Races:

**Human**

Humans are very diverse. Their skin colors range from pinks to beiges to tan to brown. Their hair color ranges from red to blonde to brown to black. They can be as short as 5 feet and as tall as 7 feet and weigh from 120 pounds to 250 pounds. They can live to be 90 years old, with adulthood starting at 18. They can be any alignment.

Racial traits:

* Medium
* Base land speed is 30 feet
* 1 extra feat at 1st level, because humans are quick to master specialized tasks and varied in their talents.
* 4 extra skill points at 1st level and 1 extra skill point at each additional level, since humans are versatile and capable.
* So charismatic: Twice a day, humans can cast the “so charismatic” buff, which gives them +2 charisma for 30 minutes.
* Humans gain a +2 bonus on the following skills: Diplomacy, disguise, and speak language.
* Automatic Language: Common. Bonus Languages: Humans can learn any language.
* Favored class: Any.
* Favored weapon: Any.

**Klingon**

A warrior species that originated from the planet Qo’noS. They are typically light to dark brown with light brown or dark brown hair and pronounced forehead ridges. They can range from 5’9” to 7 feet and from 170 to 300 pounds. Because of their gruff personality and aggressive tendencies, Klingons don’t usually get along well with other races. They are very religious, and ritual is important. They speak common and Klingon and can be any alignment, though they cannot do anything that will go against their honor. They can live to be 100 years old, with adulthood being around 20 years of age.

Racial Traits

* +4 strength, -3 intelligence, -3 charisma: Klingons are very strong, but they tend to forgo their looks and their studies.
* Medium
* Base land speed is 35 feet
* Klingons receive a +2 bonus on fortitude saving throws and a +2 saving throw against poisons.
* Darkvision: Can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Klingons can function just fine with no light at all.
* Bonus feat: Warrior’s calling: Once per day, a Klingon 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.
* Klingons gain a +2 bonus on the following skills: climb, intimidate, jump, knowledge (religion), survival, and swim.
* Automatic Languages: Common and Klingon.
* Favored Class: Warrior and fighter. There are no spellcaster Klingons.
* Favored Weapon: Bat’leth.

**Half-Klingon**

Half Klingon, half human, these creatures share traits from both races. They tend to have lighter brown skin, dark or light brown hair, and less pronounced forehead ridges than their Klingon parent. They are quick to anger, but get along easier with other races than full-blooded Klingons. They can be anywhere from 5’6” to 7 feet tall, and anywhere between 120 and 250 pounds. They can live to be 90 years old, with adulthood around 20 years. They can be any alignment.

Racial Traits:

* +2 strength, +2 constitution, -2 wisdom, -1 charisma
* Medium
* Half-Klingon base land speed is 30 feet
* Half-klingons receive a +1 bonus on saving throws against poisons.
* Lowlight vision: A half-Klingon can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination (40 feet). She retains the ability to distinguish color and detail under these conditions.
* Bonus 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.
* Half-Klingons receive a +2 bonus to the following skills: Bluff, climb, jump, and swim.
* Automatic Languages: Common and Klingon
* Favored class: Any, though they tend not to be spellcasters.
* Favored weapon: Like Klingons, half-Klingons prefer using a Bat’leth but can be proficient in any weapon with training.

**Vulcan**

From the planet Vulcan, these logic-driven creatures can seem cold to those not used to this race. They have complete control over their emotions. Some believe that Vulcans and the war-driven Romulans have a common descendant. They look similar to humans but have eyebrows which stretch toward their foreheads and pointed ears. They can be 5’6” to 6’4” and can range from 120 to 200 pounds. They can live to be 200 years old with adulthood around 40 years old. A common Vulcan saying is “Live long and prosper.” They cannot be any evil alignment, and must retain one neutral alignment.

