

## **Star Trek Master Skill List (v.2.1)**

Skills that cannot be used *Untrained* are noted with an asterisk (\*). Skills with the "@" icon are generally not appropriate for Starfleet characters.

### **Command**

#### **Administration (Intellect)**

*Bureaucratic Manipulation*  
*Conspiracy*  
*Logistics*  
*Merchant Marine Ship Administration*  
*Organized Crime Family*  
*Specific Planetary Government*  
*Space Station Administration*  
*Starship Administration*

#### **@\* Behavior Modification (Intellect)**

*Brainwashing*  
*Hypnotism*  
*Resistance*

#### **Command (Presence)**

*Combat Leadership*  
*Military Training*  
*Starship Command*

#### **Diplomacy (Presence)**

*Commercial Treaties*  
*Federation Law*  
*Intergalactic Affairs*  
*Intergalactic Law*  
*Negotiation*  
*Specific Planetary Affairs*

#### **\* Espionage (Intellect)**

*Counterintelligence*  
*Covert Communications*  
*Cryptography*  
*Forgery* (See "Forgery" under Other Skills)  
*Intelligence Techniques (Specific)*  
*Observation*  
*Signal/Image/Electronic Intelligence*  
*Traffic Analysis*

#### **\* Mediation (Presence)**

*Civil*  
*Commercial*  
*Family*  
*Political*

#### **Persuasion (Presence)**

*Debate*  
*Oratory*  
*Storytelling*

#### **Planetary Tactics (Intellect)**

*Grand Strategy*  
*Guerilla Warfare*  
*Mechanized Ground Combat*  
*Sea Combat*

*Shipboard Tactics*  
*Small Unit Tactics*

#### **\* Starship Tactics (Intellect)**

*Merchant Marine Tactics*  
*Pirate Tactics*  
*Planetary Support Tactics*  
*Specific Naval Tactics*

#### **\* Strategic Operations (Intellect)**

*Defense In Depth*  
*Invasion Strategies*  
*Neutral Zone Strategies*  
*Species Specific Strategies*  
*Specific Strategies (Core, Frontier, etc.)*

### **Operations**

#### **\* Computer (Intellect)**

*Computer Simulation/Modeling*  
*Data Alteration/Hacking*  
*Programming*  
*Research*  
*Specific Government or Species*

#### **\* Demolitions (Intellect)**

*Bomb Disposal*  
*Booby Traps*  
*Land Mines*  
*Nuclear Demolitions*  
*Primitive Demolitions*  
*Shipboard Demolitions*

#### **Energy Weapons (Coordination)**

*Disruptor*  
*Disruptor Rifle*  
*Phaser*  
*Phaser Rifle*

#### **\* Engineering, Material (Intellect)**

*Aeronautical/Aerodynamic*  
*Civil*  
*Mechanical*  
*Metallurgical*  
*Personal Equipment*  
*Structural/Spaceframe*  
*Vehicular*

#### **\* Engineering, Propulsion (Intellect)**

*Fusion*  
*Impulse*  
*Ion*  
*Rocketry*  
*Quantum Singularity Drive*  
*Shuttlecraft Propulsion Systems*  
*Temporal Drive*  
*Warp Drive*

#### **\* Engineering, Systems (Intellect)**

*Cloaking Device*  
*Communications Systems*  
*Computer Systems*  
*Diagnostics*  
*Environmental/Life Support Systems*  
*Flight Control/Helm*  
*Navigation*  
*Phaser Systems*  
*Power Systems*  
*Sensor Systems*  
*Shields/Screens*  
*Temporal Systems*  
*Torpedo/Probe Systems*  
*Transporter/Replicator Systems*  
*Weapons Systems*

#### **\* Engineering, Theoretical (Intellect)**

*Cybernetics*  
*Subspace Dynamics*  
*Transporter Theory*  
*Warp Theory* (See "Space Sciences" also)

#### **First Aid (Intellect)**

*Chemical-Biological First Aid*  
*Species Specific First Aid*  
*Wound/Combat Trauma*

#### **\* Heavy Weapons (Intellect)**

*Phaser Artillery*  
*Photon Mortar*  
*Plasma Mortar*  
*Specific Weapon Type*

#### **\* Personal Equipment (Intellect)**

*Communicator*  
*Environmental Suit*  
*Field Modulator*  
*Force Field Generator*  
*Medical Tricorder*  
*Subvocalizer*  
*Tricorder*  
*Universal Translator*

#### **Planetside Survival (Intellect)**

*Arctic*  
*Desert*  
*Forest*  
*Jungle*  
*Mountain*  
*Ocean*  
*Specific World*  
*Urban*

