

STAR TREK (Reworked)

(rules addendum and definitions for practical gaming in the Star Trek universe using an emulsion of systems from White Wolf's Vampire: The Masquerade 3rd edition and The Star Trek Role Playing Game by Decipher Publishing)

Series: The name of the storyline

Allegiance: Government that one claims or is claimed by

Species: your race

Archetype: Select an archetype from the white-wolf literature and assume it as a personality guideline. Many trek villains and heroes alike are somewhat transparent characters hence the deletion of "demeanor" for those that wish to truly hide their archetype one should be chosen that demonstrates such deceptive tendencies.

Rank: The Base rank for any character is civilian / citizen (like 13th generation in Vampire) Taking the promotion trait increases one's rank and titles depending on one's allegiance. For non military characters, other appropriate titles depending on profession will be assigned.

Promotion: If promotion is chosen as a trait, then the appropriate designation is placed here.

Ranks are as follows:

Promo	Federation	Klingon	Romulan	Cardassian	Ferengi	Pirate/Rogue	Politician
1	Enlisted/Cadet	Bekk	uhlan	iral	Zok	Apprentice	Advisor
2	Ensign	1st	1 st Uhlan	Dja	1 st Zok	Fellowcraft	Delegate
3	Lt. Jr. Grade	Warrior 2nd	Sub Lt.	Kara	Sup Letek	Brother	Councilor
4	Lieutenant	Warrior 3rd	Lt.	Glen	Letek	Cutthroat	Chairman
5	Lt. Cmdr	Lt.	Centurion	Gil	Sub-Taar	Assassain	Ambassador
6	Commander	Cmdr.	Sub cmdr.	Glinn	Taar	Master thief	Minister
7	Captain	Captain	Cmdr.	Gul	Daimon	Grand Master	Prime Minister

Profession: The character's career (officer, rogue, diplomat)

Concept: A more refined definition of a character not just what their job is (Starfleet brat, empathic Vulcan, tal shiar spy) another means of further describing and fleshing out a character that is not specifically related to their profession.

Talent: Enterprise – a talent associated with improvisation, ingenuity, "MacGyver-ing" and coming up with impromptu solutions or ideas

Skill: Demolitions – skill associated with any type of ordinance, structural destruction, explosives, etc.

Skill: Diplomacy – skill associated with negotiations, bargaining, arbitration, compromising. (Basically solving problems without force)

Trait: Psionic – the ability to transmit and or receive mental signals. If Psionic is taken as a trait, freebie points (and racial modifiers) ONLY may be used to assign points in the 4 basic Psionic skills. Spending of freebies occurs after picking traits and you must pick the psionic trait before gaining access to such skills. This is a measure of balancing psionics and reflecting the intense discipline and practice needed to perfect them even by races that are born with the potential to have them. The base range for use of any psionic skill is 25 yards without knowledge of the target, 50 yards with knowledge of the target., and 100 yards within clear line of sight of the target.

Skill: PSI-Empathy – skill associated with receiving and broadcasting raw emotional psionic signals. Difficulty should be based of distance from target, barriers between user and tarter, and familiarity. Empathy is considered always on for the purposes of reception and off for the purposes of transmission. To obtain specific information beyond surface emotions the Empath must roll Perception + Empathy difficulty 6 for non psi targets and difficulty of the target's Wits + Mind Shield for psionic targets. Empathy has no affect on Psionically mute races. To broadcast emotions the target must expend 2 resolve and roll Charisma + Empathy difficulty 6 for open broadcasting (all available receivers) and difficulty 8 for reception to specific

individuals. Targets may receive intentional broadcasts without rolling or may resist using mind control or by spending 4 resolve and one willpower and rolling their willpower difficulty 8 and exceeding 5 successes (non psi only)

Skill: PSI-Telepathy – skill associated with receiving and or broadcasting thoughts through speech and or visual imagery. Difficulty should be similar to those for empathy but also adjusted based on linguistic barriers. Telepathy is considered always on for the purposes of reception and off for the purposes of transmission. To obtain specific information beyond surface thoughts, the Telepath must roll Perception + Investigation difficulty 6 for non psi targets and difficulty of the target's Wits + Mind Shield for psionic targets. Empathy has no affect on Psionically mute races. To broadcast thoughts the target must expend 2 resolve and roll Charisma + Expression difficulty 6 for open broadcasting (all available receivers) and difficulty 8 for reception to specific individuals. Targets may receive intentional broadcasts without rolling or may resist using mind control or by spending 4 resolve and one willpower and rolling their willpower difficulty 8 and exceeding 5 successes (non psi only). When using Telepathy without knowledge of a target's language, mental images only may be transmitted or received and even then in the case of alien races, there should be increased difficulty of interpretation due to cultural and societal differences.

