbadge... except the Commbadge can also be used to monitor location and vital signs.

The Classic and Movie Era Phasers are close to identical; the latter has a touch more power and range. The NextGen Phaser is somewhat different... it has 16 settings, most of which blow things up! But the basic settings are still the same, just a little more powerful and with better range.

This document includes one page of sample Weapon and Equipment cards from the late Classic Era. These can be used as guides when you try to create your own for other campaigns or other eras.

Psychic Powers

Some races, notably Vulcan and Betazoid, can read the thoughts of others or sense feelings. The latent ability to use psionic talents is an Ability; the actual talents are purchased as Skills. See the Ability and Skill Descriptions for more specifics; the rules section has a table for situational modifiers on psionic tasks.

Skills

Trek characters are a highly skilled bunch. We reflect this with extra points for the Skill Pools; Officers use different skill pools entirely, based on Rank!

Technicians are usually of "Young Adult" or "Adult" age group. *Specialists* are usually of the "Adult" age group, though eminent scientists may be of "Mature Adult" or older. These civilian *employees* get 3 extra Skill Purchase Points.

Crewmen are usually of the "Young Adult" age group; *Yeomen* are usually of the "Adult" age group. Crewmen & Yeomen get 4 extra Skill Purchase Points

Officers are an exception to the regular skill rules. They use the Rank-Based Skill Pools below. (All characters still receive bonuses or penalties for Intellect.)

RANK	SPP	Typical (Human) Age
Chief	26	32+
ENS	18	22-24
LTJG	20	25-28
LT	22	28-36
LCDR	28	37-60
CDR-CAPT	31	37-60
COMM-ADM	37	60+

And, finally, members of especially long-lived races (Klingons, Vulcans and Romulans, most notably) get an extra 2 Skill Purchase Points to reflect their longevity (4 extra points if Mature or older).

Details on new skill offerings are listed later.

Required Skills

Starfleet characters are required to buy the following Skills at the listed levels, but may buy them higher if they wish.

Employees must have Computer Operation (F), Vacuum Suit (F) and Zero-G Maneuvering (F).

Crewmen must have Computer Operation (F), Phaser (F), Vacuum Suit (F) and Zero-G Maneuvering (F).

Officers must have Computer Operation (F), Convincing (F), Martial Arts (F), Phaser (F), Vacuum Suit (F), and Zero-G Maneuvering (F) .

Command Officers must have Combat Awareness (F), Convincing (C) and Law (F), in addition to the required skills of Officers.

Skill Suggestions

The highest skills you choose for your character should be those which pertain directly to your work. For *PFF* we break down the work into several general classifications:

Engineering: Operates and maintains ship's drive systems & life support.

Sciences: usually divided into Life, Social, Physical and Medical groupings.

Communications/Damage Control: Directs the in-ship data network and crisis resource allocation as well as inter-ship communications.

Security: law enforcement and protection functions.

Tactical: Weapon and defensive systems.

Flight: Piloting and navigating.

Engineering

- *Starship: Warp Drive
- *Starship: Impulse Drive
- *Starship: Life Support
- *Starship: Damage Control
- Starship: Transporters

Communication/ Damage Control

- *Computer Operation
- *Starship: Commo
- *Starship: Damage Control
- Languages

Tactical

- *Starship: Defense Systems
- *Starship: Tactical Systems

Sciences (medical)

- *Computer Operation
- *Medicine
- *Observing
- Research
- Science: Physiology
- Science: Xenobiology

Sciences (physical, life or social)

- *Computer Operation
- *Observing
- *Science
- Computer Programming
- Research

Security

- *Law: Federation
- *Phaser
- *Starship: Security
- Criminal Investigation
- Starship: Damage Control

Flight

- *Navigation, Starship
- *Starship: Helm
- Astronomy
- Veh Op: Shuttlecraft

Players and gamemasters will have to use their own judgment when applying these categories. In the Classic Era "helm" officers controlled "tactical" functions as well. In the Next Generation era, "conn" officers handle helm activities, but also had engineering training. "Tactical" officers ran communications, damage control *and* tactical systems!