Racial Traits

* +4 wisdom, -2 charisma, -2 dexterity
* Lowlight vision: A Vulcan can see up to 40 feet in lowlight. He retains the ability to distinguish color and details under these conditions.
* Logic: Twice a day, a Vulcan can cast a buff on himself which grants +2 intellect and +2 wisdom for 30 minutes.
* Vulcans receive a +2 bonus against spells and spell-like abilities.
* Vulcans receive a +2 saving throw bonus against illusions.
* Vulcans receive a +2 dodge bonus when fighting against Romulans.
* Bonus 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).
* Vulcans receive a +2 bonus to the following skills: Concentration, disable device, knowledge (arcana), knowledge (dungeoneering), knowledge (history), knowledge (nature), listen, and sense motive.
* Automatic Languages: Common and Vulcan
* Favored class: Though adept fighters, they tend to be spellcasters, paladins, druids, and clerics.
* Favored weapon: Any.

**Half-Vulcan**

Half-vulcan, half-human, these creatures retain features from both parents, including the upturned eyebrows and pointy ears. They live to be about 150 years, with adulthood around 30 years. They are between 5’5” and 6’5” and weigh between 120 and 200 pounds. They can be any alignment with neutral.

Racial Traits:

* Medium.
* +2 intellect, -1 strength, -1 charisma
* Half-Vulcan base land speed is 30 feet.
* Low-light Vision: A half-vulcan can see twice as far as a human in low light (40 feet). She retains the ability to distinguish color and details under these conditions.
* Logical buff: Once a day, a half-vulcan can cast this buff which grants +2 intellect and +2 wisdom for 1 hour.
* Half-Vulcans receive a +1 bonus against spells and spell-like abilities.
* Half-Vulcans receive a +2 fighting bonus against Romulans.
* 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).
* Half-Vulcans receive a +2 bonus to the following skills: Appraise, concentration, forgery, listen, and speak language.
* Automatic languages: Common and Vulcan. They can pick up other languages as easily as their human parent.
* Favored class: Any.
* Favored weapon: Any.

**Betazoid**

From the planet Betazed, these peaceful humanoids are physically indistinguishable from humans except their black eyes and they tend to have light skin. Betazoids are telepaths and very sexual in nature. They range from 5’5” to 6’5” and from 100 to 170 pounds. They can live to be 180 years old with adulthood and sexual awakening at 20. At 40, Betazoid women enter a period of increased sexual desire called “the phase.” They can be any alignment and any class except fighter and warrior. They tend to be druids, clerics, and bards.

Racial Traits:

* Medium.
* +2 charisma, +1 constitution, -2 strength, -1 dexterity
* Betazoid land speed is 25 feet.
* Betazoids receive a +2 saving throw bonus against illusions.
* Bonus 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 receive a +2 bonus on the following skills: Appraise, craft, diplomacy, gather information, heal, and perform.
* Automatic languages: Common. There is no spoken Betazoid language because all Betazoids are telepathic and have no need for language.
* Favored class: Druid, cleric, or bard.
* Favored weapon: Any.

**Half-Betazoid**

Half-Betazoids are physically identical to Betazoids. They range from 5’5” to 6’10” and weight between 110 and 190 pounds. They can live to be 110 years old with adulthood at 20. They are not as sexually promiscuous as their Betazoid parents. They are not fully telepathic, but instead sense emotions and feelings from humanoids around them. They can be any alignment and any class.

Racial Traits:

* Medium
* +2 dexterity, +2 charisma, -2 strength, -2 constitution
* Half-Betazoid land speed is 30 feet.
* Bonus feat: Empathic: Half-Betazoids can read the emotions of any humanoids, regardless of race or spells cast against them.
* Half-Betazoids receive a +2 saving throw bonus against illusions.
* Half-Betazoids receive a +2 bonus on the following skills: Diplomacy, gather information, knowledge (local), knowledge (the planets), sense motive, and spellcraft.
* Automatic languages: Common.
* Favored class: Any.
* Favored weapon: Any.

**Android**

Androids are robots which are physically identical to humans. They can be any height and tend to weigh between 250 and 350 pounds. They can be any alignment but cannot change alignments. They cannot be spellcasters.

