

CONSOLIDATED CIVILIAN OVERLAYS

An Overlay represents the character's profession; defining what the character has learned that makes them capable of fulfilling the career appropriate to the character's concept. Overlays made/provided by the fans are marked (*). Once an Overlay has been chosen, proceed to the Consolidated Early Life Histories. (For Starfleet overlays see the Consolidated Starfleet Overlays.)

* Academician

Scientists, historians, engineers and countless other professionals with a love of their field may choose to pass their skills on. Instructing young people and continuing their own academic endeavors and research in educational facilities across known space.

Administration (Academic) 1 (2)
Command (Academic Training) 1 (2)
Instruction (Teaching) 2 (3)

Academic Skill, Any (choose) 2 (3)
Academic Skill, Any Other (choose) 1 (2)
Charm *OR* Persuasion (choose) 1 (2)
Computer (choose) 1 (2)
Culture (Academic Culture) 1 (2)
Language: Native *AND* choose One both at 1

Artist/Entertainer

Skilled in the fine or performing arts and capable of producing sculpture, paintings, poetry, composing or playing music either for self fulfilment or the enjoyment by others.

Artistic Expression (choose) 2 (3)
Bargain (Artwork OR Performance Prices) 2 (3)
Culture (Artistic Culture) (choose) 1 (2) (2)

Academic Skill, Any (choose) 1 (2)
Computer (choose) 1 (2)
History (of Characters Species) 1 (2)
Language: Native *AND* choose One each at 1
Personal Equipment (choose) 1 (2)
+1 to Intellect Attribute

Assassin

A bounty hunter who's goal is to kill, rather than apprehend. Their level of training and competence may vary, sometimes widely, but the one thing they all have in common is the monetary benefit their skills bring them.

Assassination (choose) 2 (3)
Demolitions (choose) 1 (2)
Weapon, Energy (choose) 1 (2)

Athletics (choose) 1 (2)
Concealment (choose) 1 (2)
Dodge 1
Language: choose One at 1
Personal Equipment (choose) 1 (2)
Streetwise (choose) 1 (2)
Unarmed Combat (choose) 1 (2)
Weapon, Primitive (choose) 1 (2)

OPTIONAL (must be taken as a package):
Code of Honor (Assassins Code) *OR* Wanted -2
Wealth +2

The Assassin Code of Honor

Fulfill obligations; do not betray or reveal your employer, serve them honorably until the job is done.

* Athlete

Competing for the entertainment of others, either individually or as part of a team; and perhaps gaining some fame among those with an interest in the activity.

Athletics OR Unarmed Combat (choose) 2 (3)

History (of chosen Sport/Activity) 1 (2)
Knowledge: Rules of chosen Sport/Activity 2

Charm (choose) 1 (2)
Computer (choose) 1 (2)
Culture (Athletic Culture) 1 (2)
Language: choose One at 1
Vehicle Operation (Ground Vehicles) 1 (2)
World Knowledge (choose two) 1 (2) (2)
+1 to Reaction *OR* Strength *OR* Vitality Edge
Wealth +1

* **Bar Owner/Host**

Trading in the provision of food, drink, and entertainment—they may be motivated by profit or just enjoy socializing with their customers. Some provide certain goods available only on the local black market, or will be able to point patrons in the direction of those who can.

Charm (choose) 1 (2)
Craft (Bartending) 2 (3)
Merchant (Bar) 2 (3)

Fast Talk 2
Gaming (choose) 1 (2)
Language: choose One at 1
Law (Local Law *OR* Trade Regulations) 1 (2)
Persuasion (choose) 1 (2)
Streetwise (choose) 1 (2)

OPTIONAL (must be taken as a package):
+1 to Empathy Edge
Code of Honor (Bar Tenders Code) -2
Wealth +1

The Bar Tender Code of Honor

Look after your customers; don't get involved, stay neutral—but make sure trouble goes outside the bar.

Bounty Hunter

Common in the frontier sectors, where varying government territories meet and traditional law enforcement officials are few and far between. The Bounty Hunter, resourceful and determined, has turned the absence of conventional authority into a lucrative business opportunity—collecting rewards for the capture of fugitives.