Characters which "cross over" categories should combine the suggested skill lists, but select only 2 or 3 of the "Primary Skills" for their character.

With those cautions, then, we can offer these groups of *suggested* skills by job function. Asterisks indicate which skills should be among the character's best. And, yes, choosing sub-skills will be a must!

Minor Stats

All starting characters get 15 Luck Points.

Fatigue is redefined in *PFF* to be equal to Adjusted Health plus Adjusted Intellect. (Psionic powers use Fatigue, you see, so Intellect needs to come into play.)

Races

This section discusses the most visible races in the Trek Universe. I've tried to stay as *FACT*ual as possible without piling on needless flotsam. (Thankfully, **PlainLabel** doesn't HAVE a lot of flotsam!) Races seen for one story only, or with inconsistent treatments, or racial features which appeared only once are NOT included here. Insufficient data. If you want 'em, make 'em up yourself. Then share them!

Most of the Alpha Quadrant races are appropriate as player characters in most campaigns. The Gamma Quadrant races should probably be used only as NPCs, but I provide full stats in two cases. The Delta Quadrant races have descriptions only; gamemasters are encouraged to design their own stats for these races, should they be in that neck of the galaxy.

Two more assumptions: Max stat is 12, due to inherent limitations in humanoid form. (Except for the natural limit of 10 for Health, of course.) Calculate Minor Stats as usual. If you want to find the "average" value for a race, compare the Starting Value to Humans. For example, Vulcans have a starting Strength of 4. This is one higher than the Human, so the "average" strength for Vulcans would be 6.

Special Racial Abilities are listed after the Stats.

	S	C	I	H	Adj
Andorians	2(11)	3(11)	2(10)	2(10)	+1

Acute Hearing, Slow Healing (only 1/2 normal rate for natural healing), Inhuman Appearance. Natural Armor -2.

	S	C	I	H	Adj
Bajorans	2(10)	2(10)	2(10)	2(10)	0

Intuition, Distinctive Appearance.

	S	C	I	H	Adj
Betazoids	2(10)	2(10)	2(10)	2(10)	0

Telepathy; Compulsion: Honesty; Mind Speech (F) and Mind Sense (F) skills are inborn in Betazoids -- treat as Personal skills for improvement purposes

Note that the Telepathy power level varies through the population -- some will be more talented, some less. This can be used, if desired, to create a Betazoid who has only Empathy (hmm), or who perhaps is "mind-blind" and has no mental power at all.

	S	C	I	H	Adj
Caitians	2(10)	2(10)	2(10)	2(10)	0

Acute Vision; Acute Hearing; Phobia: Oceans; Compulsion: Curious; Inhuman Appearance; Observing (F), Combat Awareness (F), Dodging (F).

	S	C	I	H	Adj
Cardassians	2(10)	2(10)	2(10)	2(10)	0

Photographic Memory, Compulsion: Status-Seeking, Inhuman Appearance. Natural Armor -2.

	S	C	I	H	Adj
Edoans	1(9)	2(10)	2(10)	2(10)	-1

Third Arm & Leg (gives an extra Action); Compulsion: Shy; Weakness: Physical Attack (fragile structure means impact weapons do 25% more damage than rolled); Inhuman Appearance.

	S	C	I	H	Adj
Ferengi	3(10)	2(10)	2(10)	3(10)	+2

Obsession: Profit-Seeking; Weakness: Sonics +50%; Inhuman Appearance; Merchant (C), Convince (F), Law (F)

	S	C	I	H	Adj
Romulans	3(10)	2(10)	2(10)	3(10)	+2

Acute Hearing; Compulsion: Paranoia; Distinctive Appearance

	S	C	I	H	Adj
Klingons	2(11)	2(10)	2(10)	2(10)	+1

Armor -4 (not really Armor, but very resistant to injury), Rapid Healing; Compulsion: Honor-seeking (the Klingon Code); Inhuman Appearance; Knife (F), Martial Arts (F); Disruptor (F); Melee Wpn (F).

