

Final Frontier



A *Star Trek* Supplement for
EZFudge Essentials Edition

by Bob Portnell

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Quiet on the Set!

Welcome! This supplement for the *EZFudge Roleplaying Basic Rules Essentials Edition* adds content for Starship adventures in the original series of Gene Roddenberry's *Star Trek*.

"Dude! That was fifty years ago. Why?"

Well, it's my favorite. Making it a supplement also shows the decisions a gamemaster must make when creating any game world. When you can see those decisions, that makes it easier to further extend the rules to any era of *Star Trek* or any space adventures.

"There are no Klingons. Or Romulans. C'mon, man!"

Designing packages for peoples is one of the special challenges of any roleplaying game. Also, which Klingons do you want: the smooth-headed Mongol Hordes or the bumpy headed Political Tribes? Hacking a roleplaying game is a time-honored tradition. Make the game your own. You can always change your mind if something doesn't work. (Happened all the time in the source material. "Vulcanians," anyone?)

"That's not how Starfleet or the Federation work at all! You've forgotten {this fact} from {that episode}, and also ..."

Remember that *EZFudge* is how *I* play. For my games I rely on the original series *Writer's Guide* and what was seen and said on-screen. Plus anything else that entertains me from *TAS* or the first six movies.

"I'm new. This is all so confusing."

You should go watch video, then. Try out the original series, or any of the others. Roam the Memory Alpha wiki (<https://memory-alpha.org>) for a while. If you think you want to game it, great! Come on back and try here again. (Or pick the currently in-print licensed game by Modiphius, or an older out-of-print game. Honestly, I won't mind. The rules are just different ways to explore the human adventure.)

Ready? Transporter Room, engage.

The Front Office

(Campaign Background)

The United Federation of Planets is a group of independent stellar governments allied for the purposes of amity, commerce, and self-defense. The Federation claims a sphere of mostly unexplored space nearly 200 light years across, roughly centered at Earth. The Klingon Empire and Romulan Star Empire have the largest borders with the Federation. Other cultures with which the Federation has established recent contact are the Tholians, Gorn, and First Federation. The Kzinti Hegemony was swallowed up by Federation expansion and exists as an autonomous region within Federation space.

Think of the *worlds* of the Federation as islands, each with its own governments and cultures and perhaps colony islands. The *Federation* exists in the spaces (literally and figuratively) *between* these islands, providing common means for communication and commerce and shared resources for exploration and self-defense.

The Federation is governed by the Federation Council, which serves (depending on need) in executive, legislative, or judicial capacities. One-third of the seats on the Council are allocated to senior member worlds (including the founding worlds); two-thirds are rotated between other member planets. The Council elects its own President, who acts as ceremonial head of the Federation and officiates at Council meetings.

But the Federation Council is not the only means by which Federation worlds interact. Professional *diplomats* play a key role in galactic affairs. Planetary governments will often designate *ambassadors* to other worlds as well as to the Federation. The Federation itself often appoints *special ambassadors* to represent the confederation to non-aligned parties, and *commissioners* to complete high-level tasks of special importance to the Federation.

Space Navies and Starfleet

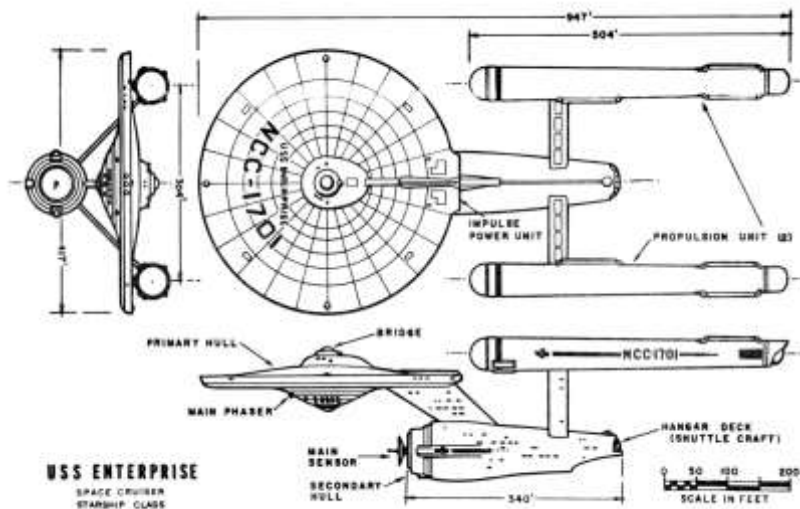
Many member worlds have their own space fleets, with ships of all kinds: fast freighters, express mail ships, survey vessels, laboratories, system defense ships, scouts, destroyers, and so on. The Federation itself operates three space services, each with a particular service focus and mandate.