Security (choose) 2 (3)
Unarmed Combat (choose) 1 (2)
Weapon, Energy (choose) 2 (3)

Athletics (choose) 1 (2)
Dodge 1
Language: choose One at 1
Personal Equipment (choose) 1 (2)
Planetary Survival (choose) 1 (2)
Streetwise (choose) 1 (2)
Vehicle Operation (choose) 1 (2)

Bureaucrat

The dreaded bureaucrat, often the thorn in the side of starship captains, is the driving force which gets things done; sometimes behind closed doors. From the highest halls of government to the lowest municipal office these officials can be found.

Administration (Bureaucratic Manipulation) 1 (2)
Law (of Posted World) 2 (3)
Skill in the Area Overseen (choose) 2 (3)

Computer (Research) 1 (2)
Culture (of Posted World) 1 (2)
Fast Talk 1
History (of Posted World) 1 (2)
Language: of Posted World 2
Persuasion (Debate) 1 (2)

Colonial Administrator/Governor

Either hand picked by the Federation Bureau of Colonization or elected by the colonists to act as administrator; regardless their purpose

is the same—be accountable for the success of the colony and make certain that the needs of the colonists are met.

Administration (Colonial Gov.) (choose) 2 (3) (3)
Command (Civic) 2 (3)
Law (of Sponsoring Gov.) (of Colony) 1 (2) (2)

Culture (of Sponsoring Government Species) 1 (2)
Language: of Sponsoring Government Species 1
Planetary Survival (choose for Colony Env.) 1 (2)
Science, Social (choose two) 1 (2) (2)
Security (Law Enforcement) 1 (2)
World Knowledge (of the Colonial Planet) 1 (2)

Colonist

A common sight on the frontiers; colonists settle underdeveloped or newly discovered worlds. They may be seeking an unspoiled refuge or just the challenge of developing a new world.

Craft (choose) 2 (3)
Engineering OR Science, Any (choose) 2 (3)
Personal Equipment (choose) 1 (2)

Athletics (choose) 1 (2)
Culture (of Sponsoring Government Species) 1 (2)
History (of Colony OR Spon. Gov. Species) 1 (2)
Language: of Sponsoring Government Species 1
Planetary Survival (choose for Colony Env.) 1 (2)
Weapon, Energy (choose) 1 (2)
World Knowledge (of the Colonial Planet) 1 (2)

*** Commercial Telepath**

Using a combination of their psionic talents and knowledge of body language, the Commercial Telepath aids and facilitates business by brokering deals, and the occasional treaty, by monitoring surface thoughts to assure honesty during negotiations—for a fee.

Diplomacy (Commercial) (choose) 2 (3) (3)
Law (Commerce Law) (choose) 1 (2) (2)
Mediation (Commercial) 2 (3)

Charm (choose) 1 (2)
Culture (choose) 1 (2)
Language: choose One at 1
Receptive Empathy 1
Receptive Telepathy 1
Science, Social (Economics) (choose) 1 (2) (2)

OPTIONAL (must be taken as a package):
Code of Honor (Commercial Telepaths Code) -2
Obligation (Commercial Telepath Guild) -2
Patron (Commercial Telepath Guild) +2
Contact (Previous Client: specify) +2 *OR*
Cultural Flex. +1 *AND* Favor Owed (specify) +1

The Commercial Telepath Code of Honor

Respect everyone's privacy, never scan anyone without their express permission to do so; never reveal details of any meeting or any resulting agreements.

*** Courtesan/Companion**

Their entertainments need not always be of a sexual nature; they are accomplished artisans, entertainers, and master hosts/hostesses. Well-educated professionals trained in dance, music, singing, literature, and the arts—among other things. They have spent years (2 to 5 typically) in study, and physical discipline, to be listeners, entertainers, and confidants—even if only for a night. Summoned by formal invitation, they are always free to choose which to accept. (*See the Prostitute Overlay for the seeder side of this Overlay.*)

Artistic Expression (choose two) 2 (3) (3)
Gaming (choose two) 2 (3) (3)
Knowledge: Current Events 1

Acrobatics *OR* Athletics (choose) 1 (2)
Charm (Seduction) 1 (2)
Culture (Companion Culture) (choose) 1 (2) (2)
Language: choose One at 1
Persuasion (choose) 1 (2)
+1 to Intellect Attribute

Add Specialization to Charm *OR* Persuasion (1)

OPTIONAL (must be taken as a package):

Code of Honor (Companion Code) -2

Cultural Flexibility +1

Obligation (Companion Guild) -1

Sexy +2

The Companion Code of Honor

Always respect the privacy of clients; never speak of what a client tells to you; it is a business arrangement—nothing more.