Note that for most males the close combat weapon skill will be with the sword of honor, the bat'leth. Also note that this represents a "typical" Klingon; some will not be so devoted to the traditional code, others more dedicated.

	S	C	I	H	Adj
Tellarites	2(10)	2(10)	2(10)	2(10)	0

Resistance to Poisons; Compulsion: Arguing; Inhuman Appearance; Scrounging (F), Convincing (C), Performance: Oratory (C)

	S	C	I	H	Adj
Trill	2(10)	2(10)	3(10)	3(10)	0

Distinctive Appearance; Immunity to Aging (symbiont); While they have no specific racial skills, realistically a joined Trill could have many dozen skills. Allow the character (2 x I) times 1D10 points as his Skill Point Pool. (The die roll randomly represents how "old" the symbiont is.) The GM should allow the player to leave some skill points unallocated, for later assignment during play. ("I've just remembered . . . when I was Andreas Dax, I was a Mah Jongg champion . . .")

	S	C	I	H	Adj
Vulcans	3(11)	2(10)	3(10)	4(10)	+4

Acute Hearing; Telepathy (Lim: Must Touch for Mind Speech, Mind Meld); Obsession: Logic; Compulsion: Pacifism; Compulsion: Vegetarian; Distinctive Appearance

New Mental Skill: Vulcan Nerve Pinch

This skill employs use of mental and physical pressure to render a foe unconscious. It is nearly impossible for non-Vulcans to learn.

To make a neck pinch, the character must make a hand-to-hand Attack to grip the foe about the neck/shoulder area. If successful, then on the same turn he rolls a Test of his Nerve Pinch skill, with a bonus equal to the success margin of the Attack. If successful, the foe is rendered unconscious for at least 15 minutes.

Notes on Crossbreeds 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, perhaps averaging Stats and then selecting elements from the two parent races. Deanna Troi, half-human/half-Betazoid, has only Empathy rather than the Telepathy native to the Betazoid race.

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 minor effect.

The Founders

The architects of the Gamma Quadrant's great society live on a hidden world in deep secrecy, emerging only occasionally to provide guidance or motivation in times of crisis . . . or conquest. They are natural shapeshifters, able to assume the appearance of any material object, including living beings. This natural talent for disguise has served them well, as they worked undetected on worlds throughout the Gamma Quadrant to bring their vision to fruition.

The only reliable way to detect a shapeshifter is by isolating a small portion of it. Separated from the whole organism, it reverts to its natural form: a liquid resembling mercury, but gold in color. One Founder can tell another instantly on physical contact, as their substances instantly and involuntarily tend to merge.

Founders do NOT make suitable player characters (Odo not withstanding; they are, however, ideal for fostering paranoia amongst the player party. Their game features are left as an exercise for the clever and cruel GM.

	S	C	I	H	Adj
Jem'Hadar	5(12)	5(12)	1(6)	4(10)	-3

Natural Armor -6; Mania: Founder's Soldiers; Inhuman Appearance; Martial Arts (C); Dodge (C). These skills are inborn; treat as Personal Skills for improvement purposes. Jem'Hadar should NOT use the Age-Based Skill method, but instead have a Skill Point Pool = 2 x I. Jem'Hadar have a genetic addiction to a rare substance called ketracel-white. Jem'Hadar must have a dose daily for their metabolism to operate correctly. If doses are missed, the Jem'Hadar loses 5 Hit Points per DAY; these are only recovered if The White is restored.