Racial Traits:

* Medium
* +4 strength, -2 intellegence, -2 wisdom. Androids are very strong but must rely on their positronic net for information on the world around them.
* Android land speed is 60 feet.
* Androids have incredible reflexes. They receive a +2 reflex saving throw bonus.
* Androids receive a -2 saving throw against spells and spell-like abilities and a -4 saving throw against spells which are electric in nature. However, androids are immune to sleep spell effects.
* Androids receive a +2 saving throw bonus against illusions.
* Androids receive a +2 bonus to the following skills: Balance, climb, decipher script, forgery, jump, knowledge (architecture and engineering), listen, search, speak language, spot, and use rope.
* Automatic languages: An android can pick up any language upon hearing it.
* Favored class: Androids cannot be spellcasters.
* Favored weapon: An android can learn to use any weapon upon picking it up.

**Bajoran**

From the planet Bajor, the Bajorans are peaceful humanoids who have finally gained their freedom from the Cardassians. They resemble humans in appearance apart from four to seven horizontal creases across their noses. They are very religious and tend to wear religious jewelry in their ears. They are 5’0” to 6’3” and weigh between 75 and 150 pounds. They can live to be 100 years old and reach adulthood at 20 years of age. They cannot be an evil alignment but can be any class.

Racial Traits:

* +2 dexterity, +1 charisma, -1 intellect, -1 wisdom, -1 strength
* Bajoran land speed is 25 feet.
* Lowlight vision: A Vulcan can see up to 40 feet in lowlight. He retains the ability to distinguish color and details under these conditions.
* Bajorans receive a +4 buff to all their skills when fighting against Cardassians.
* Bajorans are incredibly willfull and receive a +2 saving throw on will saves.
* Bajorans receive a +2 bonus to the following skills: Balance, disguise, handle animal, hide, knowledge (religion), listen, move silently, and survival.
* Automatic languages: Common and Bajoran
* Favored class: Any
* Favored weapon: Any

Classes:

* Bard: A performer whose music works magic—a wanderer, a tale-teller, and a jack-of-all-trades.
* Cleric: A master of divine magic and a capable warrior as well.
* Druid: One who draws energy from the natural world to cast divine spells and gain strange magical power.
* Fighter: One with exceptional combat capability and unequaled skill with weapons.
* Gunsmith: Fights from a distance with phasers. May fight with an animal companion as well.
* Paladin: A champion of justice and destroyer of evil, protected and strengthened by an array of divine powers.
* Rogue: A tricky, skillful scout and spy who wins the battle by stealth rather than brute force.
* Sorcerer: A spellcaster with inborn magical ability.
* Warrior: Ferocious and strong, one who uses fury and instinct to bring down foes.
* Wizard: A potent spellcaster schooled in the arcane arts.

All classes are as listed in the D&D 3.5 Player’s Handbook except for the gunsmith, who is listed as “ranger” and the warrior, who is listed as “barbarian.”

Starfleet Uniform: All characters start as ensign, but may receive promotions throughout the game.

* Command: Characters in the command division. They receive a +2 bonus to strength, dexterity, and constitution and a +1 bonus to charisma. They receive a +1 bonus to all saving throws. They receive a +2 bonus to the following skills: Bluff, diplomacy, gather information, knowledge (geography), knowledge (history), knowledge (the planets), and profession.
* Operations: Characters in the operations division. These characters are divided into the following tiers:
  + Engineering: Characters who work in engineering. They receive a +2 bonus to constitution and intelligence. They receive a +2 bonus on will saving throws. They receive a +2 bonus to the following skills: Appraise, concentration, craft, disable device, escape artist, heal, open lock, sleight of hand, use magic device, and use rope. They receive a +4 bonus to knowledge (architecture and engineering).
  + Security: Characters who work with security. They receive a +2 bonus to strength and dexterity. They receive a +2 bonus on reflex and fortitude saving throws. They receive a +2 bonus to the following skills: Climb, disable device, intimidate, knowledge (local), move silently, open lock, search, sense motive, spot, and swim.
* Sciences: Characters in the science division, including exploratory, medical, and mental health departments. They receive a +2 bonus to wisdom and intelligence and a +1 bonus to charisma. They receive a +2 bonus on will saving throws. They receive a +2 bonus to the following skills: Appraise, concentration, craft, knowledge (arcana), knowledge (history), knowledge (religion), listen, perform, profession, spellcraft, and use magic device. They receive a +4 bonus to heal.