

CONSOLIDATED SKILLS AND TRAITS LIST

Remember, both edges and advantages can affect Skills Tests. See the *Tactical* Chapter for information regarding Tests and assigning modifiers. Skills that cannot be used untrained are marked (D); as are skills which are not normally appropriate for Starfleet personnel (❖). Skills or Specializations made/provided by the fans are also marked (*).

COMMAND SKILLS

Administration (Intellect)

Academic, Bureaucratic Manipulation, Conspiracy, Hospital/Sickbay/Medbay*, Logistics, Organized Crime Family, Personnel, Religious Order/Church, Specific Planetary Government/Organization, Starbase/Starship Administration

❖D Behavior Modification (Intellect)

Brainwashing, De-programming*, Hypnotism, Neural Alteration, Resistance

Command (Presence)

Combat Leadership, Civic, Fleet Command, Military Training, Starbase/Starship Command

Diplomacy (Presence)

Commercial Treaties, Intergalactic Affairs, Planetary Affairs (Specific World), Sector Affairs (Specific Region/Sector)

D Espionage (Intellect)

Counterintelligence, Covert Communications, Cryptography, Electronic Intelligence, Forgery, Image Intelligence, Intelligence Techniques, Observation, Signals Intelligence, Temporal, Traffic Analysis, Undercover Operations

D Mediation (Presence)

Civil, Commercial, Family, Political

Persuasion (Presence)

Counseling, Debate, Guileful Manipulation, Negotiation, Oratory, Storytelling

Planetary Tactics (Intellect)

Anti-Insurgency, Defensive, Guerrilla Warfare, Infantry*, Mechanized Ground, Offensive, Sabotage*, Sea Combat, Shipboard*, Siege*, Small-Unit, Specific Species Tactics*, Terrorism

D Starship Tactics (Intellect)

Fleet*, Planetary Assault*, Planetary Siege*, Planetary Support, Specific Species Tactics

D Strategic Operations (Intellect)

Defense-in-Depth, Fleet Operations, Ground, Invasion Defense, Invasion Strategies, Species Specific Naval Strategies, Specific Strategies (Core, Frontier, Neutral Zone, Sector), Temporal

OPERATION SKILLS

D Computer (Intellect)

Data Alteration/Hacking, Encryption*, Programming, Research, Simulation/Modeling, Specific Government/Species Computers

D Demolitions (Intellect)

Booby Traps, Land Mines, Nuclear Demolitions, Ordinance Disposal, Primitive Demolitions, Shipboard Demolitions

Energy Weapon (Coordination)

Blaster, Blaster Rifle, Disruptor, Disruptor Rifle, Laser Pistol, Laser Rifle, Phaser, Phaser Rifle, Sonic Pistol, Sonic Rifle, Stunner

► Engineering, Material (Intellect)

Aeronautical/Aerodynamic, Bionics, Civil, Mechanical, Metallurgical, Personal Equipment, Structural/Spaceframe, Vehicular

► Engineering, Propulsion (Intellect)

Chemical, Fusion, Gravity Drive*, Impulse, Ion, Quantum Singularity Drive, Shuttlecraft Propulsion Systems, Temporal Drive, Warp Drive

► Engineering, Systems (Intellect)

Cloaking Device, Command, Communications, Computer, Cybernetics/Robotics*, Deflector, Diagnostics, Disruptor, Engineering, Environmental/Life Support, Holosystems, Jury Rig*, Medical, Operations, Phaser, Power Systems, Science, Security, Sensor/Probes, Shields, Tactical, Temporal, Torpedo/Probe Systems, Tractor, Transporter/Replication, Weapons

► Engineering, Theoretical (Intellect)

Cybernetics, Positronics, Subspace Field Geometry, Subspace Dynamics, Theoretical Propulsion, Transporter Theory, Warp Dynamics, Warp Theory, Weapon Design*

First Aid (Intellect)

Chemical/Biological, Herbal Remedy, Species Specific, Wound/Combat Trauma

► Heavy Weapons (Intellect)

Ballistic Missile Launcher*, Blaster Artillery*, Isomagnetic Disintegrator, Laser Artillery*, Phaser Artillery, Photon Mortar, Plasma Mortar, Subspace Mines, Tetryon Pulse Launcher

► Personal Equipment (Intellect)

Communicator, Construction Equipment, Containment Suit, Engineering Equipment, Environmental Suit, Holocamera*, Holograph Projector, Isolation Suit, Medical Kit, Medical Tricorder, PADD, Science Equipment, Tricorder, Universal Translator

Planetary Survival (Intellect)

Arctic, Desert, Forest, Hostile Atmosphere*, Jungle, Lunar, Mountain, Ocean, Plains, Specific World, Swamp, Urban, Vacuum*

► Projectile Weapon (Coordination)

Gauss Weapons, Gunpowder Pistol, Gunpowder Rifle, Submachine Gun, Needle Weapons, Tangles*

► Security (Intellect)

Detention, Dissident Operations, Forensics*, Law Enforcement, Lockpicking, Patrolling, Search*, Security Procedures, Security Systems

► Shipboard Systems (Intellect)

Cloaking Device, Command, Communications, Defensive, Deflector, Engineering Systems, Environmental Control, Flight Control/Helm, Holosystems, Library Computer, Medical Systems, Mission Ops, Navigation, Operations Management, Science Systems, Sensors, Shields, Tactical, Temporal, Tractor, Transporter, Weapons Systems

► Unarmed Combat (Coordination)