In order of ascending prestige, the Federation space services are:

- *Transport Command*: Interstellar commerce and communication services
- *Science Command*: Exploration and research services
- *Starfleet Command*: Peacekeeping and space defense service

Only Starfleet Command operates Starships, the largest vessels in Federation service, staffed by the best and brightest, and able to perform missions for all three services. That's where the action is.

The current Starship is designated *Constitution-class*. There are a dozen of these ships. (The designation *Starship-class* was retired during mid-production. A few ships still retain this on their commissioning plaque.)



Casting Office

(Characters in Starfleet)

Key Ideas

You'll find three classes of people in service aboard Federation space service vessels:

- *Civilians*: These contractors perform very narrowly defined duties for a narrowly defined timeframe. They are under direction of service personnel but have not sworn any oath of service themselves, save what's in their contract. In order of increasing experience, civilians are classified as **Technician**, **Specialist**, or **Senior Specialist** (often a noteworthy figure in their field).
- *Enlisted*: These persons have sworn an oath to serve the Federation in exchange for training and experience opportunities. They are not "hirelings," as civilians might be called (but please don't refer to enlisted crew as "henchmen"). In order of increasing experience/rank, enlisted personnel are classified as **Crewman**, **Petty Officer**, or **Chief Petty Officer**.
- *Officers*: These persons have some amount of higher education (typically a university degree or better) and have sworn an oath to serve the Federation in a professional leadership role. Officers may enlist after completing college, or may have attended Starfleet Academy, the Vulcan Science Academy, or a similar institution. In order of increasing experience/rank, officers are classified as **Junior Officer**, **Leading Officer**, or **Command Officer**.

The following sections identify changes and extensions to the *EZFudge* character creation rules for Starfleet characters.

The average Starfleet character is a Petty Officer or Junior Officer.

Roles

Civilian characters get 10 role points, as usual. The gamemaster is free to give extra role points to civilian characters of noteworthy experience.

Starfleet characters get role points according to the following table.

Setting	Role Points
Crewman	8
Petty Officer or Junior Officer	10
Chief Petty Officer or Leading Officer	12
Command Officer	15

Any character, civilian or Starfleet, *serving* or who *has served* on a Starship gets 2 more role points.

The role list below reflects the sorts of roles seen in the original series, and of course is not and could never be complete:

actor, administrator, ambassador, astronomer, barkeep, biologist, brat, brawler, chemist, commissioner, communication officer, computer scientist, corpsman, daredevil, dilettante, diplomat, doctor, engineer, geologist, governor, helmsman, historian, lawyer, manager, martial artist, miner, musician, navigator, noble, nurse, philosopher, physicist, professor, psychologist, science officer, security officer, shifty rogue, skeptic, singer, smuggler, sociologist, techie, trader, yeoman ... and so on.

Notes About Roles

An *Engineer* role *must* be specialized to main power, backup power, warp drive, impulse drive, transporter, life support, or damage control.

A *social scientist* role *may* be specialized to specific races and/or cultural periods.

Any *medical* roles (Doctor, Nurse) *must* be specialized to a single people.

The role of *science officer* describes someone who can operate a library computer and sensors with professional competence. They are often also *scientists* of some kind or other, but that's a different role.

Communication officers manage external communication, internal communication, and damage control. *Helmsmen* also manage weapons

in addition to maneuvering the ship. *Navigators* also manage shields in addition to finding safe starlanes for the ship.

The role of *Yeoman* is administrative assistant to a leading or command officer. It is not a rank.

Attributes

The character gets two free ranks of attributes, as usual. Due to service fitness requirements, Starfleet enlisted and officers may not have any attribute lower than Fair (+1).

Gifts and Faults

The character gets two free gifts, as usual. As for faults, the service is very careful to screen personnel for compatibility and fitness. Choose appropriately.

Characters in Starfleet must take a gift consistent with their service assignment. The gift allows the use of an attribute rank at no penalty when performing a standard Starfleet task (in lieu of a related role).