Skill: PSI-Mind Control – skill associated with sending sensory data to fool, manipulate, command, or otherwise alter the behavior of a target. This skill can also be used to interfere with the biological functions controlled by the brain of the user OR a target. To utilize, the acting psionist must first establish empathic or telepathic contact with a target, then they must spend 1 willpower and 2 resolve and roll Charisma + Subterfuge difficulty of the target's willpower in order to give a target a simple non-life threatening suggestion or fool one of the target's senses. Commands that seem more outrageous or personally harmful to the target cause an increase in difficulty. Affecting another sense of the target's increases the difficulty by one per sense affected. Affecting multiple targets further increases the difficulty by one per additional target affected. Altering brain functions with this ability requires the psionist to make empathic or telepathic contact and then roll manipulation plus medicine difficulty of the target's Stamina + Wits. Successes determine the ability of control one can exercise over the target's physiology. 1 success = cause target to sweat, change facial expression, heart rate increase slightly / 5 or more successes induce cardiac arrest, increase or decrease all physical attributes by three, control the target's bodily movements completely. Unwilling targets may resist the affects of this skill by expending 4 points of resolve and 1 point of willpower and rolling their willpower difficulty 8 to contest successes of the psionist. Those beings possessing psionics themselves may roll as above or roll Wits + Mind Shield difficulty 6 as a contested roll. This and all psionic skills have NO AFFECT on psionically mute races.

Skill: PSI-Mind Shield – skill associated with protecting the consciousness of one's self or of someone that the psionist is in telepathic or physical contact with. Empaths and Telepaths are considered always receiving surface transmissions unless actively using mind shield to close out all incoming transmissions. Use of mind shield in every day circumstances in order to filter out background noise is considered effortless. (especially dealing with non-psionic beings). Mind shield is reflexive for the purpose of assigning difficulty to a psionist acting upon the character but may also be used actively in resisting the affects of psionics. Resisting the use of psionics requires the character to roll Wits + Mind Shield as a contested roll against the use of empathy, telepathy, and mind control

Merit / Flaw: Psionic Range

- 3: Touch only. Use of psionic skills limited to physical contact, clothing is not a barrier but EV suits and other armors may prevent contact.
- 1: Line of sight and nearby. Use is limited to visible targets within 10 yards.
- +1: Extended Reach: use is increased by 50% of the base range
- +3: Far Reach: use is extended to 3 times the base range
- +5: Vast Reach: use is limited only by the character's resolve. 1 resolve used = ¼ of a Light year. (Roughly 1.5 trillion miles). Transmitting over these vast distances is taxing on even the most potent minds and causes the loss of all of the character's willpower (which may be regained over 12 hours of restful activity) and the character suffers a -3 to all dice pools and may not utilize the psionic skill used until all willpower is restored.

Skill ranged weapons – the use of any non melee/non ordinance weapon used at a distance.

Knowledge: System Operations- knowledge associated with use of onboard systems of various types (flight control, transporters, ship protocol, replicators, weapons, shields)

Knowledge: Engineering- knowledge associated with engine and system maintenance, fabrication, repair, design, construction, modification, as well as things like warp theory and basic scientific principles associated with other engineering uses. Such as knowing how much power and EPS conduit can withstand before blowing out or what know galactic phenomenon can disrupt a stable warp field.

Knowledge: Alien Culture – duh. Knowing about cultures of different species. (this assumes that there IS available data on the species). For example, information about Klingon culture is far more readily available than information dealing with Species 8472

Backgrounds: Most standard white wolf backgrounds that apply to mortals as well as the following new backgrounds:

Personal Development

Professional development

Traits: You may select up to +5 traits (you may select additional positive traits by selecting negative traits to balance out but you may have no more than an ABSOLUTE value of 15 at character creation). Each trait will be codified into this modified system on a per use basis. Those characters taking Psionic as a trait must not be from a psionically mute species (such as the Breen or Ferengi) and must have skill points assigned in at least ONE of the 4 basic categories of psionic skills to use them (empathy, telepathy, mind control, mind shield)

Values work the same as vampire. Conscience + self control = INTEGRITY (integrity may never exceed your con +self control. Courage is your starting willpower.

