

Glossary: What is all this stuff?

Advantage / Complication: Positive or negative roll modifiers. Increase/decrease difficulty numbers. (Technically count as subtypes of Traits.) The **Range** of each gives the chance of critical success/failure.

Attribute: How well your body helps you do stuff. Equivalent to D&D ability scores. The six Attributes are:

Control: Sort of like dexterity. Ability to do exactly what you wanted to do.

Daring: Sort of like willpower, courage or sanity. Ability to do things, even when you don't want to.

Fitness: Sort of like strength and constitution together. How tough and trained you are.

Insight: Sort of like wisdom. Ability to work out the why questions.

Presence: Sort of like charisma. Ability to be stunning.

Reason: Sort of like intelligence. Ability to work out the how questions, and to remember facts.

Challenge dice: Fancy d6, marked with: 1, 2, effect, effect, blank, blank. Indicated in rules with a  icon.

Damage Bonus: Number of challenge dice added to a weapon or attack's damage total.

Determination: Super-duper form of Momentum. Each character starts with 1, but these can only be activated when a Value is relevant.

Discipline: How generally good you are at different broad skill categories. The six Disciplines are:

Command: Skill at persuading others, whether by force of will, reason, intimidation, or deception.

Conn: Skill at operating devices, especially vehicles. May also include skill at moving oneself around.

Security: Skill at using, avoiding, or understanding different forms of violence, including natural hazards.

Engineering: Skill at making and fixing stuff.

Science: Skill at interpreting the world rationally. Includes both physical and social sciences.

Medicine: Skill at fixing and understanding critters.

Focus: Extra specialised skill, very narrow (and focused), but beyond the general competence of a broad Discipline. There is no set list, you're free to make up anything that suits your character. Just verify with the GM.

Injury: Qualitative indicator that something is seriously wrong with your body. More serious than Stress damage.

Milestone: Formal rules mechanism for addressing or altering Values. May also alter other characteristics.

Momentum: Kind of like force points in d20 Star Wars, or fate points in Warhammer. Bonuses per scene.

Stress: Kind of like hit points. Abstract measure of non-wounding effects of violence and danger.

Talent: Kind of like feats in D&D. Special rules effects that most characters won't share.

Trait: Any statement of fact about a character, object, or situation. May or may not have rules implications.

Value: Sort of a little like alignment, but more personal. Statements about the most fundamental and exact beliefs and motives a character holds. There is no set list, you're free to define your character's personality. From a rules point of view, a Value must be relevant in a scene before a Determination point can be spent; Value use also leads to Milestones.

Step zero: Rough concept

Have a little think about what you'd like to play as. Species, Department and general outlook on life are sufficient for a rough outline.

All initial starting stats begin as:

Attributes (each out of 12)			Disciplines (each out of 5)		
Control 7	Fitness 7	Presence 7	Command 1	Security 1	Science 1
Daring 7	Insight 7	Reason 7	Conn 1	Engineering 1	Medicine 1

Step one: Species (pg.102)

What Species are you? Choosing a species will give the following:

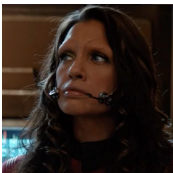
- +1 to three listed species-relevant Attributes (+3 total)
- 1 species Trait
- 1 Talent, either from the species-relevant Talents, or from the general Talents list (pg.135-136)

Either choose a species from the full list below, or roll 1d20 on the shorter table to randomly select, per era:

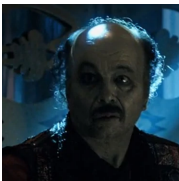
Random Species table:

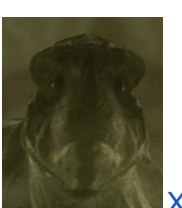
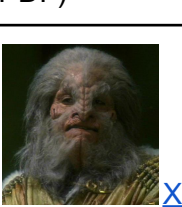
Species	Roll for ENT era	Roll for TOS era	Roll for TNG era
Andorian (roll another d20; on a roll of 20, Aenar subspecies)	1 or 2	1 or 2	1
Ardanan		3	2
Bajoran			3
Benzite			4
Betazoid			5
Bolian			6
Deltan		4 or 5	7
Denobulan	3 or 4	6	8
Efrosian		7	9
Human	5 to 15	8 to 12	10 or 11
Klingon			12
Rigellian (roll another d20; evens, Chelon; odds, Jelna)		13	13
Risian	16	14	14
Tellarite	17 or 18	15 or 16	15
Trill		17 or 18	16
Vulcan	19 or 20	19 or 20	17
Xindi (roll another d20; on a roll of: 1 to 4, Aquatic 5 to 8, Arboreal 9 to 12, Insectoid 13 to 16, Primate 17 to 20, Reptilian)			19
Zakdorn			20