	S	C	I	H	Adj
Vorta	2(10)	2(10)	2(10)	2(10)	0

Acute Hearing; Immunity to Toxins; Force Sphere; Mania: Voice of the Founders; Obsession: Pacifist; Art-Blind; Impaired Vision: Near-Sighted; Distinctive Appearance; Convince (C)

Vorta Force Sphere

One of the few humanoid races with an exotic natural attack form, the Vorta can generate a one-foot sphere of (apparently) psychic force, which can knock a human back many feet. (It apparently does no lasting harm.) Treat as attack with max. damage 30 points. If the Vorta hits (using the corresponding skill), divide the damage rolled by the target's S and round down. This is the amount the target will be knocked backwards. The target will also need to succeed at a Test of C (or Acrobatics) to avoid falling down. Each use costs 2 Fatigue.

The Borg

An implacable race from the Delta Quadrant, it is The Borg's mission to absorb all races and technologies into its collective. Collectivized Borg also do not make good player characters, and the author wouldn't want to meet an NPC Borg, either.

If a player wishes to run a disconnected Borg (such as Voyager's "Seven of Nine"), start with the original race template. Add an Inhuman Appearance (if they don't have it already). If the being was Collectivized at a young age, give Total Amnesia (2-Point Disability); if an adult, give Partial Amnesia (1-Point Disability).

The Kazon

These peoples of the Delta Quadrant have taken their feudal squabbling over land territories into space. The Kazon are broken up into many family-based syndicates, each vying for resources over a wide volume of space. They are technologically less sophisticated than most Alpha Quadrant races, and they will regard any visitor like Voyager with most covetous eyes.

The Ocampa

The Ocampa are a quiet, peaceful people whose lifespan averages 9 standard years; maturity is reckoned at age 2. Once the dominant life on the surface of their world, they were moved underground by a powerful extradimensional being called the Caretaker, who had inadvertently ruined the surface for life. To pay the horrible debt, he provided for all of the Ocampa's needs in their new underground city -- but over a few short generations, the Ocampa lost the profound psionic powers they had previously possessed.

The Vidiians

Centuries ago, the Vidiians waged a horrible war that culminated in the use of the most vile chemical and biological agents. The aftermath of genetic carnage left all Vidiians with "The Phage," a biological contaminant which destroys the Vidiians' bodies. Desperate to save themselves, they moved out into space, acquiring genetic material and replacement organs from involuntary donor aliens, in hopes of finding a cure or at least prolonging their lives.

A thoroughly selfish bunch, prone to stealing lungs without permission. Good for creepy, horror-show adventures in the Delta Quadrant.

New Abilities

Intuition (0)/Empathy (1)/Telepathy (2):

These abilities represent powers of the mind. Several races have one of these abilities, such as Vulcans and Betazoids, but human (or other) telepaths are possible. Note that these are "latent" abilities; the character may need to learn appropriate skills to exercise these abilities. Also, they are not exclusive; a character can have both Intuition and Telepathy, for example.

Intuition, or "sixth sense," gives the character some additional input from his surroundings that helps him make decisions -- but he probably isn't even aware it's happening! His hunches are often right, even if they seem to lead in irrelevant or dangerous directions. (Kirk had this.) In play, the player can ask for a hint from the GM in a puzzling situation. If the GM agrees, the player is given a Focus Check (rolled by the GM, who may give bonuses for high Observing skill or Acute Senses, or penalties for very obtuse situations). If the Test is successful, the GM can give the player a little extra assistance on his way.

Empathy is a gift for sensing the emotions of others. It can be telepathic, or it may be superior training and understanding of psychology, or both at once. Empathic characters get a +2 bonus on any rolls against Convincing, Detect Lies or Social Grace skills, and can use these skills at default levels or improve these skills as though they were Personal Skills. Empathy is passive, best used to collect information for decision-making or other action. (Note this is the more contemporary version of "Empathy," and not Gem's kind. Gem's people had a 3-Point Healing Power with a 2-point Limitation: Takes On Others' Injuries; and they had Rapid Healing, too.)