- *Technician, Specialist, Senior Specialist:* Allows basic computer use, plus life-support and basic space safety tasks. Counts as 1 gift.
- *Crewman:* As Technician, plus military discipline and self-defense tasks. Counts as 1 gift.
- *Petty Officer:* As Crewman, plus core leadership tasks. Counts as 2 gifts.
- *Chief Petty Officer:* As Petty Officer, plus teaching and training tasks. Counts as 3 gifts.
- *Junior Officer:* As Petty Officer. Typical ranks Ensign, Lieutenant junior grade. Counts as 2 gifts.
- *Leading Officer:* As Junior Officer, plus administration and tactics tasks. Typical ranks Lieutenant, Lieutenant Commander. Counts as 3 gifts.
- *Command Officer:* As Leading Officer, plus strategy, diplomacy, and law enforcement tasks. Typical ranks Commander and Captain. Counts as 4 gifts.

Peoples, aka Costume & Makeup Dept.

Here are a few packages for the dominant peoples in Starfleet in this era:

- *Andorians*: Take Toughness gift, Acute Hearing gift, Slow Healing fault.
Slow Healing fault allows medical healing rolls at only half normal frequency.
- *Caitians*: Take +1 Body, +1 Mind, Perfect Balance gift, Curious fault.
These should be self-explanatory.
- *Edosians*: Take -1 Body, +1 Agility, Extra Arm & Leg gift, Long-Lived gift, Shy fault.
-1 Body for the bird-like ultra-light skeletons. Extra limbs do not imply extra Agility, so that is packaged.
- *Humans*: Take 4 role points, OR 2 attribute ranks, OR 2 role points & 1 attribute rank, OR 1 gift.
Humans aren't the smartest or the toughest, but they are the most versatile.
- *Tellarites*: Take Impervious Digestion gift, Immune to Poisons gift, Loves An Argument fault.
These should all be self-explanatory.
- *Vulcans*: Take +1 Mind, +1 Will, Long-Lived gift, Telepathy gift, Vulcan Discipline fault, Vulcan Ritual fault.
Telepathy gift allows reading of minds when in physical contact, sensing/projecting of impressions at distance. Vulcan Discipline fault represents dedication to rational, logical decision-making and suppression of emotion. Vulcan Ritual fault represents other aspects of bio-cultural commitment (betrothal, pon farr, katra, etc.)



Tools & Kit

The *communicator* allows ground-to-ground or ship-to-ground communications. It is necessary for transporter use, and the wrist version also functions as a remote life support monitor. Maximum range 40,000 km.

The *universal translator* is a handheld device which analyzes communication patterns seeking common referents, then applies those rules to translate previously unknown languages. Processing power is limited unless linked to a tricorder or a larger computer system, so adapting to new languages may take a while.

The *tricorder* is the Starfleet standard information acquisition and management tool. Typical uses include detecting energy sources, materials, or lifeforms; medical diagnosis; and local sentry monitoring. Atypical uses include universal translation or broadcast emission of any kind.

The *engineering field kit* provides basic diagnostic and repair tools.

The *medikit* is a belt-worn package of essential medical supplies: a medical tricorder, regenerators for small wounds, a hypospray, and an assortment of ready-to-use medicines, including sedatives, anti-toxins, stimulants, and anti-radiation compounds of assorted strengths.

Weapons & Armor

Disruptors: A very common handheld energy weapon, disruptors use focused hypersound waves. They are not ideal for precision work, but they dispense general damage very well.

Setting	Effect
Low	INJ 2
Medium	INJ 4
High	INJ 6

Life Support Belts: These belts provide 4 hours (under normal usage) of protection from hazardous atmosphere, vacuum, or radiation. The force

field aura changes color (from green-yellow, down through yellow, orange, and red) to indicate diminishing power.

Limited protection from physical impact is provided. Treat as +4 CPD. Each time that value is exceeded, the belt’s charge life drops by 30 minutes.

Phasers: Phasers are handheld energy beam weapons, capable of adjustment to different settings depending on need. The Type 1 phaser is about the size of a small cell phone. For extended power supply and precision features, snap the Type 1 into a Type 2 pistol grip. For really extended range and power, use a Type 3 phaser rifle (supplies limited, call within the next fifteen minutes).

Phaser damage varies with the setting:

Setting	Effect
Stun	INJ 6, Stun Results Only
Heat	Heats material objects, INJ 2 if used on lifeforms
Disrupt	INJ 6
Dematerialize	Evaporates one human-sized figure

As a matter of practice, the phaser's charge *cannot* be run out under normal adventuring use, except in dramatic necessity.

HOUSE RULE: On a fight scene attack roll of -4, the phaser has gone dry or otherwise failed without warning. On a fight scene attack roll of -3, the phaser gives a low charge warning and has 3 shots left.