Full Species list:

Species	Modifiers and options
 Andorian (core,103), or  Aenar (Aenar fan PDF)	+1 each to Daring, Control, and Presence Trait: Andorian Access to species Talents: Proud and honourable, The Ushaan or +1 each to Control, Presence, and Reason Traits: Andorian, Aenar Access to species Talents: Telepathic interference, Proud and honourable, Empath, Telepath (Part of Starfleet since 2161)
 Arcadian (Arcadian fan PDF)	+1 each to Control, Insight, and Reason Trait: Arcadian Access to species Talents: Arcadian Skin (Part of Starfleet since 2286)
 Ardanan (Beta, 76)	+1 each to Fitness, Reason, and Presence Trait: Ardanan Access to species Talents: Above the Clouds, Zenite in the Soul (Part of Starfleet since maybe 2260s)
 Arkenite (Arkenite fan PDF)	+1 each to Fitness, Insight, and Presence Trait: Arkenite Access to species Talents: Sensory Excellence, Pride in Diversity (Part of Starfleet since 2165)
 Aurelian (Alpha, 74)	+1 each to Daring, Fitness, and Insight Trait: Aurelian Access to species Talents: Aerial Combat, Keen Senses (Part of Starfleet since 2248)
 Bajoran (core, 104)	+1 each to Daring, Control, and Insight Trait: Bajoran Access to species Talents: Orb Experience, Strong Pagh (Part of Starfleet since 2358)
 Barzan (Barzan fan PDF)	+1 each to Control, Fitness, and Reason Trait: Barzan Access to species Talents: Toxic Immunity, Unmanned Tech (Part of Starfleet since at least 2257)

 Benzite (Beta, 77)	+1 each to Reason, Control, and Insight Trait: Benzite Access to species Talents: Meticulous Analysis, All Fingers and Thumbs (Part of Starfleet since 2364)
 Betazoid (core, 105)	+1 each to Presence, Reason, and Insight Trait: Betazoid Access to species Talents: Empath, Telepath (Part of Starfleet since at least 2355)
 Bolian (Beta, 78)	+1 each to Presence, Control, and Insight Trait: Bolian Access to species Talents: Warm Welcome, Born Near a Warp Core (Part of Starfleet since at least 2256)
 Caitian (Alpha, 75)	1 each to Daring, Fitness, and Insight Trait: Caitian Access to species Talents: Disarming Nature, Prehensile Tail (Part of Starfleet since at least 2269)
 Deltan (Beta, 79)	+1 each to Presence, Control, and Insight Trait: Deltan Access to species Talents: Deltan Pheromones, Empath (Part of Starfleet since 2270)
 Denobulan (core, 106)	+1 each to Fitness, Insight, and Reason Trait: Denobulan Access to species Talents: Cultural Flexibility, Parent Figure (Part of Starfleet since probably 2161)
 Edosian (Alpha, 77)	+1 each to Fitness, Insight, and Reason Trait: Edosian Access to species Talents: Multi-tasking, The Long View (Part of Starfleet since at least 2269)
 Efrosian (Beta, 80)	+1 each to Fitness, Presence, and Reason Trait: Efrosian Access to species Talents: Visual Spectrum, Oral Scholar (Part of Starfleet since maybe 2280s)

 Horta (Horta fan PDF)	+1 each to Control, Insight, and Presence Trait: Horta Access to species Talents: Acidic Touch, Hardened Biology, Rocky Exterior (Part of Starfleet since 2270)
 Human (core, 107)	+1 each to any three Attributes Trait: Human Access to species Talents: Resolute, Spirit of discovery (Part of Starfleet since 2161)
 Kazarite (Beta, 81)	+1 each to Insight, Presence, and Reason Trait: Kazarite Access to species Talents: Kazarite Animal Telepathy, Instinctive Ecological Awareness, Kazarite Telekinesis (Part of Starfleet since at least 2267)
 Kelpien (Kelpien fan PDF)	+1 each to Insight, Presence, and Reason Trait: Kelpien Access to species Talents: Advantageous Reversal, Swift Movement, Threat Management (Part of Starfleet since 2239)
 Klingon (Beta, 81)	+1 each to Fitness, Presence, and Daring Trait: Klingon Access to species Talents: To Battle!, Brak'lul, R'uustai (Part of Starfleet since probably 2357)
 Orion (Orion fan PDF)	+1 each to Control, Daring, and Presence Trait: Orion Access to species Talents: Assess Odds, Potent Pheromones, Subservient (Part of Starfleet since at least 2285)
 Rigellian Chelon (Beta, 82)	+1 each to Fitness, Daring, and Insight Trait: Rigellian Chelon Access to species Talents: Chelon Shell, Toxic Claws (Part of Starfleet since maybe 2270s)
 Rigelian Jelna (Beta, 82)	+1 each to Fitness, Presence, and Reason Trait: Rigelian Jelna Access to species Talents: Exosex, Industrious Mind (Part of Starfleet since maybe 2270s)
 Risian (Beta, 83)	+1 each to Control, Presence, and Insight Trait: Risian Access to species Talents: Peaceful Existence, Open and Insightful (Part of Starfleet since uncertain date)

