

MIND BLAST modified from the Mind Flayer, SR#1

Wisdom of defender	Save at Range			(Effect of Mind Blast)
	0-2"	3-4"	5-6"	
3-4	19	19	17	Death
5-7	17	16	15	Coma, 3 days
8-10	15	14	13	Sleep, 1 hour
11-12	13	12	11	Stun, 3 turns
13-14	11	10	9	Confuse, 5 turns
15-16	9	8	7	Enrage, 7 turns
17	7	6	5	Feeblemind
18	5	4	3	Insanity, permanent

Science, Medical, and Engineering characters add +1 to their saving throws, and Command adds +2.

ACKNOWLEDGEMENTS:

None of this would be possible without Gene Roddenberry (TOS), Gary Gygax (OD&D) and Dave Arneson (OD&D). Images were taken from the internet and are probably owned by Paramount. I make no claim of ownership of any of these trademarks, but have eternal thanks to the people who made such a huge impact on my life over the decades.

Thanks also to Falconer for his suggestions on ways to revise and improve my original draft.

Finarvyn's OD&D Star Trek

Original 1978, Revised 2010

INTRODUCTION:

I discovered both **The Original Series (TOS) Star Trek** and **Original Dungeons and Dragons (OD&D)** in the mid-1970's and promptly fell in love with both. While **OD&D** was designed to simulate fantasy situations, I wanted to use the rules to play my **TOS** adventures. These rules aren't particularly clever or innovative, but they are my attempt to give a simple conversion of the **TOS** series into **OD&D** rules. These rules are not complete, and require a copy of **OD&D** by Gary Gygax and Dave Arneson in order to be used. Hope you enjoy them as much as I do!

- Finarvyn, January 2010

CHARACTERS:

There are five main character classes in **TOS**: Command (gold shirt), Sciences (blue shirt), and Operations (red shirt). Sciences are further divided up into Science and Medical duties, while Operations is divided up into Security and Engineering. Each of these classes has specialized skills that pertain to various ship functions.



- **Command** (gold shirt) – These are the characters who mainly occupy the bridge. They tend to include helm and navigation officers, as well as diplomats and the captain. Often this officer is placed in charge when a landing party beams to a planet. They typically are issued Communicators and Type I Phasers on landing party missions.



- **Science** (blue shirt) – These are the characters who investigate strange phenomena. They tend to have a specialty in physics, biology, botany, geology, meteorology, astronomy, or any other science of interest. However, in the absence of a specialist in the area required, these characters can often “double” as a generic source of science knowledge as needed. They typically are issued Communicators, Type I Phasers, and Science Tricorders for landing party missions.



- **Medical** (blue shirt) – These are the characters who heal the wounded and investigate medical phenomena. They typically are issued Communicators, Type I Phasers, Medical Tricorders, and a Med-Kit for landing party missions.



- **Security** (red shirt) – These are the soldiers of the federation, and these characters are often put in the most dangerous of situations to protect the ship or defend the landing party from harm. NPC Security characters are rarely referred to by any other than a single name and often do not return from the mission. They typically are issued Communicators and Type II Phasers for landing party missions.



- **Engineering** (red shirt) – These are the “fixers” of the crew, and these characters are often expected to perform miracles to repair some equipment just before a specified deadline. They typically are issued Communicators and Type I Phasers on landing party missions.



ALIGNMENT:

There are many species of alien life in the galaxy, typically one new one per adventure, so a few of them are listed below.

Law	Neutrality	Chaos
Federation Humans	Andorians	Andorians
Gorns	Humans	Humans
Tellarites	Gorns	Klingons
	Kzinti	Orions
	Orions	Romulans
	Romulans	

* Armor Class is given as OD&D AC / Ascending Armor Class since I like the AAC model better.

Note that some Alien species (such as Klingons) wear armor as part of their normal clothing, while others (such as Gorns) have armor as part of their skin. Armor class represents a combination of these factors.

Also note that “Type or Amount of Treasure” doesn't have much meaning in Star Trek as characters are not motivated by money, so that information is not included in the chart. Assume that aliens might have as “treasure” some bit of information, technology, or substance needed by the ship or landing party.