* **Dabo Girl** (Females Only!)

One of the top secrets to the bar/hosting trade is to keep the customer occupied and interested while you ply them with synthohol. A key part of that are the bar games—doesn't matter what game; as long as they have an occasional chance at winning and something nice to look at (and aren't thinking about what you are charging them).

Charm (Oo-Mox) (Seduction) 2 (3) (3)

Gaming (Dabo) (choose) 2 (3) (3)

Slight of Hand (Gaming Cheats) 1 (2)

Artistic Expression (choose) 1 (2)

Fast Talk 1

Language: choose One at 1

Merchant (Bar) 1 (2)

Persuasion (choose) 1 (2)

Streetwise (choose) 1 (2)

Obligation (to Employer) -1

Sexy +2

* **Dilettante**

Wealth hath its privileges. Deciding on whim and impulse, the dilettante seeks relief from boredom and the casual. Dabbling in the arts and culture for amusement and enjoyment, but often without serious study (or talent). Often with an entourage, or at least a few friends.

Academic Skill, Any (choose) 2 (3)

Culture (Artistic OR High Soc.) (choose) 1 (2) (2)

World Knowledge (choose two) 1 (2) (2)

Academic Skill, Any Other (choose) 1 (2)

Athletics *OR* Gaming (choose two) 1 (2) (2)

Bargain (choose) 1 (2)

Language: choose Two at 2 and 1

Wealth +3

Diplomat

No matter where you go, you cannot escape bureaucracy. Diplomats are as much a feature of life on the frontier as politicians are elsewhere; indeed, more so—as they often mean the difference between an uneasy coexistence and all out war!

Diplomacy (choose two) 2 (3) (3)

Law (Interstellar Law) (choose) 2 (3) (3)

The Unofficial Rules of what makes a good Dabo Girl (known by all Ferengi):

1—She must be a female.

2—A sexy female.

3—No Ferengi females; Dabo Girls have specific costumes, and Ferengi females must be unclothed.

4—Assets. She's got to have them; if you are distracted by them during her interview—she's hired.

5—The costume; small enough to be revealing, yet ensure that nothing is seen. Clothed females are quite alluring. . .

Science, Social (Political Sci.) (choose) 1 (2) (2)
Computer (choose) 1 (2)
Culture (of Posted World) 1 (2)
History (of Posted World) 1 (2)
Language: of Posted World 1
Persuasion (choose) 1 (2)
World Knowledge (of Posted World) 1 (2)

* Doctor

Their methods might vary, and the presence of an ethical code might be lacking, but the medical profession is known to every species.

First Aid (choose two) 1 (2) (2)
Personal Equipment (Medical Tricorder) 2 (3) (3)
Science, Medical (choose two) 2 (3) (3)

Administration (Hospital/Infirmary) 1 (2)
Computer (choose) 1 (2)
Culture (Scientific/Medical Community) 1 (2)
History (of Characters Species) 1 (2)
Language: Native Language 1
Systems Operation (Medical Systems) 1 (2)
Curious *OR* Innovative *OR* Shrewd *OR* Wealth +1

* Engineer

Designers and builders of the necessities of life, and the latest technological marvels. They can be found on their home worlds designing, constructing or maintaining the habitats and infrastructure of modern life; or temporarily living on the newest colony helping to create a new world from the ground up.

Computer (Sim./Modeling) (choose) 1 (2) (2)
Engineering, Any (choose two) 2 (3) (3)
Science, Physical (Mathematics) 2 (3)

Charm *OR* Persuasion (choose) 1 (2)
Culture (Eng. Community) (choose) 1 (2) (2)
History (of Characters Species) 1 (2)
Language: Native Language 1
Personal Equipment (choose) 1 (2)
World Knowledge (Species Homeworld) 1 (2)

Federation Intelligence Service (FIS) Agent

The FIS provides the Federation with information about economic, communications, and (non-military) activity of enemies. The information they collect and analyze is disseminated to appropriate agencies throughout the Federation.