 Roylan (Roylan fan PDF)	+1 each to Control, Insight, and Reason Trait: Roylan Access to species Talents: Acidic Sneeze (Part of Starfleet since 2233)
 Saurian (Saurian fan PDF)	+1 each to Fitness, Presence, and Reason Trait: Saurian Access to species Talents: Rapid Recovery, Resilient Frame, Tenacious Will (Part of Starfleet since at least 2257)
 Tellarite (core, 108)	+1 each to Control, Fitness, and Insight Trait: Tellarite Access to species Talents: Incisive Scrutiny, Sturdy (Part of Starfleet since 2161)
 Tribble (Tribble PDF)	+1 each to Presence, Fitness, and Insight Traits: Tribble, Hungry Access to species Talents: Duplicate, Soothe, Klingons (Note other special rules)
 Trill (core, 109)	+1 each to Control, Presence, and Reason Trait: Trill Access to species Talents: Former Initiate, Joined (Part of Starfleet since at least 2364)
 Vulcan (core, 110)	+1 each to Control, Fitness, and Reason Trait: Vulcan Access to species Talents: Kolinahr, Mind-meld, Nerve Pinch (Part of Starfleet since 2161)
 Xindi-Aquatic (Xindi-Aquatic fan PDF)	+1 each to Fitness, Insight, and Reason Trait: Xindi-Aquatic Access to species Talents: Long Deliberation, Sonar (Part of Starfleet since maybe 24th century)
 Xindi-Arboreal (Beta, 83)	+1 each to Control, Insight, and Reason Trait: Xindi-Arboreal Access to species Talents: Calm Under Pressure (Part of Starfleet since maybe 24th century)
 Xindi-Insectoid (Beta, 85)	+1 each to Daring, Fitness, and Reason Trait: Xindi-Insectoid Access to species Talents: Protective Instinct (Part of Starfleet since maybe 24th century)

 Xindi-Primate (Beta, 84)	+1 each to Daring, Presence, and Reason Trait: Xindi-Primate Access to species Talents: A Mind for Design (Part of Starfleet since maybe 24th century)
 Xindi-Reptilian (Beta, 84)	+1 each to Daring, Fitness, and Presence Trait: Xindi-Reptilian Access to species Talents: Stun Resistance (Part of Starfleet since maybe 24th century)
 Zakdorn (Beta, 85)	+1 each to Insight, Presence, and Reason Trait: Zakdorn Access to species Talents: Tactical Voice, Master Strategist (Part of Starfleet since maybe 2360s)

Other species options are possible. Discuss this with the GM.

Step Two: Home Environment (pg.III)

Where did you grow up? Choosing an environment will give the following:

- 1 Value (relevant to the environment and the dominant culture of its community)
- +1 to an Attribute
- +1 to a Discipline

Either choose an environment from the table below, or roll 1d6 to randomly select:

Roll	Environment	+1 to Attribute	+1 to Discipline
1	Homeworld (of your species)	One of your three species-relevant Attributes from step one.	Command, Security, or Science
2	Busy colony (almost home)	Daring, or Presence	Command, Security, or Science
3	Isolated colony (close-by, yet distant)	Reason, or Insight	Engineering, Science, or Medicine
4	Frontier colony (way off)	Control, or Fitness	Conn, Security, or Medicine
5	Starship or Starbase	Control, or Insight	Command, Conn, or Engineering
6	Another species' world	One of the three species-relevant Attributes for the host species	any

Step Three: Upbringing (pg.113)

How were you raised? What did your parents do? How were you educated? Choosing an upbringing will give the following:

- +2 to one Attribute, +1 to another Attribute, based on whether you accepted or rejected your upbringing (+3 total)
- +1 to a Discipline
- 1 Focus
- 1 Talent, either from the species-relevant Talents, or from the general Talents list (pg.135-136)

Either choose an upbringing from the table below, or roll 1d6 to randomly select:

Roll	Upbringing	Attributes		+1 to Discipline	Focus examples
		Accepted	Rebelled		
1	Starfleet	+2 Control, +1 Fitness	+2 Daring, +1 Insight	any	Astronavigation, Composure, EVA, Hand-to-hand combat, Hand phasers, Small craft, Starfleet protocol, Starship recognition, History
2	Business or Trade	+2 Presence, +1 Daring	+2 Insight, +1 Reason	Command, Engineering, or Science	Finances, Geology, Linguistics, Manufacturing, Metallurgy, Negotiation, Survey
3	Agriculture or Rural	+2 Fitness, +1 Control	+2 Reason, +1 Presence	Conn, Security, or Medicine	Animal handling, Athletics, Emergency medicine, Endurance, Ground vehicles, Infectious diseases, Navigation, Toxicology
4	Science or Technology	+2 Control, +1 Reason	+2 Insight, +1 Daring	Conn, Engineering, Science, or Medicine	Astrophysics, Astronavigation, Computers, Cybernetics, Power systems, Genetics, Physics, Subspace communications, Surgery, Quantum mechanics, Warp field dynamics, Xenobiology
5	Artistic and Creative	+2 Presence, +1 Insight	+2 Fitness, +1 Daring	Command, Engineering, or Science	Botany, Cultural studies, Holoprogramming, Linguistics, Music, Observation, Persuasion, Psychology
6	Diplomacy and Politics	+2 Presence, +1 Control	+2 Reason, +1 Fitness	Command, Conn, or Security	Composure, Debate, Diplomacy, Espionage, Interrogation, Law, Philosophy, Starfleet protocol

Step Four: Starfleet Academy track (pg.116)

What did the Academy (or an equivalent institution) train you for? What colour uniform were you fitted for?

Choosing an Academy track will give the following:

- 1 Value (relevant to your Starfleet inculcation)
- Either +1 to three different Attributes, or +2 to one Attribute and +1 to another Attribute (+3 total)
- +2 to one career-relevant Discipline, and +1 to two other Disciplines (+4 total)
- 3 Focuses (at least 1 department-relevant, and any two others)
- 1 Talent, either from the species-relevant Talents, or from the general Talents list (pg.135-136), or from the department-relevant Talents lists (pg.136-138, and from the Command book or Operations book)

Either choose a track from the table below, or roll 1d6 to randomly select:

Roll	Track	Attributes	Disciplines	Focus examples
1 or 2	Command	Either +1 to three different Attributes, or +2 to one Attribute and +1 to another Attribute	+2 to Command, or Conn, +1 each to any two others	Art, Astronavigation, Astrophysics, Atmospheric flight, Combat maneuvers, Composure, Cultural Studies, Debate, Deception, Diplomacy, Empathy, EVA, Evasive action, Gambling, Ground vehicles, Helm operations, History, Impulse engines, Inspiration, Law, Lead by Example, Linguistics, Mental Discipline, Negotiation, Persuasion, Philosophy, Politics, Small craft, Starship recognition, Starfleet protocols, Strategy/Tactics, Survival, Teaching, Team dynamics, Warp drive
3 or 4	Operations		+2 to Engineering, or Security, +1 each to any two others	Advanced holograms, Computers, Criminal organisations, Cybernetics, Diagnostics, Emergency repairs, Energy weapons, EPS, Espionage, Fleet formations, Flight control systems, Forensics, Hand phasers, Hand-to-hand combat, Hazardous environments, Imaging equipment, Impulse fundamentals, Infiltration, Interrogation, Jury-rigging, Martial arts, Modeling & design, Reverse engineering, Sensor calibration, Shipboard tactical systems, Ship engagement tactics, Ship lockdown procedures, Security systems, Small unit tactics, Structural engineering, Survival, System maintenance, Targeting systems, Transporters & replicators, Troubleshooting, Warp core mechanics, Warp field dynamics
	Enlisted Security (Ops, pg.37)		+1 Conn, +2 Security, +1 Engineering	Chain of Command, and any two others
5 or 6	Sciences		+2 to Science, or Medicine, +1 each to any two others	Anthropology, Astrophysics, Botany, Computers, Cybernetics, Emergency medicine, Exotectonics, Genetics, Geology, Infectious diseases, Linguistics, Physics, Psychiatry, Quantum mechanics, Trauma surgery, Virology, Warp field dynamics, Xenobiology

Step Five: Career duration so far (pg.117)

Are you fresh out of the Academy, or an old salt? Choosing an age category will give the following:

- 1 Value (relevant to your Starfleet career to date)
- 1 Talent

Choose an age category from the table below (Experienced is the default):