Telepathy is active, the ability to use one's mind to directly influence others or the environment. There are several skills which may be purchased only by characters who have this ability: Mind Over Matter, Mind Illusion, Mind Search, Mind Speech, Mind Sight, Mind Meld. Telepathic characters may have a Mind Link with one another -- they are generally aware at all times of the other's condition and state-of-being and can enter a Mind Meld with that other at any time, anywhere, with no skill roll required and no fatigue cost. The first Link is free; each additional Mind Link increases the Telepathy cost by 1. Use of Telepathy-based skills cost Fatigue: 1 point for Very Easy tasks, 2 points for Easy, 3 for Average, and so on.

Reputation (1)/Notoriety (2)/Legendary (3)

These Abilities reflect how widely known a character is and, to some extent, shape how others may react to him. (Or vice-versa: heroes have been known to trade on their reputations . . .) Such reactions might be favorable or unfavorable. It all depends on the circumstances. This is listed as an Ability because the character, knowing his status, can use it for better or worse.

A character with a Reputation is known in his local community, and known for a distinct reason. (Quark has this, aboard Deep Space 9 only.)

Notoriety means that a rather large community has a solid idea of what you are like (or thinks they do) based on a good deal of talk. (This would be Data's rep, within the Federation.)

A 3-point Reputation (Legend) means a vast number of

people have an indelible concept of who and what you are (often inflated and/or stereotyped) based on a major body of information. (Kirk has this by the time of his "death" in the first part of Generations, across the entire Federation and extending into at least the military and political circles in the Klingon and Romulan Empires.)

A Reputation means people who meet you have a starting place for what they think about you, and the bigger the Reputation, the harder it will be for your deeds while interacting directly with them to overcome that impression. A Reputation can create a different impression in different communities. (In the UFP, Kirk's reputation is a positive one, but in the Romulan Empire it would be a different story. He's a wanted criminal! The Klingon opinion of him flip-flops considerably after the Khitomer conference incident, but the size of his Reputation doesn't change -- just the vector of the reaction to it.)

Starfleet Employee (0)/Crewman (1)/Officer (2)/Command Officer (3)

The Academy cannot possibly turn out enough skilled officers to fill the needs of the entire Starfleet. Civilians with appropriate technical or scientific background are given a brief space-training cycle at a starbase and then are signed to an employment agreement for a specific term (usually two years). These are called "Technicians" or "Specialists," depending on degree of expertise.

Lower-skill positions are filled by persons who have agreed to serve the Federation for a term (usually two years). They take the Oath of Service just like any officer and (after a six-month training period) perform the day-to-day work of the starship. These are called "Crewmen" or "Yeomen" depending on their experience.

Combining the professional education with the long-term oath of service, officers provide leadership and direction for the Starfleet. While not technically "officers" (graduates of the four-year Academy program), Chiefs are included in this category because of their long experience. Almost all of the major *Trek* characters are officers. The rank progression in officers proceeds thus: Chief, Ensign, Lieutenant Junior Grade, Lieutenant, Lieutenant Commander.

Command Officers have years of expertise and proven competency to lead. Ranks are Commander, Captain, Fleet Captain, Commodore, Vice Admiral, Admiral. (Fleet Captain and Commodore are out-of-use in the 24th Century.) Command Officers have some legal enforcement and diplomatic authority to act on behalf of the Federation.

Only Command Officers may take command of Starfleet ships or stations. However, assigned Command officers have broad discretion in establishing chains of command -within- their command. For example, aboard Enterprise 1701, the chain went from Kirk (Capt.) to Spock (Commander) to Scott (Lt. Commander, acting under orders) and so on down. Or recall the *NextGen* episode "Arsenal of Freedom." Capt. Picard left Lieutenant Junior Grade LaForge in command of the Enterprise! A crisis arose and Lt. Comdr. Lynch suggested LaForge yield command to him. LaForge refused, stating that he could only legally yield the command to Capt. Picard or Commander Riker.