Computer (choose) 1 (2)
Espionage (choose) 2 (3)
Security (Security Systems) 2 (3)

Athletics (choose) 1 (2)
History (Federation) 1 (2)
Language: Federation Standard 1
Law (FIS Regulations) 1 (2)
Personal Equipment (choose) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 1 (2)
Weapon, Energy (Phaser) 1 (2)

Gambler

Games exist in nearly every culture across the galaxy, and so too does the placing of wagers; adding to these games of chance a little extra thrill and excitement.

Charm (choose) 2 (3)
Gaming (choose) 2 (3)
Streetwise (Locate Gambling) 1 (2)

Computer (choose) 1 (2)
Dodge 1
Fast Talk 2
Language: choose One at 1
Personal Equipment (choose) 1 (2)
Vehicle Operation (choose) 1 (2)

* Law Enforcer

The law enforcer can be found throughout space and is known by various titles, some even hold ranks in various militaries, but the law enforcer can range from the lone frontier protector to the darkest corrupt official.

Law (of Planet has Jurisdiction on) 2 (3)

Search 1

Security (Law Enforcement) 2 (3)

Athletics (choose) 1 (2)

Computer (choose) 1 (2)

Dodge 1

Language: of Planet has Jurisdiction on 1

Personal Equipment (choose) 1 (2)

Unarmed Combat (choose) 1 (2)

Weapon, Energy (choose) *OR*

Weapon, Primitive (Stun Stick) at 1 (2)

* **Lawyer**

Lawyers abound within Federation territory, but they may be encountered anywhere in explored space where legal disputes arise.

Intimidation (Cross Examination) 1 (2)

Law (choose two) 2 (3) (3)

Mediation (choose) 2 (3)

Charm (choose) 1 (2) *OR* Fast Talk 1

Computer (Research) 1 (2)

Culture (choose) 1 (2)

History (Fed. *OR* of Characters Species) 1 (2)

Language: Native Language 1

Persuasion (Debate) (Oratory) 1 (2) (2)

Contact (specify) +1

* **Liquidator** (Ferengi Only!)

The feared agents of the Ferengi Commerce Authority, charged with overseeing business practices and enforcement of Ferengi trade law. Liquidators could bar violators from trading with other Ferengi, or anyone seeking to do business with the Ferengi Alliance—resulting in massive loss of profit and opportunity. Their authority extends to all Ferengi, even those outside the Alliance. Only the Grand Nagus himself can overturn a decision by a Liquidator.

Diplomacy (Commercial OR Negotiation) 1 (2)

Law (Commerce Law) (choose) 2 (3) (3)

Merchant (choose two) 2 (3) (3)

Bargain (Bribery) 1 (2)

Computer (choose) 1 (2)

Intimidation (choose two) 1 (2) (2)

Knowledge: Rules of Acquisition 1

Personal Equipment (Financial Tripadd) 1 (2)

Science, Social (Economics) 1 (2)

Merchant

Although most basic needs are now met through technology rather than commercial transactions, there are still those seeking to make a profit through the flow of goods and services in the galaxy.

Bargain (choose) 2 (3)

Merchant (choose) 2 (3)

Shipboard Systems (Flight Control/Helm) 1 (2)

Athletics (choose) 1 (2)

Computer (choose) 1 (2)

Language: choose Two at 1 each

Law (Trade Regulations) 2 (3)

Personal Equipment (choose) 1 (2)

OPTIONAL (must be taken as a package):

Streetwise (Orion Syndicate) 1 (2)

Dark Secret (Member of Orion Syndicate) -3

Mystic

These characters live lives devoted to religious pursuits, either as lay devotees or high-ranking religious figures.

Persuasion (Oratory) 2 (3)

Science, Social (choose) 1 (2)

Theology (choose) 2 (3)

Academic Skill, Any (choose) 1 (2)

Athletics (choose) 1 (2)

Culture (choose Religious Culture) 2 (3)

History (choose) 1 (2)

Language: Native Language 1

Personal Equipment (choose) 1 (2)

Pirate/Smuggler

Some people prefer to make their living smuggling contraband, or even stealing from others. They could be villainous, they could be outlaws fighting a corrupt government or even flashy, picaresque thieves.

