STAR TREK
ROLEPLAYING GAME

Fast-Track Character Generation Archetypes
Version 1.1 – 20 February 2006

The various archetypes as originally listed in the *Star Trek Roleplaying Game Player's Guide* had a variety of errors. They have been rebuilt to be rules-legal, in accordance with the existing rules and all errata to date. Should anything change, this document will be updated appropriately.

All of these archetypes were built with the Pick Method of Attribute generation found on page 91 of the *Player's Guide.* As much as possible, the flavor (Edges, Flaws, and Professional Abilities) of the original has been left intact, though occasional changes to Personal and Professional Development packages have been made.

Bajoran Starfleet Ops Officer

Attributes

	Species Mod	Total	Attr Mod
Strength	0	7	0
Agility	0	8	+1
Intellect*	0	10	+2
Vitality*	0	10	+2
Presence	0	6	0
Perception	0	9	+1

Favored Attributes

Reactions

	Attr Mod	Misc Mod	Total
Quickness*	+1	0	+1
Savvy	+1	0	+1
Stamina	+2	0	+2
Willpower	+2	0	+2

Favored Reaction

Initiative

	Quickness	Misc Mod	Total
	+1	+2	+3

Defense

	Agility Mod	Misc Mod	Total
Base 7	+1	0	8

Health: 10 **Courage:** 4 **Renown:** 0 **Advancements:** 0
Personal Development: Occupation Upbringing
Professional Development: Operations Manager

Species Abilities: Artistic, Faithful, *Pagh*
Professional Abilities: Starship Duty (Operations), Station Proficiency
Edges: Alert, Skill Focus (Furtive), Skill Focus (Keen Sight)
Flaws: Easily Distracted, Intolerant (Cardassians)

Skills

	Attribute	Misc Mod	Attr Mod	Levels	Total
Athletics	STR	0	0	+3	+3
Computer Use (Hacking)	INT	0	+2	+3	+5
Engineering	INT				
Systems Engineering (EPS Systems)		0	+2	+3	+5
Inquire*	PRS	0	0	+1	+1
Ranged Combat	AGL				
Energy Weapons		0	+1	+2	+3
Repair	INT	0	+2	+1	+3
Survival	PER	0	+1	+1	+2
System Operation (Operations Management)					
	INT	0	+2	+4	+6
Unarmed Combat	AGL				
Brawling		0	+1	+4	+5

Non-Professional skill for purposes of advancement

Ferengi Merchant

Attributes

	Species Mod	Total	Attr Mod		Reactions	Attr Mod	Misc Mod	Total		Initiative	Quickness	Misc Mod	Total
Strength	-2	5	0		Quickness	+3	0	+3			+3	0	+3
Agility	0	8	+1		Savvy*	+3	0	+3					
Intellect*	0	10	+2		Stamina	0	0	0		Defense			
Vitality	0	5	0		Willpower	+2	0	+2			Agility Mod	Misc Mod	Total
Presence*	+1	10	+2		* Favored Reaction								
Perception	+1	12	+3							Base 7	+1	0	8

* Favored Attributes

Health: 5   **Courage:** 3   **Renown:** 0   **Advancements:** 0
Personal Development: Mercantile Upbringing
Professional Development: Entrepreneur

Species Abilities: Eye for Profit, Four-lobed Brain, Head for Numbers, Lobes for Business
Professional Abilities: Pandering
Edges: Contacts, Shrewd, Skill Focus (Keen Hearing)
Flaws: Coward

Skills

	Attribute	Misc Mod	Attr Mod	Levels	Total
Appraise	INT	0	+2	+3	+5
Computer Use	INT	0	+2	+2	+4
Enterprise	INT				
Business		+1	+2	+5	+8
Influence (Charm, Fast Talk)	PRS	0	+2	+3	+5
Inquire (Fraternize)	PRS	0	+2	+2	+4
Knowledge	INT				
Culture		0	+2	+2	+4
Specific World		0	+2	+2	+4
Negotiate	INT	0	+2	+3	+5

* Non-Professional skill for purposes of advancement

Human Starfleet Command Officer

Attributes

	Species Mod	Total	Attr Mod
Strength	0	7	0
Agility	0	8	+1
Intellect*	0	9	+1
Vitality	0	7	0
Presence*	0	10	+2
Perception	0	9	+1

Favored Attributes

Reactions

	Attr Mod	Misc Mod	Total
Quickness	+1	0	+1
Savvy	+2	0	+2
Stamina	0	+2	+2
Willpower*	+1	0	+1

Favored Reaction

Initiative

	Quickness	Misc Mod	Total
	+1	0	+1

Defense

	Agility Mod	Misc Mod	Total
Base 7	+1	0	8

Health: 7   **Courage:** 4   **Renown:** 0   **Advancements:** 0
Personal Development: Starfleet Brat
Professional Development: Basic Commander

Species Abilities: Adaptable (+2 to Stam), the Human Spirit, Skilled
Professional Abilities: Commanding Presence, Starship Duty (Command)
Edges: Fit, Promotion 1 (Lieutenant J.G.), Resolute
Flaws: Pacifist, Reckless

Skills

	Attribute	Misc Mod	Attr Mod	Levels	Total
Athletics	STR	0	0	+2	+2
Computer Use (Retrieve)	INT	0	+1	+2	+3
Engineering	INT				
Systems Engineering*		0	+1	+2	+3
Enterprise	INT				
Administration		0	+1	+4	+5
Knowledge	INT				
Culture		0	+1	+2	+3
Negotiate		0	+1	+1	+2
Ranged Combat	AGL				
Energy Weapons		0	+1	+3	+4
Repair	INT	0	+1	+1	+2
System Operation (Command)	INT	0	+1	+3	+4
Tactics (Space)	INT	0	+1	+2	+3
Unarmed Combat	AGL				
Brawling		0	+1	+2	+3