PSIONICS:

Avoid the use of **ELDRICH WIZARDRY** psionics rules. They are confusing and complex. Certain races, such as Vulcans, have psionics. Terran-born humans don't have psionics, but humans from unusual worlds have a chance of having them. Average intelligence and wisdom (round up) and that gives the percent chance of the individual having psionics.

If a person has psionics, make use of the Mental Mutations from **GAMMA WORLD** or **METAMORPHOSIS ALPHA** for inspiration. Give them 1d4 mental mutations, probably disregarding negative options. The person starts with one of these at first level, then adds extras at each odd-numbered level until they have their entire quota.

If a character has Psionics, use Intelligence as mental attack strength and Wisdom as mental defense strength. This can be any sort of mental assault on a person – a resisted Vulcan mind meld, an attempt to take over a person's mind, an attempt to read a person's mind, or whatever. It all comes down to the specific powers of a given race or individual.

Equation:

$$\text{Attack} - \text{Defend} + 10 = \text{Number to equal or beat on 1d20.}$$

Heartbeat Reader – Looks like a hand-held microphone. Probably not standard Med-Kit issue.

Spray Applicator – Looks like a long cylinder and is a needle-free hypo; standard in a Med-Kit.

Medical Scanner – Looks like a short cylinder and gives general medical diagnostic such as temperature, blood pressure, and so on; standard in a Med-Kit.

Anabolic Protoplaser – Portable wound healer that looks like a extra-thick scalpel; probably standard in a Med-Kit.

Surgical Scalpels – Small cone-shaped cutting tool; standard in a Med-Kit.

- **Universal Translator** – Cylindrical device which serves as a language database and can take many languages and instantly convert them into English. (Or Galactic Standard. Or “Common.” Or whatever they call it.)

ALIEN REFERENCE TABLE, HOSTILE & BENIGN CREATURES:

This represents a “typical” alien of a given species. Higher level aliens with greater experience would follow an XP progression a lot like characters, so that a captain might act like an 8th level alien and get 8x the hit dice listed.

Alien Type	AC/AAC*	Move in Inches	Hit Dice	Weapon
Andorian	9/10	12	1+1	Disruptor
Gorn	4/15	3	2	Disruptor
Human	9/10	9	1	Variable
Klingon	6/13	9	1+1	Disruptor
Kzinti	9/10	15	1+1	Disruptor
Orion (pirate)	7/12	9	1+1	Disruptor
Orion (slave girl)	9/10	12	1	Variable
Romulan	7/12	12	1+1	Disruptor
Tellarite	7/12	12	1+1	Variable
Vulcan	8/11	12	1+1	Variable

DETERMINATION OF ABILITIES:

Abilities

Strength, Intelligence, Wisdom, Constitution, Dexterity, Charisma, as per OD&D.

Modification of Abilities for Race (optional)

This can be done for “Trek Realism” or for game balance. These rules are designed for game balance, so that all modifiers add to zero. (Some Trek books make Vulcans like superbeings, for example, with bonuses in each attribute but no downside.) OD&D has limited bonuses and penalties, so these are intentionally kept as low numbers.

- **Andorian:** +1 Intelligence, -1 Wisdom

Andorians are smart but abrasive and quick to anger.



- **Gorn:** +2 Constitution, -2 Dexterity

Gorns are slow but relentless.



- **Human:** as rolled

Humans are the “standard” by which others are compared.



- **Klingon:** +1 Strength, -1 Wisdom

Klingons are strong but easy to fool. There are various types or clans of Klingons, but we can treat them all the same for this rules set.



- **Kzinti:** +1 Dexterity, -1 Constitution

Kzinti are quick but not built for endurance. Some Kzinti are known to be telepathic (use Psionics rules).



over-heat with use, which is a clear drawback in combat situations. Damage = 6d6.

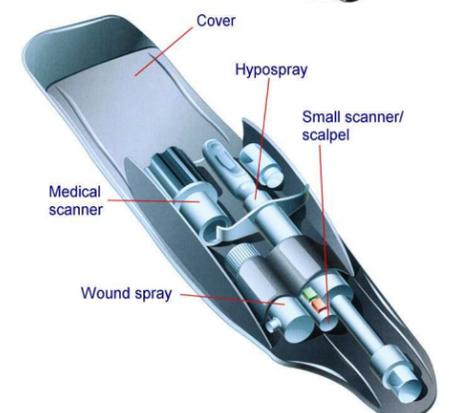
- **Disruptor Pistol** – A standard energy weapon similar in size to a standard pistol firearm, disruptors are the weapons of choice for both Romulans and Klingons. If an alien creature has a pistol, use this as the default. Damage = 1d6.
- **Disruptor Rifle** – Similar to the Disruptor Pistol, but larger because of the rifle stock. Officers are more likely to have pistols, but soldiers are more likely to have the rifle. Damage = 2d6.