Security (choose) 1 (2)
Shipboard Systems (choose) 2 (3)
Streetwise (choose) 2 (3)

Athletics (choose) 1 (2)
Fast Talk 1
Gaming (choose) 1 (2)
Language: choose One at 1
Personal Equipment (choose) 1 (2)
Planetary Survival (choose) 1 (2)
Weapon, Energy (choose) 1 (2)

Politician

While the bureaucrat may be the driving force which gets things done, it is the politician that decides what it is that needs to be done!

Admin. (of Government a Member of) 2 (3)
Command (Government/Administration) 1 (2)
Politics (choose) 2 (3)

Computer (choose) 1 (2)
Culture (of Society a Politician for) 1 (2)
History (of Society a Politician for) 1 (2)
Language: of World where Government meets 1
Law (of Government a Politician for) 1 (2)
Science, Social (choose) 1 (2)
World Knowl. (of World where Gov. Meets) 1 (2)

OPTIONAL (must be taken as a package):
Obligation (to Constituency) -2 *OR* -3
Persuasion (choose) 1 (2)
Political Rank at level to balance Obligation
Rival (specify) -2
AND choice of One Disadvantage at -1

* Prospector/Belter

The galaxy is a storehouse of wealth waiting to be exploited. Working alone, in cooperative groups, or for mining corporations; these characters extract the exotic minerals and ores found almost anywhere. Often a tightknit group looking out for each other; prospectors tend to be leery of outsiders.

Demolitions (Primitive) (choose) 2 (3) (3)
Pers. Equip. (Mining Equip.) (choose) 1 (2) (2)
Sci., Planetary (Mineralogy) (choose) 2 (3) (3)

Athletics (Climbing) (Lifting) 1 (2) (2)
Bargain (Minerals/Ores) 1 (2)
Culture (Prospector Culture) 1 (2)
Planetary Surv. (Subterranean *OR* Zero-G) 1 (2)
Weapon, Energy (choose) 1 (2)
Alertness *OR* Zero-G Trained +2
Code of Honor (Prospectors Code) -2
Strong Will +2

OPTIONAL (must be taken as a package):
Asset +2
Chronic Pain *OR* Physically Impaired (specify) -2

The Prospector Code of Honor

Protect and aid fellow prospectors.

* Prostitute

Working in the oldest profession known; either entering when they were children or after certain events in their life placed them into it. They can be independent—with no permanent and safe place to ply their trade—or as part of a “professional” house under the guidance and protection of a madam/pimp or even a syndicate boss. (*For the more respectable side of the profession, see the Courtesan/Companion Overlay.*)

Bargain (Haggling) 1 (2)
Charm (Seduction) 2 (3)
Fast Talk 2

Concealment (Conceal Weapon) 1 (2)
Persuasion (choose) 1 (2)
Planetary Survival (Urban) 1 (2)
Language: choose One at 1
Streetwise (choose) 1 (2)
Weapon, Energy (Phaser *OR* Stunner) 1 (2)
Weapon, Primitive (Dagger) 1 (2)

Rebel/Maquis

Sometimes fanatical, sometimes self-righteous, but always scrappy and determined they fight for their independence and freedom.

Espionage (choose) 1 (2)
Security OR Tactics, Starship (choose) 1 (2)
Tactics, Planetary (Guerrilla Warfare) 1 (2)

Athletics (choose) 1 (2)
First Aid (choose) 1 (2)
History (of Characters Species) 1 (2)
Language: Native Language 1
Personal Equipment (choose) 1 (2)
Planetary Survival (choose) 1 (2)
Vehicle Operation (choose) 1 (2)
Weapon, Energy (choose) 1 (2)
World Knowledge (of Homeworld) 1 (2)

Reporter

Collecting and disseminating information about current events, people, trends, and issues—their work can make them into minor celebrities. The primary source of information to the public; a reporter investigates, then reports on events and issues.