Age category	Approximate age range (assumes a typical Human)	Talent
Young	20 to 29, younger if not yet graduated, or even an actual child	Untapped Potential (pg.118)
Experienced	30 to 59	any
Veteran	60 or older. Some species may stay active over 100 years old	Veteran (pg.118)

Step Six: Career events (pg.118)

What noteworthy experiences have you gone through so far? Each event that occurs to you gives the following:

- +1 to an Attribute
- +1 to a Discipline
- 1 Focus
- Possibly also a Trait (for events marked with *)

Roll 1d20, twice, to randomly select two career events from the table below:

Roll	Career event	+1 Attribute	+1 Discipline	Focus examples
1	Ship destroyed	Daring	Security	EVA, Small craft, Survival
2	Death of a friend	Insight	Medicine	Counselling
3	Lauded by another culture*	Presence	Science	X Culture
4	Negotiate a treaty	Control	Command	Diplomacy, Negotiation, Galactic politics
5	Required to take command	Daring	Command	Lead by example, Inspiration, Composure
6	Encounter with a truly alien being	Reason	Science	Empathy, Philosophy, Xenobiology
7	Serious injury*	Fitness	Medicine	Athletics, Art, Philosophy
8	Conflict with a hostile culture	Fitness	Security	Hand phasers, Hand-to-hand combat, Shipboard tactical systems
9	Mentored	any	Conn	Composure, Etiquette
10	Transporter accident	Control	Conn	Transporters & replicators, Small craft, Quantum mechanics
11	Dealing with a plague	Insight	Medicine	Infectious disease, Emergency medicine, Triage
12	Betrayed ideals for a superior	Presence	Command	Persuasion, Investigation, Inspiration
13	Called out a superior	Reason	Conn	Uniform code of justice, History, Starfleet protocol
14	New battle strategy	Daring	Security	Combat tactics, Hazard awareness, Lead by example
15	Learns unique language	Insight	Science	Linguistics, Cultural studies, Negotiations
16	Discovers an artefact	Reason	Engineering	Ancient technology, Computers, Reverse engineering
17	Special commendation	Fitness	any	Athletics, Survival, Emergency medicine
18	Solved an engineering crisis	Control	Engineering	EPS, Fusion reactors, Warp engines
19	Breakthrough or invention	any	Engineering	Experimental technology, Invention, Improvisation
20	First contact	Presence	any	Cultural studies, Diplomacy, Infiltration
	Recruited to Starfleet Intelligence (Ops, pg.21)	Daring	Security	Composure, Infiltration, Persuasion

Step Seven-A: Final modifiers (pg.123)

Add the following general-purpose modifiers:

- 1 Value (any)
- Check no Attribute is above 12 (11 with Untapped Potential). Any excess Attribute points may be allocated to any other Attribute.
- +1 to any two Attributes (still not exceeding 12, or 11 with Untapped Potential)
- Check no Discipline is above 5 (4 with Untapped Potential). Any excess Discipline points may be allocated to any other Discipline.
- +1 to any two Disciplines (still not exceeding 5, or 4 with Untapped Potential)

Step Seven-B: Final Checks

Check that:

- All Attributes add up to 56
- All Disciplines add up to 16
- You have 4 Values
- You have 4 Talents
- You have 6 Focuses

If any of these are incorrect, correct them.

Step Seven-C: Derived Stats

The following are calculated from your Attributes and Disciplines:

- Stress = Fitness + Security
- Damage Bonus = Security
- Determination = 1 to begin with
- Reputation = 10 to begin with

Step Eight: Fluff (pg.124)

Consider the following personal details:

Name: Make one up, or consult an online random generator, or use the lists below for guidance:

Species	Typical name format		
Andorian/Aenar	(given name) (gender prefix)'(clane name), e.g. "Thirishar ch'Thane" Commonly known by abbreviated given name only, e.g. "Shar"		
Zhen/shen given names: Athytti, Vryvih, Zyle, Vyssia, Thriras, Shrerri, Vrossaan, Itamaan, Ishrelia, Vveraat, Talas, Tarah, Jhamel, Talla	Chan/thaan given names: Ishrath, Thoss, Shon, Oshrev, Atheth, Tyvaass, Thasiv, Tyssab, Tylihr, Thy'lek, Shras, Thelev, Keval, Gareb	Gender prefixes: Zhen: zh' Shen: sh' Chan: ch' Thaan: th'	Clan names: Tharhat, Qiaqir, Chiaqis, Thenehr, Zynes, Shraviq, Thilrehr, Azonan, Azollarh, Shran
Ardanan	(given name), e.g. "Vanna"		
Feminine given names: Droxine, Miso, Vanna		Masculine given names: Anka, Larin, Midro, Moran, Plasus, Soske, Vanov, Yaffie	
Bajoran	(family name) (given name), e.g. "Kira Meru"		
Family names: Akorem, Alenis, Anbara, Anjohl, Bareil, Basso, Benten, Brin, Cerin, Chalan, Ches'sarro, Day, Dekon, Els, Ermat, Faren, Garis, Halb, Ishan, Jaro, Jas, Jillur, Jomat, Kalem, Kara, Keeve, Kira, Krim, Kubus, Latara, Latha, Lenaris, Li, Lorit, Luma, Marat, Marika, Mora, Opaka, Proka, Razka, Redab, Ro, Sarish, Shakaar, Sirco, Sito, Surmak, Tahna, Tal, Teero, Timor, Tor, Tora, Trentin, Vaatrik, Weld, Winn		Feminine given names: Adami, Aroya, Bena, Blin, Celes, Chami, Etra, Fala, Gia, Grem, Jaxa, Laren, Leeta, Lipras, Lupaza, Luson, Meru, Mika, Neela, Naprem, Nerys, Pallra, Rahl, Renora, Seriah, Sul, Sulan, Talia, Wilkarah, Yesa	Masculine given names: Akrem, Anaphis, Antos, Apren, Chaye, Daier, Edon, Elig, Essa, Falor, Gale, Gueta, Holem, Holza, Kannu, Kag, Laan, Los, Mabrin, Migdal, Nalas, Paz, Pol, Reon, Seeto, Taban, Tennan, Tromac
Benzite	(given name), e.g. "Mordock"		
Feminine given names: Hava, Hoya, Magark, Mardral, Marya, N'Verix, Salmak, Veldon		Masculine given names: Cardock, Kamis, Meldok, Melnis, Mendon, Monyodin, Mordock, Muluck, Saldok	
Betazoid	(given name) (family name), e.g. "Sabin Genestra"		
Feminine given names: Abeana, Ania, Dalera, Deanna, Gloranna, Ioz, Kestra, Lojeea, Lomestra, Lwaxanna, Nemenna, Nerira, Nissila, Pakera, Pegira	Masculine given names: Algar, Andal, Atani, Dael, Devoni, Enon, Etas, Jensar, Kalos, Kolel, Konal, Nikael, Reban, Rennan, Sabin, Xani	Family names: Dulas, Dutrax, Ebesin, Genestra, Grax, Hagen, Kader, Konin, Morganth, Nelan, Nostrun, Odutan, Onovren, Stadi	
Bolian	(given name), e.g. "Rixx" Or (given name) (family name), e.g. "Brathain Gem'tor"		
Feminine given names: Golwat, Lysia, Mitena	Masculine given names: Ardon, Boq'ta, Brathain, Brathaw, Chell, Hars,	Family names: Adislo, Arlin, Broht, Brott, Gem'tor, Haro	

	Mot, Rixx, Zim	
Deltan	(given name), e.g. "Ilia" Or (given name) (family name), e.g. "Zinaida Chitirih-Ra-Payjh"	
Feminine given names: Arlia, Eleana, Ilia, Jali'lar, Kelia, Laria, Nijen, Nofia, Shahar, Talia, Vixia, Zinaida, Zelle	Masculine given names: Adelard, Avel, Banek, Clarze, Etoli, Illo, Jahson, Jedda, Krnsandor, Meyo, Resh'da, Rodda	Family names: Adzhin-Dall, Chitirih-Ra-Payjh, Kandel, Kandowali, L'am, Maprida'hn, Mirren, Nassir, Ranjea
Denobulan	(given name), e.g. "Symmé"	
Feminine given names: Anari, Andora, Asha, Daphina, Feezal, Forliza, Kessil, Liera, Lusi, Miral, Natala, Ninsen, Henna, Sabra, Secka, Symmé, Trevis, Vesena	Masculine given names: Biras, Bogga, Delix, Grolik, Grozni, Nettus, Moga, Morox, Phlox, Rinix, Takis, Tuglian, Vinku, Yolen, Zepht, Zinet	
Efrosian	(given name), e.g. "Hu'Ghrovlatrei"	
Feminine given names: Altoss, Hu'Ghrovlatrei, Fellen Ni-Yaleii	Masculine given names: Ra-ghoratreii, Ra-Yalix, Xin Ra-Havreii	
Human	varies	
Klingon	(given name), daughter/son of (parent's given name), e.g. "Worf, son of Mogh" And/or (given name), of the House of (house leader's given name), e.g. "Worf, of the House of Martok" Commonly known by given name only, e.g. "Worf" (Can also be transliterated into tlhIngan Hol, as some have already done .)	
Feminine names: Azetbur, B'Etor, Bu'kaH, Ch'Rega, Dennas, Doran, Gi'ral, Grilka, Huss, Kali, Krelik, L'Naan, L'Rell, Lursa, Kaasin, Karana, K'Ehleyr, K'Rene, Kurak, Lukara, Mara, Miral, N'Garen, Sirella, Shenara, Talij, Tavana, Turla, Valkris, Vekma, Vixis	Masculine names: Amar, Antaak, A'trom, Atul, Ba'ktor, Bar'el, Barot, B'iJik, Bo'rak, Chang, Ch'Pok, Ch'Targh, Chu'vok, Darok, D'Ghor, Divok, Drex, Duras, Gorkon, Goroth, Gowron, Grafk, H'ohk, Hon-Tihl, H'Ta, Huraga, Ja'rod, Kahmar, Kang, Katogh, Kaz, Klaa, Klaang, K'nor, Kol, Koloth, Kol-Sha, Kor, Korris, Koth, Kruge, Kuri, K'vort, Larna, Mogh, Morka, M'Rek, Qagh, Toral, Torg, T'vis, Ujilli, Voq, W'mar, Worf	
Rigellian Chelon	(given name), e.g. "Latanun" Or (given name) (clan name), e.g. "Kishkik Sajithen" Hermaphroditic, but names may or may not be gendered .	
First names: Ganaiar, Jetanien, Jutron, Kishkik, Latanun, Rinsit, Simmerith, Telsk	Clan names: Sajithen	
Rigelian Jelna	(given name), e.g. "Goum" Or (given name) (clan name), e.g. "Boda Jahlet" Four sexes, but it's unclear if names are gendered by male/female, or by endo/exo, or by both. Fully separated here into four categories, just in case.	
Endofemale given	Exofemale given names:	Endomale given names: Exomale given names:

