ATTRIBUTES (1)

INITIAL ROLL
Dice Roll: As Below
Modifiers: As Below

INITIAL DICE ROLLS

Attribute	Roll
STR	40 + 3D10
END	40 + 3D10
INT	40 + 3D10
DEX	40 + 3D10
CHA	40 + 3D10
LUC	D100
PSI	D100

RACIAL MODIFIERS TO ATTRIBUTES

PLAYER CHARACTER RACES	STR	END	INT	DEX	CHA	LUC	PSI
Human	-	-	-	-	-	-	-30
Andorian	+10	+5	-	-	-	-20	-20
Caitian	-	-5	-	+20	+5	-10	-30
Edoan	-	-5	-	+15	-	-15	-35
Tellarite	+5	+5	-	-	-10	-20	-40
Vulcan	+20	+10	+10	-	-	-	-40

BONUS POINTS
Dice Roll: D100/2, Round Down
Choice: Any But PSI
Restrictions:
  No More Than 30 In One Attribute
  No Attribute More Than 100

PRE-ACADEMY SKILLS (2)

Number: INT/10, Round Down
Rating: 1D10
Choice: Half From Each Table

PRE-ACADEMY SKILLS TABLE

For Educational Background:
  Computer Operation
  * Language
  * Life Sciences
    General Medicine (First Aid only)
  * Physical Sciences
  * Planetary Sciences
  * Social Sciences
  * Space Sciences
  * Trivia

For Personal Development:
  * Artistic Expression
    Carousing
    Communication Systems Operation
    Communication Systems Technology
    Computer Technology
    Electronics Technology
  * Gaming
  * Language
    Leadership
  * Marksmanship, Archaic Weapon
    Mechanical Engineering
    Negotiation/Diplomacy
  * Personal Combat, Armed
    Personal Combat, Unarmed
  * Planetary Survival
  * Sports
    Streetwise
  * Trivia
  * Vehicle Operation

ACADEMY SKILLS (3)

CURRICULUM SKILLS
Number: As Below
Rating: As Below
Choice: As Below

ACADEMY CURRICULUM SKILLS TABLE

For Core Curriculum:

Computer Operation	20
* Language	15
* Life Sciences	One at 10
* Physical Sciences	One at 10
* Planetary Sciences	One at 10
Social Sciences	
Federation Culture/History	15
Federation Law	15

For Space Science Curriculum:

* Space Sciences	
Astronomy	10
Other Space Sciences	Two at 10
Damage Control Procedures	10
Environmental Suit Operation	10
Starship Sensors	10
Transporter Operation Procedures	10
Zero-G Operations	10

For Officer Training Curriculum:

General Medicine (First Aid)	10
Instruction	10
Leadership	10
Marksmanship, Modern Weapon	20
Personal Combat, Unarmed	20
Personal Weapons Technology	5
Small Equip. Syst. Operation	10

OUTSIDE ELECTIVES
Number: 5
Rating: 10
Choice: As Below

ACADEMY ELECTIVE SKILLS TABLE

* Artistic Expression
  Carousing
* Gaming
* Marksmanship, Archaic Weapon
  Negotiation/Diplomacy
* Personal Combat, Armed
  Shuttlecraft Pilot
* Sports
  Streetwise
* Trivia

ADVANCED STUDY
Number: INT/10, Round Down, +5
Rating: 1D10
Choice: Only Skills Already Known

BRANCH SCHOOL SKILLS (4)

CURRICULUM SKILLS
Number: As Below
Rating: As Below
Choice: All From One School

COMMUNICATIONS/DAMAGE CONTROL BRANCH SCHOOL CURRICULUM TABLE

Communication Systems Operation	40
Communication Systems Technology	10
Computer Technology	10
Damage Control Procedures	30
* Language	30 total, used in any way
* Racial Culture/History	30 total, used in any way

ENGINEERING BRANCH SCHOOL CURRICULUM TABLE

Astronautics (Space Science)	10
Communication Systems Technology	10
Computer Technology	10
Deflector Shields Technology	10
Electronics Technology	10
Life Support Systems Technology	10
Mechanical Engineering	10
Personal Weapons Technology	5
Starship Weaponry Technology	10
Shuttlecraft Systems Technology	10
Small Equip. Sys. Technology	10
Transporter Systems Technology	10
Warp Drive Technology	10
Specialties (from above skills)	three at 30 extra one at 10 extra one at 5 extra