The Director's Chair

(Gamemaster Tips for *Star Trek* action)

Roundhouse punches and diving rolls: Colorful fight scenes are an essential part of the *Star Trek* experience. Describe, describe, describe! the actions that go with your selection of action each round.

Automation Assist: Since most starship controls are heavily computerized, under routine conditions the character may add their Mind rank to their role rank (a special case for the Starfleet gift). Under stressful conditions, including fight scenes, this bonus is not available.

“Treknobabble”: Don’t. This is explicitly covered in the *Writer’s Guide*. Technical details might be interesting to some, but stories are about people, and action-adventure television stories are about people under stress, not about inverting the phase of the tachyonic field flux.

Character Development: Try here to keep it all simple, even almost cartoony. We only know the main cast because we’ve spent 70+ hours with some of them. Guest characters need motivation and personality, but they don’t need deep backstories. (Not right away. Save that for recurrences.) Walk-ons barely need a name and a role.

Adventure Structure: You can’t go wrong with the classic episode format: Short teaser to warm up with, act I puts Our Heroes in The Situation, act II explores The Situation and starts Revealing Problems, act III brings the Problems to a head, act IV has Our Heroes resolve the Problems, and a short tag sends Our Heroes on their way.

Episodism: I like a very episodic campaign – adventures wrap in one or two sessions, and the players can rotate the crew members in play. Gamemasters can rotated, too! That said, nothing stops you from doing novel-length arcs like *Discovery* or *Deep Space Nine* if you want to.

Healing and Medical Treatment: Medical professionals may roll up to three times per day for healing. (Yes, future medicine is truly amazing.)

Special Effects Shop

(Defining Vehicles)

Gene Roddenberry described the *Enterprise* as “a story vehicle” which carries our characters into the adventure. So I suppose it’s only fair to have a few rules for defining spaceships.

We’ll be guided here by the same principles as for adventure characters, but spaceships do not have roles of their own. Spaceships also do not “swap” traits for balance – they are as they are designed.

Attributes

Ships have four attributes:

- *Size*: Higher values indicate greater volume and mass.
- *Speed*: Higher values equal higher straight-line speeds.
- *Structure*: Higher values indicate tougher physical construction.
- *Handling*: Higher values indicate the ship can change speed and/or directions quickly.

Some attribute benchmarks, to be taken as neither exhaustive nor restrictive:

Rank	Size*
Superb (+4)	Battleship, Station
Great (+3)	Starship, Superfreighter
Good (+2)	Cruiser, Heavy Freighter
Fair (+1)	Destroyer, Freighter
Mediocre (0)	Scout, Starliner
Poor (-1)	Courier, Yacht
Terrible (-2)	Shuttle

****Vehicle sizes are referenced to mid/late-23rd century standards.***

Rank	Speed
Superb (+4)	Max Warp Factor 10
Great (+3)	Max Warp Factor 8
Good (+2)	Max Warp Factor 6
Fair (+1)	Max Warp Factor 5
Mediocre (0)	Max Warp Factor 3
Poor (-1)	Max Warp Factor 2
Terrible (-2)	Sublight only

What's "warp factor" in real speed? Hmm. It's ... too big to try to solve here. Repeat after me: It's only a game!

Rank	Structure
Superb (+4)	Extra Strong
Great (+3)	Strong
Good (+2)	Enhanced
Fair (+1)	Typical
Mediocre (0)	Lightened
Poor (-1)	Weak
Terrible (-2)	Flimsy

The average ship (Fair (+1) in all attributes) is the size of a destroyer or freighter, with typical structure and handling, and a maximum speed of Warp 5.

Rank	Handling
Superb (+4)	Acrobatic
Great (+3)	Nimble
Good (+2)	Better than Average
Fair (+1)	Typical
Mediocre (0)	Worse than Average
Poor (-1)	Sluggish
Terrible (-2)	Scow-Like

Gifts and Faults

As with characters, ship gifts and faults reflect traits that don't fit into the attribute scheme. Smuggler's dream, spacedock queen, looks like a wreck on a good day ... all are useful to express a vehicle's personality.

Features

This is where we note how heavily armed or armored the ship is and what other unusual equipment it may have, be it a cloaking device or *Enterprise's* 17 science labs.