Aikido, Boxing, Brawling, *Ch'Vashrek*, *Hleshvalath*, Karate, *Kareel-ifla*, *Kormerek*, *Kharakom*, Kung Fu, *Mok'bara*, *N'delrek*, Nausicaan Pitfighting, *Ponn-ifla*, Specific Fleet Unarmed Combat Styles, *Taroon-ifla* (Vulcan Nerve Pinch), *Tatharoc*, *Tenalri*, Wrestling, Zero-G Combat

► Vehicle Operation (Intellect)

Atmospheric Craft, Close Orbital Craft, Fighters*, Ground Vehicles, Shuttlecraft, Water Vehicles, Workbee

Weaponsmith (Intellect)

Energy Weapons, Heavy Weapons, Primitive Weapons, Projectile Weapons

SCIENCE SKILLS

- ▮ Life Science (Intellect)
Agronomy, Anatomy, Bioengineering, Biology, Bionics, Biotechnology, Botany, Ecology, Exobiology, Genetics, Herbalism, Microbiology, Paleontology, Virology, Zoology
- ▮ Medical Science (Intellect)
Cardiology, Cryonics*, Dentistry*, Diagnostic Medicine, Exoanatomy, Forensics, General Medicine, Immunology, Neurology, Obstetrics/Gynecology, Pathology, Pharmacology*, Species Specific Medicine, Surgical Specializations, Toxicology, Veterinary Medicine*
- ▮ Physical Science (Intellect)
Chemistry, Computer Science, Mathematics, Physics, Temporal Physics, Robotics, Theoretical Physics
- ▮ Planetary Science (Intellect)
Climatology, Geology, Hydrology, Meteorology*, Mineralogy, Oceanography, Planetology, Volcanology
- ▮ Psychology*
Abnormal Psychology*, Exopsychology*, Forensic Psychology*, Psychoanalysis*, Species Specific Psychology*
- ▮ Social Science (Intellect)
Anthropology, Archaeology, Economics, Exoanthropology, Geography, Historical Engineering, Paleoanthropology, Political Science, Sociology
- ▮ Space Science (Intellect)
Astrogation, Astronomy, Astrophysics, Stellar Cartography, Subspace Field Dynamics, Subspace Theory, Temporal Mechanics, Thermodynamics, Warp Field Theory
- World Knowledge (Intellect) [*Optional*: each World is a separate Skill]
Specific Planet

GENERAL SKILLS

- Acrobatics (Coordination)
Balance Walking, Breakfall, Floor Exercises, Gymnastics, Mid-Air Dodge, Parallel Bars, Rings, Rope Swinging, Tumble*
- Animal Handling (Presence)
Specific Animal
- ▮ Artistic Expression (Intellect) [*Optional*: each area of Artistic Expression is a separate Skill]
Acting, Composition, Cooking, Dance, Drawing, Holography, Painting, Sculpture, Singing, Specific Musical Instrument, Videography
- ❖ Assassination (Intellect)
Assassination Devices, Deadly Blows, Deadly Sabotage, Poisons, Traps and Snares
- Athletics (Fitness)
Climbing, Diving*, Dodge*, Jumping, Lifting, Rappelling*, Running, Skating*, Skiing, Specific Sport/Game, Swimming, Throwing
- Bargain (Presence)
Artwork, Black Market Goods*, Bribery, Dilithium Crystals, Marketplace Haggling, Services*, Specific Planet's Markets*, Weapons
- Charm (Presence)
Fast Talk*, Influence, Seduction
- Concealment (Intellect)
Cache Supplies, Conceal Smuggled Objects, Conceal Weapon

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PSIONIC SKILLS AND CASCADE ABILITIES

Some psionic skills are simply beyond the abilities of any of the member species of the Federation; or maybe too powerful, or simply not suited for a campaign. Such skills are marked (*) and are best left as being only available to advanced beings such as the Q and Bajoran Prophets. The narrator is free to allow or ban any of the Psionic skills based on the needs of the campaign.

- Clairvoyance (Psi)
 - Far-Seeing
 - Precognition
- Mind Meld (Psi)
 - Plat-ra* [Switch Minds]
 - Plat-vok* [Share Mind]
- Mind Shield [*Khat-kutha*] (Psi or Presence)
 - Khat-kel* [Mind Bar] (Psi or Presence)
 - Khat-t'kel* [Mind Preservation] (Psi or Presence)
- Psionic Negation (Psi)
- Reflective Mind Shield (Psi)
- Projective Empathy (Psi)
 - Empathic Attack
 - Empathic Healing
- Projective Telepathy (Psi)
 - Illusion Creation
 - Induce Trance
 - Lisjana* [Confuse the Senses]
 - Lispata* [Mislead the Senses]
 - Liskel'tu* [Blind Senses]
- Mind Control
 - * Temporal Projection
 - * Time Shift
 - * Time Stop
- Receptive Empathy (Psi)
- Receptive Telepathy (Psi)
 - Psychometry [*Tashaka*]
 - Psychosense [*Taskefa*]
- Temporal Sense
- Rha-tel* [Control Body] (Presence)
 - Rha-fak* [Enhance Fitness]
 - Rha-fak-pan* [Enhance Body]
 - Rha-tel-pan* [Master Body]
- Shantip* [Healing Trance] (Psi)
 - Shan-laka* [Healing Touch] (Psi)
- Telekinesis (Psi)
 - Electromanipulation
 - Telekinetic Manipulation
 - Thermokinesis
- Vhoshanta* [Body Reading] (Intellect)
 - Vhoslan* [Body Knowledge]