names: Boda	Kivei	Goum, Jemer	Pahtel, Rehlen, Talut, Vimok, Zochear
Clan names: Jahlet, Tizahr, Vons, Zehron			
Risian	(given name), e.g. "Joval"		
Feminine given names: Aradnis, Elianjah, Joval		Masculine given names: Doranis, Freebus, Melek, Oran	
Tellarite	(given name) (family name), e.g. "Nov Thoggev" Or (given name) (descriptive prefix) (family name), e.g. "Bersh glov Mog"		
Feminine given names: Pola, Cherthish, Zhuggaa, Torthem, Neshlel, Verg, Kholo, Fratho, Skig, Vaolli, Glavom, Nihraogh, Ghand, Rensh	Masculine given names: Prugm, Brag, Dash, Gisich, Gullerg, Zankir, Hellek, Trar, Jorsh, Geshniv, Tuk, Rinkog, Veth, Cek, Gullak	Prefixes: bav, glov, blasch, lorin, jav, bim, glasch	Family names: Gronnahk, Nonkursh, Slaal, Ker, Zhiv, Blav, Zhuffand, Khebloss, Pend, Brin, Wenkurn, Gerkow, Khutohk, Jagh, Krer
Trill	(given name) (family name), e.g. "Ezri Tigan" Or, if joined (given name) (symbiont name), "Ezri Dax"		
Feminine given names: Audrid, Emony, Ezri, Jadzia, Kareel, Kell, Lela, Neema, Nilani, Th'leila, Yanas	Masculine given names: Ahjess, Anjad, Arjin, Baleeza, Bejal, Curzon, Darzen, Deilas, Gohod, Gran, Hanor, Hiziki, Janel, Jayvin, Joran, Kela, Norvo, Selin, Taulin, Tobin, Torias, Verad, Verjyl, Yedrin, Yolad	Family names: Antrani, Belar, Fendus, Idaris, Kalon, Kengro, Kodell, Odaren, Other, Perim, Pren, Slest, Tigan, Yurani	Symbiont names: Bok, Clif, Cyl, Dax, Dhej, Enor, Evu, Gard, Gral, Kahn, Kaz, Kov, Lev, Lexen, Liak, Marh, Odan, Peers, Renhol, Sef, Vod, Yol, Zund
Uulcan	(given name), e.g. "T'Ru" Family names exist, and would be listed before the given name, but these are only used for private rituals.		
Feminine given names: Falor, Metana, Perren, T'Karra, T'Laan, T'Lar, T'Les, T'Mal, T'Paal, T'Pan, T'Rel, T'Shael, T'Vran, Seleya, Simora, V'Lar		Masculine given names: Aravik, Delvok, Kovar, K'Tau, Perren, Rekan, Salok, Savel, Sevek, Skon, Soral, Sturek, Sutok, Syrran, Tekav, Tolek, Velik, V'Las	
Xindi-Aquatic	Series of rapid sonar pulses, unpronounceable by Humans, unsuited to writing. Known publicly by converted names, better suited to most other Xindi languages		
Converted names: Qam, Qoh Kiaphet Amman'sor			
Xindi-Arboreal	(given name) (family name), e.g. "Narsnayala Jannar"		
Feminine given names: Adela, Rolindis	Masculine given names: Narsnayala, Gralik	Family names: Durr, Jannar, Roddall	
Xindi-Insectoid	Series of rapid clicks, unpronounceable by Humans, unsuited to writing. Names are extended in length, with age. Known publicly by converted names, better suited to most other Xindi languages		