#### **\* Projectile Weapon (Coordination)**

*Gauss Weapons*  
*Gunpowder Pistols*  
*Gunpowder Rifles*  
*Needle Weapons*  
*Submachine Gun*

#### **\* Security (Intellect)**

*Dissident Operations*  
*Law Enforcement*  
*Lockpicking*  
*Patrolling*

*Security Systems*  
*Security Procedures*

#### **\* Shipboard Systems (Intellect)**

*Cloaking Device*  
*Command Systems*  
*Communications*  
*Environmental/Life Support Control*  
*Flight Control/Helm*  
*Library Computer*  
*Mission Ops*  
*Navigation*  
*Sensors*  
*Shields/Screens*  
*Tactical*  
*Temporal Systems*  
*Tractor Beams*  
*Transporter*  
*Weapons Systems*

#### **\* Unarmed Combat (Coordination)**

*Aikido*  
*Boxing*  
*Brawling*  
*Ch'Vashrek (Romulan Kung Fu)*  
*Karakom (Andorian Boxing)*  
*Karate*  
*Kormerek (Romulan Street/Dirty Fighting)*  
*Kung Fu*  
*Hleshvalath (Andorian Wrestling)*  
*Mok'Bara (Klingon)*  
*N'Delrek (Romulan Jujitsu/Wrestling)*  
*Nausicaan Pitfighting*  
*Romulan Navy Martial Arts*  
*Starfleet Martial Arts*  
*Tatharoc*  
*Tenlari (Romulan Kick boxing)*  
*Vulcan Nerve Pinch*  
*Wrestling*

**\* Vehicle Operation (Intellect)**

Atmospheric Craft  
Close Orbital Craft  
Flight Vest  
Ground Vehicles  
Shuttlecraft

**Weaponsmith (Intellect)**

Energy Weapons  
Heavy Weapons  
Primitive Weapons  
Projectile Weapons  
Specific Weapon Type

**Sciences**

**\* Life Sciences (Intellect)**

Agronomy  
Bioengineering  
Biology  
Bionics  
Biotechnology  
Botany  
Ecology  
Exobiology  
Genetics  
Microbiology  
Paleontology  
Zoology

**\* Medical Sciences (Intellect)**

Exoanatomy  
Forensic Pathology  
General Medicine  
Pathology  
Psychology  
Species Specific Medicine  
Surgical Specializations  
Toxicology

**\* Physical Sciences (Intellect)**

Chemistry  
Computer Science  
Materials Science  
Mathematics  
Physics  
Temporal Physics

**\* Planetary Sciences (Intellect)**

Climatology  
Geology  
Hydrology  
Mineralogy  
Oceanography  
Planetology  
Volcanology

**\* Social Sciences (Intellect)**

Anthropology  
Archaeology  
Economics  
Geography  
Historical Engineering  
Paleoanthropology  
Political Science  
Sociology

**\* Space Sciences (Intellect)**

Astrogation  
Astronomy  
Astrophysics  
Stellar Cartography  
Subspace Field Dynamics  
Thermodynamics

Warp Field Theory

**World Knowledge (Intellect)**

Specific Planet

**Other**

**Acrobatics (Coordination)**

Balance Walking  
Breakfall  
Floor Exercises  
Gymnastics  
Mid-Air Dodge  
Parallel Bars  
Rings  
Rope Swinging

**Animal Handling (Presence)**

Specific Animal

**\* Artistic Expression (Intellect/Varies)**

Acting  
Cooking  
Dance  
Drawing  
Klingon Opera  
Painting  
Poetry  
Specific Musical Instrument

**@\* Assassination (Intellect)**

Assassination Devices  
Deadly Blows  
Deadly Sabotage  
Poisons  
Stealthy Attacks  
Traps and Snares

**Athletics (Fitness)**

Climbing  
Jumping  
Lifting  
Running  
Specific Sport/Game

**Bargain (Presence)**

Artwork  
Bribery  
Dilithium Crystals  
Marketplace Haggling  
Specific Product

**Charm (Presence)**

Influence  
Seduction

**Concealment (Intellect)**

Cache Supplies  
Conceal Smuggled Objects  
Conceal Weapon (See "Sleight of Hand")

**\* Craft (Varies)**

Chef  
Jeweler  
Potter  
Tailor

**Culture (Intellect)**

Specific Culture

**Disguise (Presence)**

Specific Species

**Dodge (Coordination)**

**Fast Talk (Presence)**

**@\* Forgery (Coordination)**

Currency  
Identity Documentation  
Specific Type of Art  
Specific Type of Currency

**Gaming (Intellect)**

Dabo  
Darts  
Domjot  
Poker  
Three Dimensional Chess  
Tongo

**History (Intellect)**

Specific Organization  
Specific Planet  
Specific Species

**Instruction (Presence)**

Critical Thinking  
Exocultural  
Teaching

**@\* Intimidation (Presence)**

Bluffing  
Bluster  
Cross Examination  
Torture

**\* Knowledge (Intellect)**

Each Knowledge is a separate skill.