Personal Skills Notes

Observing: This skill is used for all tests and contests involving the use of sensors. Task difficulty is based on range; modify for size, detail of question asked, and equipment used. (A starship will have +4; a smaller Starfleet vessel will have a +2.) Give additional +2 if Computer Operation skill is P or better.

Physical Skills Notes

Melee Weapon: Notable new sub-skills include bat'telh, the Klingon honor-sword, or lirpa, the Vulcan ceremonial weapon.

Missile Weapon: Notable new sub-skills are Phasers and Disruptors. These are functionally identical to Missile Weapon: Laser and take all the same modifiers.

Vehicle Operation: New sub-skills include Shuttlecraft, Travel Pod, Workbee, etc.

Mental Skills Notes

Computer Operation: Starfleet Officers with this skill at P or better receive a +2 on default attempts against Starship skill to operate ship systems. This benefit also extends to Observing tasks using sensors.

Electronics: Among other things, this skill is used for all system repair or modification tasks. Starfleet Officers with Electronics at P or better receive a +2 on default attempts against Starship skill to repair or modify ship systems.

Hypnotism: Characters with Empathy or Telepathy Abilities get a +2.

Mechanic: New subskills include Shuttlecraft, Travel Pod, Workbee, and so on.

Medicine: This skill is broken into subskills by race (e.g., Medicine: Vulcan).

Mind Illusion: This skill allows a character with Telepathy ability to affect another intelligent person's perceptions. Task difficulty varies with the complexity of the illusion; modify by similarity of minds and number of people affected.

Mind Meld: This skill allows a character with Telepathy ability to merge his consciousness with another intelligent being. Task difficulty varies with the differences between the minds being melded: Same race -- Very Easy; Similar Race -- Easy or Average; Dissimilar Race -- Above Average to Difficult; Wildly Alien -- Very Difficult to Impossible. No other modifiers apply; physical contact is often required.

Mind Over Matter: This is the skill to use Telepathy ability to affect the physical world. The simplest effect is to move an object with only your mind; task difficulty for this varies with the weight of the object, at GM's discretion. Other effects may include disrupting circuitry, or raising or lowering temperature, or other effects on the environment. Difficulty for these tasks should be assessed by the GM.

Mind Search: This skill allows a character with Telepathy ability to survey the minds in his vicinity looking for a specific person, or for intelligent presences in general. Task difficulty varies with the size of the area searched; modify by familiarity (in the case of a specific person). You automatically succeed if you Mind Search for someone you have a Mind Link with (unless someone else is interfering . . .)

Mind Sight: This skill allows a character with Telepathic ability to sense something not physically present. This could be a seeing or hearing of something far away (clairvoyance/clairaudience) or perhaps in the past (psychometry). Task difficulty should be based on range; modify by familiarity. "I know right where my math book is" is (difficulty+4); looking into the study of your math professor is harder (difficulty +0), and remotely viewing the answers for tomorrow's final exam would be quite difficult (difficulty-4).

Mind Speech: This skill allows a character with Telepathy ability to send or receive thoughts. Task difficulty varies with the complexity of the message; modify for range between the "speakers." Repeated efforts of the same message get a bonus to skill, but cost the same Fatigue.

Science: Psychology: This skill, as with many Knowledge & Science skills, is broken into subskills by race.

Starship: This skill represents the ability to operate and repair systems commonly found aboard faster-than-light vessels and must be specialized. Subskills include:

Helm -- moving the ship at all speeds from maneuvering jets to warp drive;

Tactical Systems -- that's weapons, but also Tractor Beams;

Defense Systems -- that's deflector shields, dynamic armor, and cloaks;

Communications -- intercom, short range, long range and translators;

Life Support -- including food, water, air, gravity, inertial compensation;

Damage Control -- specific short-term damage management protocols, and upkeep of the ship's structure;

Warp Drive -- faster-than-light drive and power systems;

Impulse Drive -- slower-than-light drives and power systems;

Transporters -- transmission, reception, quarantine procedures, etc.;

Security Systems -- internal force fields, containments, locks, etc. This is the higher tech form for Lockpicking skill.