Converted names: Shresht		
Xindi-Primate	(given name), e.g. “Degra”	
Feminine given names: Bryn, Guyda, Hreidur		Masculine given names: Degra, Kessick, Mallora, Ragnar, Thalen, Toki
Xindi-Reptilian	(given name) (family name), e.g. “Svaath Magodin”	
Feminine given names: Igak, Krell, Svaath	Masculine given names: Char’dus, Dankra, Guruk	Family names: Dolim, Magodin
Zakdorn	(given name) (family name), e.g. “Klim Dokachin”	
Feminine first names: Bel, Myk, Orym	Masculine first names: Gruhn, Jir, Klim, Koll, Sakud, Sirna	Family names: Armnoej, Azernal, Bunkrep, Dokachin, Helkara, Kolrami, Roplik

Appearance: Go nuts. All species include a wide variety of physical diversity (except for those species made up of literally identical clones, like Arcturians and Benzites). Examples of members of species seen on screen should be considered a feasible option, a serving suggestion, not the compulsory, invariable standard.

Department, Role, and Rank:

Determine your appropriate role together with your group, then find the relevant bits in the table below:

Department	Role	Role benefit	Rank range
Command	Commanding Officer	Spend Determination to grant Determination (pg.126)	Called “captain”, but may be lieutenant commander to captain
	Executive Officer, a.k.a. First Officer	Spend 3 Momentum to regain Determination (pg.126)	Lieutenant (junior grade) to commander
Flight Operations	Flight Controller	Use Conn to repair flight technology (pg.127)	Ensign to commander
Operations	Operations Manager	Gain Obtain Information when using computers, sensors, or tricorder (pg.127)	Ensign to commander
	Communications Officer	Ignore language/encryption Difficulty increase (pg.128)	Ensign to commander
Engineering	Chief Engineer	Advantage: “Engineering Department” (pg.127)	Lieutenant (junior grade) to commander
Security	Chief of Security	Advantage: “Security Detachment” (pg.127)	Ensign to commander
Science	Science Officer	Gain Obtain Information when using computers, sensors, or tricorder (pg.127)	Ensign to commander
Medical	Chief Medical Officer	Advantage: “Medical Department” (pg.127)	Lieutenant (junior grade) to commander
	Ship’s Counsellor	Gain Obtain Information when succeeding at Tasks to assess emotion and intent (pg.127)	Ensign to commander
any	Any department head	Per specific role.	Lieutenant (junior grade) to commander
	Any other junior role (e.g. specialist, technician, engineer, yeoman, nurse, doctor, navigator, tactical crew, security crew)	none	Cadet to commander, or any warrant rank, or any enlisted rank

Rank ranges may be modified in unusual circumstances; check with the GM.

The excessively detailed rank list:

Commissioned Officers	Warrant Officers	Enlisted Crew
Cadet (4th Class)		Recruit
Cadet (3rd Class)		Crewman (3rd Class)
Cadet (2nd Class)		Crewman (2nd Class)
Cadet (1st Class)		Crewman (1st Class)
Ensign 	Warrant Officer (3rd Class)	Petty Officer (3rd Class)
Lieutenant (Junior Grade) 	Warrant Officer (2nd Class)	Petty Officer (2nd Class)
Lieutenant 	Warrant Officer (1st Class)	Petty Officer (1st Class)
Lieutenant Commander 	Chief Warrant Officer	Chief Petty Officer
Commander 	Senior Chief Warrant Officer	Senior Chief Petty Officer
Captain 		Master Chief Petty Officer
Fleet Captain 		
Commodore 		
Rear Admiral 		
Vice Admiral 		
Admiral 		
Fleet Admiral 		

Characters with the Untapped Potential talent may not have a rank higher than Lieutenant (Junior Grade) / Warrant Officer (2nd Class) / Petty Officer (2nd Class).

Characters with the Veteran talent may not have a rank lower than Lieutenant Commander / Chief Warrant Officer / Chief Petty Officer.