Starship USS *Enterprise*

NCC-1701, Starfleet Command

Attributes

- Great (+3) Size
- Great (+3) Speed
- Great (+3) Structure
- Fair (+1) Handling

Gifts

- Starship (1)
- “... She’ll always bring you home.” (1)

Faults

- Shake, Rattle and Roll (1)

Features

- Phasers, Photon Torpedoes, Shields, Transporters, Laboratories, Holographic Rec Room

Galileo

Shuttlecraft, NCC-1701/7, Starfleet Command

Attributes

- Terrible (-2) Size
- Mediocre (0) Speed
- Fair (+1) Structure
- Good (+2) Handling

Gifts

- Very easy to maintain (or modify!) (1)

Faults

- Uncomfortable for the long haul (1)

Features

- None – no shields, no weapons. Basic space transportation.

Stage 31: The Bridge

(Spaceship Action)

“Starfleet policy demands that ship-to-ship combat be the last option a commander exercises, and then only in self-defense.”

Less than one-quarter of *Star Trek* episodes involve ship-to-ship combat. Let your adventures emphasize the performance of your characters in the environment, and if combat between ships must occur, let realism and random rules be tempered by dramatic and theatrical values.

The most important rule for space battles:
Ship action is *character* action modified by ship traits.

Really, it's a given that your characters will *win*. (Unless the gamemaster is really, really mean, or trying to play the new *Battlestar Galactica* instead.) The question becomes how the circumstances of that win play out in the story. Will they come through unscathed, easily overcoming the opposition? Will the battle be tough, but the outcome never really in doubt? Or will the battle cost plenty in blood and treasure, forcing the ship to port for repairs and crew replacements? Play to find out!

Action Scenes with Spaceships

The Chase: a very common situation, when one ship tries to overtake or outrun another. Opposed rolls, Helmsman's roles modified by ship's Speed attribute.

The Evade: another very common situation, when one ship tries to outmaneuver another. Opposed rolls, Helmsman's roles modified by ship's Handling attribute.

The Elude: yet another common situation, when one ship tries to hide from another. Opposed rolls, Science Officer's roles modified negatively by ship's Size attribute.

Suggestions for the gamemaster:

- Sketch the relative capabilities of the ships involved – this one’s faster, that one’s got better guns. (That’s at the least; at the most, you can do a full write-up as from the previous section.)
- Bear in mind that nothing beats a Starship one-on-one unless it cheats (new weapon, new cloaking device, designed for a suicide mission rather than normal spacecraft performance) and even then the advantage is only temporary (limited range, cloak leaks, sensor data gives away ship design).
- Treat the battle as a series of exchanges (akin to fight scene rounds), assessing the action and effects as you go.
- Be cinematic! But don’t surrender to gadget-minded double-talk to shortcut the battle.
- Let there be pain – not every battle goes simply, or even well.
- Above all, watch your players. Their body languages and voices will tell you when it’s time to wrap up the battle and move on to the next part of the adventure.

Dressing Rooms

Ready-to-use character sheets for our favorite *Enterprise* crew members are included. They represent the individuals of the “prime” timeline, circa 2269.

Background Bonus: Since Spock, McCoy, Scott, and Chapel are significantly older than the rest of the crew, I give them a bonus: They are allowed to have more than one role at Great (+3).

And there you have it. I wish you clear dark skies and a well-tuned warp core. Feel free to write with questions or comments. I can be reached at nvdaydreamer (at) gmail (dot) com.

About This Fudge Roleplaying Game Document

The text content of this document is released under the terms of the Open Game License, which can be found at <http://fudgerpg.com/about/legalities/ogl.html> and is incorporated here by reference.

About Fudge

Fudge is a roleplaying game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design and other online forums. The core rules of Fudge are available free on the Internet at <http://www.fudgerpg.com> and other sites. Fudge was designed to be customized, and may be used with any gaming genre. Fudge gamemasters and game designers are encouraged to modify Fudge to suit their needs, and to share their modifications and additions with the Fudge community.

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EZfudge Essentials Edition

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Character

Player Name

Roles

The Ladder

Expert Sages (+5...)

Sages (+4)

Great (+3)

Good (+2)

Fair (+1)

Medicine (0)

Poor (-1)

Terrible (-2)

Worse Than Terrible (-3...)

Attributes

Body

Agility

Mind

Will

Mass Scale

Gifts

Faults

Fudge Points

Experience Points

Armor

CPD

Weapons

MD

Description

Background

Tools & Kit

Skills

Level

1, 2

3, 4

5, 6

7, 8

9+

Description

Scratch

Hits

No effect

Stunned

Very Stunned

Knocked Out

Knocked Out

Knocked Out