HELM BRANCH SCHOOL CURRICULUM TABLE

Shuttlecraft Pilot	10
* Space Sciences	
Astrogation	10
One other	10
Starship Combat Strategy/Tactics	10
Starship Helm Operation	40
Starship Sensors	10
Starship Weaponry Operation	40
Starship Weaponry Technology	10
Warp Drive Technology	10

MEDICAL BRANCH SCHOOL CURRICULUM TABLE

Computer Operation	20
* Language	20
* Life Sciences	three at 10
Life Support System Technology	10
* Medical Sciences	
General Medicine	
Specialty Race	60
Other Races	total of 40
Psychology	
Specialty Race	40
Other Races	total of 40
Other Specialties	total of 50
Small Equipment Systems Operation	10

NAVIGATION BRANCH SCHOOL CURRICULUM TABLE

Computer Operation	20
Deflector Shield Operation	40
Deflector Shield Technology	10
* Space Sciences	
Astrogation	40
Others	two at 10
Starship Sensors	10

SCIENCE BRANCH SCHOOL CURRICULUM TABLE

Computer Operation	30
Computer Technology	10
Electronics Technology	10
Environmental Suit Operation	20
* Language	20
* Sciences (any except Medical or Social)	
Related majors	two at 40
Minors	two at 30
Other fields	four at 10
Any field	total of 20
Starship Sensors	30

SECURITY BRANCH SCHOOL CURRICULUM TABLE

Environmental Suit Operation	10
Federation Law (Social Science)	5
Marksmanship, Modern Weapon	20
Personal Combat, Unarmed	20
Personal Weapons Technology	5
Psychology, Native (Medical Science)	10
Security Procedures	40
Small Unit Tactics	20
Shuttlecraft Pilot	20

OUTSIDE ELECTIVES
Number: 2
Rating: 1D10
Choice: Open

ADVANCED TRAINING
Number: 5
Rating: 1D10
Choice: Only Skills Already Known

CADET CRUISE RESULTS (5)

ASSIGNMENT
Dice Roll: D100
Modifiers: As Below

CADET CRUISE ASSIGNMENT TABLE

Die Roll	Assignment
15 or less	Exploration Command, Const. class
16—25	Galaxy Exploration Command
26—50	Military Operations Command
51—75	Colonial Operations Command
76+	Merchant Marine Command

Modifiers For Cadet Cruise Assignment

For Attribute Scores

INT 70+	-10
INT 60—69	-5
LUC 70+	-10
LUC 60—69	-5
LUC 40 or less	+5
Per Previous Cadet Cruise	+10

RESULTS
Dice Roll: D100
Modifiers: As Below

CADET CRUISE RESULTS TABLE

Die Roll	Result
5 or less	Passed with High Honors Promoted to Lieutenant, jg
6—15	Passed with Honors Assigned as Ensign
16—60	Passed; assigned as Ensign
60+	Repeat Cruise Procedure

Modifiers To Cadet Cruise Results

For Assignment

Exploration Command, Const. class	-20
Exploration Command	-10
Military Operations Command	-10
Colonial Operations Command	No Modifier
Merchant Marine Command	+10

For Attribute Scores

LUC 70+	-10
LUC 60—69	-5
LUC 40 or less	+5
For Any Previous Cruise	+10

DEPARTMENT HEAD SCHOOL SKILLS (6)

CURRICULUM SKILLS
Number: 3
Rating: As Below
Choice: As Below

DEPARTMENT HEAD SCHOOL SKILLS TABLE

Administration	40
Computer Operation	15
Leadership	20

ADVANCED TRAINING
Number: INT/10, Round Down
Rating: 1D10
Choice: Only Skills Already Known

RANK
Automatic 1-Rank Promotion

COMMAND SCHOOL SKILLS (7)

CURRICULUM SKILLS
Number: 5
Rating: As Below
Choice: As Below

COMMAND SCHOOL SKILLS TABLE

Leadership	10
Negotiation/Diplomacy	10
Social Science	
Federation Culture/History	5
Federation Law	10
Starship Combat Strategy/Tactics	40