Integrity is used much like a moral ethical code which can be used to resist temptation and things that would be “out of character”

Resolve is used similarly to “blood pool” and can be thought of as storehouses of energy and determination that can be called upon in extreme circumstances.

EACH point of willpower equals 4 points of resolve.

1 point of resolve: lower a difficulty by 1, raise 1 physical attribute to maximum for 1 round, ignore wound penalties for 1 round.

2 points of resolve: raise 2 physical attributes to maximum for 1 round, ignore wound penalties for 2 rounds

3 points of resolve: raise all physical attributes to maximum for 1 round, ignore wound penalties for 3 rounds

4 points of resolve: 1 automatic success, raise all physical attribute to maximum for 4 rounds, ignore wound penalties for 4 rounds

Health: Each time a point of damage is taken (after an unsuccessful stamina soak roll) a health level is marked off and the corresponding wound penalty applies to die pools. Wounds regenerate naturally at a rate of 1 per day if untreated and 1 per hour if successfully treated with advanced medical technology. Simple first aid applied to a patient can stabilize the wounded character (unless at death's door) for 1 hour per success of a wits plus medicine roll difficulty 8. Each success above 5 heals one health level of damage. When a character reaches “Death's door” they are technically dead but may be revived if they receive proper medical attention within 10 minutes per point of stamina that the character possesses. If a character more than 4 wound points beyond their maximum (after soak) then they are completely vaporized or their physical form otherwise completely and irrevocably destroyed.

Credits: measured in standard federation credits and have a 1:1 exchange rate with a slip of gold pressed latinum. 10 slips = 1 strip. 10 strips = 1 bar. 10 bars = 1 ingot.

Merits/Flaws: May be bought with freebie points from the white-wolf system at the rate of 3 x the merit cost or with an equivalent balance of flaws. Merits and flaws must be relevant and applicable to the star Trek universe and time period.

Character creation: rank attributes as primary, secondary, and tertiary. Assign 7 dots to your primary, 5 dots to your secondary and 3 dots to your tertiary set. Rank your talents, skill, and knowledges similarly and assign 13 to your primary, 9 to your secondary, and 5 to your tertiary. (You may not assign any more than 3 dots to any attribute or ability at this point. Additional dots may be bought with freebie points.) You may spend 5 points in backgrounds (those appropriate from white-wolf) Select traits from the personal and professional development section in the Star Trek RPG book. (5 for free and up to 5 more if bought with equivalent negative traits from the ST: RPG book). Assign 7 dots among virtues. Conscience +Self control = integrity score. Courage = starting willpower. Record species bonuses and restrictions. Record trait effects, and species bonuses, spend 30 freebie points at the same White-Wolf rate with the exception of willpower which cost 5 points per dot.

Experience:

- 1 automatic
- 1 for exceptionally heroic/honorable acts
- 1 for learning curve
- 1 for significant character development
- 1 for exceptional role playing
- 2 or more for end of a series

Spending experience:

Unlike vampire where disciplines and supernatural abilities are the norm, star trek characters enhance their attributes and abilities within the confines of normal racial development. IT does not make sense to allow the purchasing of traits beyond character creation (though it is feasible to award them to characters in game if circumstances dictate them) Most characters will spend their experience points in the advancement of abilities, attributes, virtues and willpower, this being the case their costs are increased beyond those of the standard Vampire system to account for the lack of disciplines to spend xp on and to reflect the inherent resistance to and difficulty of affecting personal change in one's self. Advancement in Star Trek is more about perfection of one's self and less about moving through a hierarchy in order to obtain power.

- Attributes: *7x the current level* to raise an attribute
- Abilities: *4 xp for a new ability. 5x current level* to raise an ability
- Virtues: *7x the current level*
- Traits: You may buy away negative traits at a cost of *10 xp per trait* (or trait level for multiple levels)
- Willpower: *5x current level*
- Merits/Flaws: *10x current level* to buy away flaws or add new merits. (only merits that are story appropriate may be bought with xp. No one suddenly develops an eidetic memory overnight for no good reason.

