

PRIME DIRECTIVE:

STARSHIP CREW CHARACTERS

by Gary Plana

In the PD Rulebook and subsequent publications, the bias of the game was towards Prime Teams; players were not intended (or expected!) to run other types of characters. Since PD1 was published, there have been numerous requests to expand the character generation rules to include other types of characters, specifically starship crewmembers. This article addresses that! This replaces Rule Section 1.4, "Selecting your Service Division" in toto and also the "Skills By Service Division" portion of Rule Section 1.5. Players should select their character's race, initial characteristics, and (if necessary) "tweak" characteristics before proceeding.

As this article is all about starship crew, all characters are assumed to be Star Fleet, not Marines.

The player first selects the character's Service Division. The choices for this are: Command, Operations, Science, Engineering, Staff, Security, and Flight. The skill and characteristic mods listed below for each Service Division are then added/applied to the character sheet. The character must then select a specialization within the Service Division, and receives the benefits listed for each, as given below.

COMMAND

These are the bridge officers of the unrestricted line, general fleet officers who may one day rise to command starships and who serve in various duty and leadership posts.

All: +1 LDR, +1 Starfleet Regulations & Operations.

Helm/Navigation: +2 to the following skills: Pilot (Starship Helm), Pilot (Shuttle), Pilot (Fighter), Astrogation, Sensor Systems, Ship's Weapon Systems, Ship's Systems; +2 to any ONE of the Pilot skills.

Tactical/Weapons: +4 Ship's Weapon Systems, +1 to the following: Pilot (Starship Helm), Sensor Systems, Ship's Systems, Electronics; +12 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this manner.

Field Command: +1 INT; +8 to any combination of skills, excluding TEC, LGC, and GKN-based skills; no skill level may be brought above a value of 4 in this manner.

Liaison: +1 GKN, +2 to the following skills: Oration, Persuasion, Evaluation, Fast Talk, Cultural Knowledge (General).

OPERATIONS

This category covers most "enlisted" personnel and some specialist officers serving in technical positions.

All: +1 to LGC -or- INT, +2 Console Operations; +12 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this manner.

Operations specialist: +1 TEC, +2 to the following skills: Console Operations, Electronics, Sensor Systems, Comm Systems, System Speed.

Communication specialist: +4 Communications and Electronics, +2 Cryptography and Communications Systems

Transporter Operator: +4 Transporter and Electronics, +2 Mechanics and Sensor Systems.

SCIENCE

All: +1 GKN, +2 Sensor Systems

Sensors: +2 to the following skills: Sensor Systems, Console Operations, Investigation, Computer Systems, Electronics; +8 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this manner.

[Specializations]: +6 to -either- Physical Science -or- Natural Science; +20 to any combination of TEC or GKN-based skills; no skill level may be brought above a value of 4 in this manner.

ENGINEERING

All: +1 TEC, +2 Computer Systems.

Main Propulsion: +2 to the following skills: Electronics, Mechanics, Warp Drive Systems, Impulse Drive Systems, Power Generating Systems, Damage Control, Jury Rig; +12 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this manner.

Damage Control: +3 to the following skills: Electronics, Mechanics, Damage Control, Shield Systems, Jury Rig, +12 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this manner.

Systems Technician: +4 Electronics and Mechanics, +20 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this manner.

Life Support: +3 to the following skills: Life Support, Jury Rig, Electronics, Mechanics; +12 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this way.

STAFF

All: no bonuses.

Medical Doctor: +4 Medicine, +3 First Aid, +2 Medical Systems and Surgery +8 to any combination of Medical-related skills (including page 32 of the Federation Sourcebook); no skill level may be brought above a value of 4 in this manner.

Medical Assistant (RN, LPN, EMT, paramedic, etc.): +4 First Aid and Field Equipment, +2 to the following skills: Medicine, Medical Systems, Endurance, Fine Work, Evaluation, Damage Control; +4 to any combination of Medical-related skills (NOT repeat NOT including those listed on page 32 of the Federation Sourcebook); no skill level may be brought above 4.

Administration: +4 to Administration, +4 to Starfleet Regulations & Operations, +2 Computer Operations, Computer Programming, Investigation, Console Operations; +8 to any combination of GKN-based skills except Surgery; no skill level may be brought above a value of 4 in this manner.

Psi: +4 Philosophy (of Vulcan Disciplines), +2 Mind Scan, +12 to any combination of PSI-based skills; no skill level may be brought above a value of 4 in this manner. See also the Psi rules expansion in the Federation Sourcebook.

SECURITY

All receive: +2 Fire (Phaser), Security Procedures, and Security Systems. Non-Vulcans receive +2 INT, Vulcans receive +1 LGC and +1 DIS.

Guards: +2 Fire (Phaser), +8 to any combination of Fire (weapon) skills; no skill level may be brought above a value of 4 in this manner; +8 to any combination of ACC-based skills other than Fire (weapons); no skill level may be brought above 4 in this manner.

Investigators: +4 Investigation, Security Procedures, and Security Systems; +12 to any combination of Security-related skills; no skill level may be brought above a value of 4 in this manner.

Counter-Intelligence: +4 to Investigation, +1 to the following skills: Interrogation, Persuasion, Evaluation, Field Equipment; +12 to ANY skills; no skill level may be brought above 4 in this manner.

FLIGHT

All: no bonuses.

Pilots: +1 ACC and SPD, +4 to -either- Pilot (Shuttle) -or- Pilot (Fighter), +4 to the following skills: Astrogation, Sensor Systems, Ship's Weapon Systems; +4 to any combination of ACC-based skills -and- an additional +4 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this manner.

Deck Crew: +4 Jury Rig; +2 to the following skills: Electronics, Mechanics, Damage Control, Warp Drive Systems, Impulse Drive Systems, Sensor Systems, Ship's Weapon Systems; +4 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this manner.