*Non-Professional skill for purposes of advancement

Klingon Rogue

Attributes

	Species Mod	Total	Attr Mod
Strength	+1	11	+2
Agility*	0	10	+2
Intellect	-1	7	0
Vitality	+1	8	+1
Presence*	0	8	+1
Perception	-1	7	0

Favored Attributes

Reactions

	Attr Mod	Misc Mod	Total
Quickness*	+2	0	+2
Savvy	+1	0	+1
Stamina	+2	+2	+4
Willpower	+1	0	+1

Favored Reaction

Initiative

	Quickness	Misc Mod	Total
	+2	0	+2

Defense

	Agility Mod	Misc Mod	Total
Base 7	+2	0	9

Health: 10   **Courage:** 3   **Renown:** 0   **Advancements:** 0
Personal Development: Military Brat
Professional Development: Scoundrel

Species Abilities: Brak'lul, Ferocity, Honor
Professional Abilities: Scoundrel's Fortune (Influence)
Edges: Blends In, Dodge, High Pain Threshold
Flaws: Dim-witted

Skills

	Attribute	Misc Mod	Attr Mod	Levels	Total
Armed Combat	AGL				
Klingon Traditional Weapons		0	+2	+4	+6
Conceal	INT	0	0	+2	+2
Enterprise	INT				
Streetwise		0	0	+3	+3
Influence (Intimidate)	PRS	0	+1	+3	+4
Knowledge	INT				
Culture*		0	0	+1	+1
Observe (Listen)	PER	0	0	+3	+3
Ranged Combat	AGL				
Energy Weapons		0	+2	+2	+4
Repair*	INT	0	0	+1	+1
Sleight of Hand	AGL	0	+2	+2	+4
Stealth (Shadow)	AGL	0	+2	+2	+4

Non-Professional skill for purposes of advancement

Trill Diplomat

Attributes

	Species Mod	Total	Attr Mod
Strength	0	7	0
Agility	0	8	+1
Intellect*	+1	10	+2
Vitality	0	8	+1
Presence*	0	10	+2
Perception	0	8	+1

* *Favored Attributes*

Reactions

	Attr Mod	Misc Mod	Total
Quickness	+1	0	+1
Savvy*	+2	0	+2
Stamina	+1	0	+1
Willpower	+2	0	+2

* *Favored Reaction*

Initiative

	Quickness	Misc Mod	Total
	+1	0	+1

Defense

	Agility Mod	Misc Mod	Total
Base 7	+1	0	8

Health: 8   **Courage**: 3   **Renown**: 0   **Advancements**: 0
Personal Development: Diplomat's Child
Professional Development: Exocultural Specialist

Species Abilities: Skilled, Joining (1 prior host)
Professional Abilities: Insight
Edges: Cultural Flexibility, Meticulous
Flaws: Low Pain Threshold

Skills

	Attribute	Misc Mod	Attr Mod	Levels	Total
Computer Use (Retrieve)	INT	0	+2	+3	+5
Enterprise	INT				
Administration		0	+2	+2	+4
Influence**	PRS	0	+2	+2	+4
Knowledge	INT				
Culture		+2	+2	+4	+8
History		+2	+2	+3	+7
Politics		+2	+2	+2	+6
Specific World		+2	+2	+3	+7
Language	INT	0	+2	+2	+4
Negotiate	INT	0	+2	+2	+4
Science	INT				
Social Science (Political Science)		0	+2	+2	+4

* *Non-Professional skill for purposes of advancement*   ** *Non-Professional skill treated as Professional skill due to symbiont*

Vulcan Starfleet Science Officer

Attributes

	Species Mod	Total	Attr Mod
Strength	+2	8	+1
Agility	0	8	+1
Intellect	+1	12	+3
Vitality	0	7	0
Presence	-3	5	0
Perception	0	10	+2
Psi*	0	4	0

Favored Attributes

Reactions

	Attr Mod	Misc Mod	Total
Quickness	+2	0	+2
Savvy	+2	0	+2
Stamina	+1	0	+1
Willpower	+3	0	+3

Favored Reaction

Initiative

	Quickness	Misc Mod	Total
	+2	0	+2

Defense

		Agility Mod	Misc Mod	Total
Base 7		+1	0	8

Health: 8   **Courage:** 3   **Renown:** 0   **Advancements:** 0
Personal Development: Academic Upbringing
Professional Development: Planetary Survey

Species Abilities: Enhanced Rapid Healing, Mind Meld, Nerve Pinch
Professional Abilities: Field Research, Starship Duty (Science)
Edges: Eidetic Memory, Meticulous, Psionic, Skill Focus (Keen Hearing)
Flaws: Pacifist

Skills

	Attribute	Misc Mod	Attr Mod	Levels	Total
Computer Use (Retrieve)	INT	0	+3	+4	+7
Craft	AGL				
Calligraphy*		0	+1	+1	+2
Engineering	INT				
Systems Engineering*		0	+3	+1	+4
Entertain	PRS				
Play Instrument*		0	0	+1	+1
Knowledge	INT				
History		0	+3	+2	+5
Mind Meld	PSI	0	0	+1	+1
Ranged Combat	AGL				
Energy Weapons		0	+1	+1	+2
Repair	INT	0	+3	+1	+4
Science	INT				
Life Science (Biology)		0	+3	+2	+5
Planetary Science (Geology)		0	+3	+3	+6
Survival (Mountain)	PER	0	+2	+2	+4
System Operation (Sensors)	INT	0	+3	+2	+5

Non-Professional skill for purposes of advancement