Artistic Exp. (Composition OR Holography) 2 (3)
Computer (Research) 2 (3)
Knowledge: any Gathered Reporting on Subject 1

Culture (choose) 1 (2)
Fast Talk 1
History (choose) 2 (3)
Language: choose One at 1
Search 1

Streetwise (choose) 1 (2)

OPTIONAL (must be taken as a package):
Code of Honor (Journalists Code) -2
Contact (Information Source: specify) +2

The Journalist Code of Honor

Always be truthful and unbiased; check facts twice; check them again; never allow anyone to influence your work—maintain integrity.

* Riffraff

Found around any spaceport. . .the tough, street smart thug hoping for one big chance to turn their life around; and not necessarily legally. At smaller spaceports they may be hired as manual laborers, at all spaceports they are thugs for hire.

Slight of Hand OR Stealth (choose) 2 (3)
Streetwise (choose) 2 (3)
Unarmed Combat (Brawling) 1 (2)

Athletics (Running) 1 (2)
Dodge 1
Fast Talk *OR* Search 1
Knowledge: Local Spaceport 2
Planetary Survival (Urban) 1 (2)
Weapon, Energy *OR* Primitive (choose) 1 (2)

Scientist

Found in the many institutions and research stations across the galaxy, these characters focus their entire career on the long-term research of one topic—hoping it will one day lead them to a major breakthrough discovery.

Personal Equip. (Sci. Equip.) (Tricorder) 1 (2) (2)
Science, Any (choose two) 2 (3) (4)
Science, Any Other (choose) 2 (3)

Computer (choose) 1 (2)
Culture (Scientific Community) 1 (2)

Engineering, Any (choose) 1 (2)
History (choose) 1 (2)
Language: Native Language 1
Persuasion (Debate) 1 (2)

* **Spacehand**

The backbone of the Merchant Overlay character's cargo ship and the murderous horde of the Pirate Overlay character's blockade runner—these are the men and women who serve as crewmen aboard the countless ships and vessels hauling goods and passengers across the galaxy.

Engineering, Any OR Admin. (choose) 2 (3)
Shipboard Systems (choose two) 2 (3) (3)
Personal Equipment (choose) 1 (2)

Athletics (choose) 1 (2)
Bargain (choose) 1 (2)
Computer (choose) 1 (2)
Knowledge: choose Region of Space 1
Streetwise (choose) 1 (2)
World Knowledge (choose three) 1 (2) (2) (2)

Spy

The frontiers of space abound with spies and agents. There they can monitor transmissions, make contact with other agents, and do their work unnoticed. Unlike intelligence assets of the Federation, these characters might not limit themselves solely to seeking out information!

Administration (Intelligence) 1 (2)
Espionage (choose) 2 (3)
Security (Security Systems) 2 (3)

Athletics (choose) 1 (2)
Bargain (Bribery) 1 (2)
Computer (choose) 1 (2)
Fast Talk 1
Language: choose One at 1
Personal Equipment (choose) 1 (2)
Weapon, Energy (choose) 1 (2)

Thief

Concerned with the acquisition of wealth and material goods, sometimes for personal gain, sometimes merely for the thrill of the game—a game where they compete with the law and Lady Luck in a test of skill and confidence.

Fast Talk 2
Security (Security Systems) 2 (3)
Slight of Hand (Pick Pocket) 1 (2)

Athletics (choose) 1 (2)
Computer (choose) 1 (2)
Dodge 1
Language: choose One at 1
Personal Equipment (choose) 1 (2)
Search 1
Streetwise (Locate Fences/Black Market) 1 (2)

Warrior/Mercenary

Trained soldiers, Klingon warriors, and mercenaries from any one of a hundred different species. They fight for many different reasons. Some are just hired guns traveling the quadrants earning a living as bodyguards, bouncers, security or any other suitably combat-oriented profession.

Shipboard Systems (Tactical) 2 (3)
Tactics, Planetary OR Starship (choose) 1 (2)
Weapon, Energy (choose) 2 (3)

Athletics (choose) 1 (2)
Dodge 1
Language: choose One at 1
Personal Equipment (choose) 1 (2)
Unarmed Combat (choose) 1 (2)
Weapon, Primitive (choose) 1 (2)
Weaponsmith (choose) OR Battle-Hardened +3