ADVANCED TRAINING
Number: INT/10, Round Down
Rating: 1D10
Choice: Only Skills Already Known

RANK
Automatic 1-Rank Promotion

POST ACADEMY EXPERIENCE AND SKILLS (8)

NUMBER OF TOURS SERVED
Dice Roll: 1D10/2, Round Down
  (if result is 0, make it 1)
Modifiers: As Below

TABLE OF MODIFIERS FOR TOURS SERVED

For Attributes

INT 60+	-1 tour
LUC 60+	-1 tour
LUC 40 or less	+1 tour

For Destined Rank

Ensign	-1 tour
Lieutenant, jg, or Lieutenant	No Modifier
Lieutenant Commander or Commander	+1 tour
Captain	+2 tours
Commodore or above	+3 tours

For Destined Position

Captain or First Officer	+2 tours
Department Head	+1 tour
Const. class officer	+1 tour

FIRST TOUR ASSIGNMENT
Dice Roll: D100
Modifiers: As Below

FIRST TOUR ASSIGNMENT TABLE

Die Roll	Posting
10 or less	Const. Class Starship
11—20	Galaxy Exploration Command
21—30	Military Operations Command
31—60	Colonial Operations Command
61 or more	Merchant Marine Command

Modifiers For Tour Assignments

For Attributes

INT 70+	-10
INT 60-69	-5
LUC 70+	-10
LUC 60-69	-5

For Cadet Cruise Results

High Honors	-20
Honors	-10

OFFICER EFFICIENCY REPORTS
Dice Roll: D100
Modifiers: As Below

OFFICER EFFICIENCY REPORT RESULTS TABLE

Die Roll	Report
10 or less	Outstanding
1—25	Excellent
26—75	As Expected
76—90	Fair
91 or more	Poor

Modifiers To OER Results

INT 60+	-10
LUC 70+	-10
LUC 60—69	-5

TOUR ASSIGNMENTS
Dice Roll: D100
Modifiers To Determine Table: As Below
(modifiers are not applied to roll)

TOUR ASSIGNMENTS TABLE

Assignment	-25 or less	-10 to -20	-5 to +5	+10 to +20	+25
Constitution-Class Starship	01 - 30	01 - 20	01 - 10	...	...
Galaxy Exploration Command	31 - 50	21 - 40	11 - 20	01 - 10	...
Military Operations Command	51 - 70	41 - 60	21 - 30	11 - 20	01 - 10
Colonial Operations Command	71 - 75	61 - 70	31 - 60	21 - 50	11 - 50
Merchant Marines Command	76 - 80	71 - 80	61 - 80	51 - 90	51 - 90
Star Base Headquarters Command	81 - 90	81 - 90	81 - 90	91 - 00	91 - 00
Star Fleet Academy	91 - 00	91 - 00	91 - 00	...	...

Modifiers For Tour Assignment Rolls

For Luck

LUC 70+	-10
LUC 60 - 69	-5
LUC 40 or less	+5

For Officer Efficiency Reports

Outstanding	-20
Excellent	-10
As Expected	0
Fair	+10
Poor	+20

SKILL ADVANCEMENT
Number: As Below
Rating: 1D10
Choice: Only Skills Already Known

SKILL ADVANCEMENT TABLE FOR POST-ACADEMY EXPERIENCE

For Service:

Per 2 years of service	1 roll
Per 2 years on Const.-class ship	1 extra roll
Per tour as Academy Instructor	1 extra roll in Instruction
Per tour on Star Base duty	1 extra roll in Administration
Per tour on Merchant Marine or Star Base duty	1 extra roll in Carousing or Streetwise

For Attributes:

INT 70+	2 rolls
INT 60 — 69	1 roll
LUC 70+	2 rolls
LUC 60 — 69	1 roll

For Cadet Cruise Results:

Per Cadet Cruise after first	1 extra roll in Carousing or Streetwise

CHARACTER AGE (9)

Add years spent to age when entering Academy.

AGE FOR THE TRAINING PROCESS

Age when entering Academy	18
Modifiers For Training	
Academy	4
Branch School	
Science	3.5
Medicine	3.5
Engineering	2.5
Others	1.5
Per Cadet Cruise	.5
Department Head School	1
Command School	1
Per year of service	1