Starfleet Officers who have purchased a Starship skill may use any other Starship skill at a default level one lower than purchased. They can receive a +2 to this default use if Computer Operation skill is P or E; and can receive a +1 if they are Command Officers. These two bonuses apply only to tests or contests involving operation, not for repair or modification. A bonus of +2 for default repair or modification tasks can be received if the character's Electronics skill is P or E.

Psionics Use Modifiers

RANGE	MOD	RACE	MOD
Touch	+4	Same Race	+2
Close	+2	Similar Race	0
Medium	0	Dissimilar Race	-2
Long	-2	Wildly Alien	-4
NO AFFECTED	MOD	FAMILIARITY	MOD
1	+2	Dearly Loved	+4
2-5	0	Close Friend	+2
6-10	-2	Acquaintance	0
11-20	-4	Complete Stranger	-2
21-40	-6		
(and so on)			

RULES Matters

Healing Damage

Note the following changes from the Core Rules.

First Aid: if successful, immediately restores 4 Hit Points.

Natural Healing: still restores 2 Hit Points per week. Sorry, it's inherent in the biochemistry.

Hospital Care: restores 8 Hit Points per week, plus 1D10 for state-of-the-art facilities if available.

PLAIN LABEL FINAL FRONTIER ABILITIES / DISABILITIES LISTS

Zero-Point Abilities

Acute Sense of Direction
Flexible
Intuition
Minor Sponsor
Perfect Pitch
Sensible
Speedreading
Starfleet Employee

1-Point Abilities

Acute Hearing
Acute Vision
Ambidexterity
Ear For Language
Empathy
Financial Independence
Photographic Memory
Presence
Reputation
Resistance to Aging
Resistance to Disease
Resistance to Toxins
Significant Sponsor
Starfleet Crewman
Superior Training
Unrestricted Activity

2-Point Abilities

Immunity to Aging*
Immunity to Disease*
Immunity to Toxins*
Major Sponsor
Notoriety
Rapid Healing
Starfleet Officer
Telepathy
Wealth

3-Point Abilities

Legendary
Massive Wealth
Regeneration*
Starfleet Command Officer

*usually only appropriate as racial traits

Zero-Point Disabilities

Distinctive Appearance
Eccentricity
Impaired Speech
Mild Allergy
Minor Enemy
Minor Secret
Slight Limp

1-Point Disabilities

Compulsion
Fear
Financial Restriction
Inhuman Appearance
Impaired Hearing
Impaired Vision
Limited Manipulation
Remarkable Appearance
Restricted Activity
Severe Allergy
Severe Limp
Significant Enemy
Significant Secret
Water Shy

2-Point Disabilities

Dangerous Allergy
Deafness
Hideous Appearance
Illiteracy
Limited Movement
Major Enemy
Major Secret
Mute
Obsession
Phobia
Poverty

3-Point Disabilities

Blindness
Mania
Nemesis
Restricted Movement
Terror

PLAIN LABEL FINAL FRONTIER SKILL LIST

(Skills with a colon (:) after them are General Skills; selection of a sub-skill is required.)

Personal Skills

(add bonus to indicated Stat)

Brawling (S)
Climbing (C)
Convincing (I)
Dodging (C)
Grappling (S)
Jumping (S)
Lifting (S)
Observing (I)
Researching (I)
Running (S)
Teaching (I)

Physical Skills (add bonus to C)

Acrobatics
Disguise
Escape
Forgery
Lockpicking
Martial Arts:
Melee Weapon:
Missile Weapon:
Mountaineering
Off-Hand Weapon:
Parachuting
Pickpocket
Riding:
Shield
Sleight of Hand
Sports:
Stealth
Swimming
Thrown Weapon:
Vacuum Suit
Vehicle Operation:
Zero-G Maneuvering