Examples:

Earth Art History  
Klingon Opera  
Vulcan Poetry

**\* Language (Intellect)**

Each Language is a separate skill.

Examples:

Bolian  
Federation Standard  
Klingon  
Romulan  
Vulcan

**\* Law (Intellect)**

Federation Law  
Federation Merchant Marine Regulations  
Ferengi Rules of Acquisition  
Specific Planetary/Government Laws  
Starfleet Regulations

**Merchant (Intellect)**

Appraising/Selling Stolen Goods  
Specific Business Type  
Specific Market  
Specific Product

**Mimicry (Presence)**

Specific Sex  
Specific Species

**Politics (Intellect)**

Intelligence  
Maneuver  
Propaganda

**\* Primitive Weaponry (Coordination)**

Bat'leth  
Chaka  
Club  
D'k tagh  
Dosalnar  
Hrisal  
Julasa  
Kal'hris  
Kar'takin  
Knife  
Kut'luch  
Lirpa  
Longbow  
Mek'leth

*Rapier*  
*Stunrod*  
*Sword*  
*Tishrul*  
*Varchuk*

**Primitive Weaponry Styles:**

*Anbo-Jytsu*  
*Chaka Hramdal*  
*Fencing*  
*Hlesha Tlara*  
*Ivarius Hrisalnar*

**Search (Intellect)**

**\* Sleight of Hand (Coordination)**

*Conceal Weapons*  
*Magic Tricks*  
*Pick Pocket*

**Stealth (Coordination)**

*Hide*  
*Stealthy Movement*

**@Streetwise (Intellect)**

*Locate Contraband*  
*Orion Syndicate*  
*Underworld of Specific Planet/Species*

**\* Surveillance (Intellect)**

*Bugging*  
*Electronic Surveillance*  
*Shadowing*  
*Standard Surveillance*

**Theology (Intellect)**

*Specific Religion or Faith*

**Throwing (Fitness)**

*Grenades*  
*Throwing Blades*  
*Specific Weapon Type*

**Tracking (Intellect)**

*Bipedal*  
*Specific Animal Class*  
*Specific Planet*

**Ventriloquism (Intellect)**

**Psionic Skills**

**\* Clairvoyance (Psi)**

Cascades:

*Visions*  
*Far-seeing*  
*Precognition*

**\* Mind Meld (Psi)**

**\* Mind Shield (Psi)**

Cascades:

*Psionic Negation*  
*Reflective Mind Shield*

**\* Projective Empathy (Psi)**

Cascades:

*Empathic Attack*

**\* Projective Telepathy (Psi)**

Cascades:

*Illusion Creation*  
*Induce Trance*  
*Mind Control*

**\* Receptive Empathy (Psi)**

Cascades:

*Empathic Healing*

**\* Receptive Telepathy (Psi)**

Cascades:

*Psychometry*  
*Psychosense*

**\* Telekinesis (Psi)**

Cascades:

*Telekinesis*  
*Electromanipulation*  
*Telekinetic Manipulation*  
*Thermokinesis*

**\* Temporal Psionics (Psi)**

Cascades:

*Precognition*  
*Temporal Projection*  
*Temporal Sense*  
*Time Shift*  
*Time Stop*

[**Author's Note:** I listed the above temporal psionic abilities as Cascades, but they are listed as separate skills in ***All Our Yesterdays***. Use whichever format you prefer – Steven A. Cook]

**\* Pain Reduction (Psi)**

Skill List compiled by **Brian Kreutzinger** and **Steven A. Cook**. Skills were drawn from the following Last Unicorn Games books:

- ***Star Trek: The Next Generation Core Book***
- ***Star Trek: Deep Space Nine Core Book***
- ***Star Trek Roleplaying Game Core Book***
- ***Star Trek: The Next Generation Players' Guide***
- ***All Our Yesterdays***
- ***The First Line – Starfleet Intelligence***
- ***Raiders, Renegades, and Rogues***
- ***The Andorians – Among The Clans***
- ***The Way of D'Era – The Romulan Star Empire***

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