Star Trek D&D: Additions and Changes to D&D 3.5

See the races and classes document to changes in races and classes and the addition of the Starfleet Uniforms.

Skills: All skills remain the same.

Feats: All feats remain the same except for the following additions:

* Empathic: Half-Betazoids can read the emotions of any humanoids, regardless of race or spells cast against them. Half-Betazoids begin with this feat. Only Betazoids, half-Betazoids, Vulcans, and half-Vulcans can have this feat.
* Telepathic: A Betazoid can hear the thoughts of any humanoid, unless that humanoid has cast Shield Thought. They cannot read the thoughts of any Ferengi, Breen, Ullians, or Dopterians. Betazoids begin with this feat. Only Betazoids, half-Betazoids, Vulcans, and half-Vulcans can have this feat.
* Vulcan mind meld: Only with those the Vulcan is close to, the Vulcan may perform the Vulcan mind meld, and may perform this feat with that person only once. There is a 50% failure rate. If successful, the Vulcan may receive one feat from that person, and that person gains one feat from the Vulcan (apart from the Vulcan mind meld feat). All Vulcans and half-Vulcans begin with this feat.
* Warrior’s calling: Once per day, a character may call upon his lust for battle and receive the warrior’s calling buff to gain +2 strength for 1 hour. At level 10, they may receive +4 strength for 1 hour with this buff. All Klingons begin with this feat.
* Warrior’s heart: Once per day, a half-Klingon can cast the buff warrior’s heart, which grants them +1 strength and +1 constitution for 1 hour. All half-Klingons begin with this feat.

Alignment: All alignments remain the same.

Religion: A character other than Klingons, Androids, and Bajorans may choose to adopt a religion Klingons and Bajorans must be religious. Androids cannot be religious. The player may choose any religion within the Star Trek universe. Klingons may only choose Klingon gods, and Bajorans may only choose Bajoran gods.

Wealth and Money: Though many races in the Star Trek universe have no need for money, for simplicity in the tabletop gaming experience, we will use the currency in the Dungeons & Dragons universe.

Equipment: See the changes to equipment in the equipment document.

Combat: All combat works the same. However, players may encounter combat with another starship. In this case, look to the Starship Combat guide. Magic also remains the same.