Mental Skills (add bonus to I)

Animal Handling
Artistic Expression:
Civil Engineering
Combat Awareness
Computer Operation
Computer Programming
Computer Technology
Criminal Investigation
Demolition
Electronics
First Aid
Gambling
History:
Hypnotism
Inventing
Knowledge:
Languages:
Law:
Mechanic:
Mechanical Engineering
Medicine
Merchant
Military Engineering
Mind Illusion
Mind Meld
Mind Over Matter
Mind Search
Mind Sight
Mind Speech
Naturalist:
Navigation:
Performance:
Science:
Scrounging
Scuba
Seamanship
Social Grace
Starship:
Streetwise
Survival:
Theology:
Tracking
Traps
Veterinary
Writing:

★ Phasor I

UFP Defensive Sidearm



Stun Setting:
Roll 1D10; apply to FP

Heat Setting:
Roll 2D10; treat as Fire Damage

Disrupt Setting:
Roll 1D10; treat as normal damage

Dematerialize Setting:
Roll 2D10; treat as normal damage

S 10	M 25	L 50	X 100
Roll	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10
DMG	1 3 5 7 8 10 12 14 15 17	1 1 12 13 14 15 16 17 18 19 20	1 1 12 13 14 15 16 17 18 19 20
DMG	19 21 22 24 26 28 29 31 33 35		

★ Communicator

UFP



Allows ground-to-ground or ship-to-ground communications; necessary for transporter use; also functions as remote life support monitor. Maximum range 40,000 km.

★ Phasor II

Standard UFP Sidearm



Stun Setting:
Roll 1D10; apply to FP

Heat Setting:
Roll 2D10; treat as Fire Damage

Disrupt Setting:
Roll 1D10; treat as normal damage

Dematerialize Setting:
Roll 2D10; treat as normal damage

S 15	M 40	L 75	X 150
Roll	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10
DMG	2 4 6 8 10 12 14 16 18 20	1 1 12 13 14 15 16 17 18 19 20	1 1 12 13 14 15 16 17 18 19 20
DMG	22 24 26 28 30 32 34 36 38 40		

★ Tricorder

UFP Data Mgmt. Tool



Gives +2 to Observing or other Tests using the Tricorder's sensors or computer.

Typical uses include Detections of Energy Sources, Compounds, or Life Forms; Medical Diagnosis; Sentry. Atypical uses include Universal Translation or broadcast emission of any kind.

★ Disruptor

Common Sonic Weapon



Low:
Roll 1D10

Medium:
Roll 1D10; add 10 to the rolled damage

High:
Roll 2D10

S 10	M 25	L 40	X 120
Roll	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10
DMG	2 4 6 8 10 12 14 16 18 20	1 1 12 13 14 15 16 17 18 19 20	1 1 12 13 14 15 16 17 18 19 20
DMG	22 24 26 28 30 32 34 36 38 40		

★ Life Support Belt

Power Duration: 4 hours under normal usage.

Provides protection from hazardous atmosphere, vacuum, or radiation. Provides limited protection from physical impact (treat as Armor -15; each time the Armor value is exceeded, the belt's charge life drops by 30 mins.)

The force field aura changes color (from green-yellow through yellow, orange and red) to indicate diminishing power.

★ Universal Translator

Handheld device which analyzes communication patterns seeking common referents, then applies those rules to translate previously unknown languages. Processing power is limited unless linked to tricorder or larger computer system.

★ Medikit

Belt-worn field kit; contains medical tricorder, small tissue regenerators, a hypodermic, and an assortment of prefabricated multi-purpose medications, including: sedatives (mild, moderate & heavy) anti-toxins (ditto) stimulants (likewise) specific medicinal drugs, such as anti-radiation treatments; and probably other stuff I've forgot

Restores 2 add'l Hit Points when used in conjunction w/First Aid or Medicine Skill

Plain Label Final Frontier

Classic Era Equipment

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