Armor:

- **Security Armor** – Typically a breastplate and helmet, security armor and helmet adds +2 to armor class against energy weapons (phasers, disruptors) and +4 to armor class against kinetic weapons (bullets, swords & knives, etc.). Security personnel are sometimes issued this onboard ship or soldiers would be issued this when entering a battle situation. It would be unusual for a redshirt on a landing party to have this equipment.

Technical Stuff:

- **Communicator** – A small communications device, typically pre-set to the frequency of the landing party or of the ship so that flipping it open allows for immediate conversation.
- **Tricorder, Science** – The “tri” part of tricorder is for “sense, analyze, identify” and the function of a tricorder is that of a mini-computer which can accumulate and process data. Science characters are typically issued a Science Tricorder for landing party missions. (They could be specific sciences, but are often “general knowledge” devices.)
- **Tricorder, Medical** – Pretty much the same as a Science Tricorder but loaded with a data base of diseases and possible antidotes. Medical characters are typically issued one of these for landing party missions.
- **Med-Kit** – An assortment of spray hypodermic “needles”, medical scanners, and general medications needed to heal and cure.



Spells & Level

For all: There is no "magic" in Star Trek, but instead a form of Psionics.

Saving Throws

Command – As Cleric

Science – As Magic-User

Medical – As Magic-User

Security – As Fighting Man

Engineering – As Magic-User

EQUIPMENT

There aren't really any costs to characters, as long as they are members of the Federation Starfleet and can convince their superior officers that they really "need" this stuff.

Weapons:

- **Phaser Type I** – This is the "hand phaser" which is about the size and shape of a deck of playing cards. It fits neatly under the character's tunic, mostly hidden, and is typically issued to non-security characters for landing party missions. Damage = 1d6.



- **Phaser Type II** – This is the "phaser pistol" which takes a Phaser I and clips it onto a handle to look more like a gun. It fits neatly in a holster, mostly in view, and is typically issued to security characters for landing party missions. Damage = 2d6.

- **Phaser Rifle** – This is a much larger and bulkier Phaser, only issued to soldiers in extreme combat situations. Damage = 3d6.



- **Phaser Cannon** (ala "The Cage") – This is a mounted heavy weapon which gives a huge phaser beam that can cut through large sections of rock. As such it is often used for mining or similar projects. Characters using this should wear protective goggles because of the light intensity. It also tends to

- **Orion (Pirate):** +1 Strength, -1 Intelligence

Orion pirates are strong but not well educated.



- **Orion (Slave Girl):** +2 Charisma, +1 Dexterity, -1 Strength, -1 Intelligence, -1 Wisdom

Orion slave girls are beautiful and dexterous, but typically not given education or choice (explaining the low INT and WIS).



- **Romulan:** +1 Wisdom, -1 Charisma

Romulans are crafty, but many dislike their warlike attitudes.



- **Tellarite:** +1 Constitution, -1 Charisma

Tellarites are hearty but abrasive.



- **Vulcan:** +1 Strength, +1 Intelligence, -1 Wisdom, -1 Charisma

Vulcans are smart, but many are annoyed by their logic.



Bonuses and Penalties to Advancement Due to Abilities:

As per OD&D. (Or, as a general rule assume that an ability of 15+ gets one a +1 bonus, while an ability of 8- gets one a -1 penalty.)

Prime Requisite by Class:

- Command – Wisdom or Charisma (player choice)
- Science – Intelligence
- Medical – Wisdom
- Security – Strength
- Engineering – Dexterity

LEVELS AND NUMBER OF XP NECESSARY TO ATTAIN THEM:

Use the Fighting-Man XP chart for all characters.

Rank	XP	Notes
Crewman	0	
Ensign	2000	
Lieutenant, Junior Grade	4000	
Lieutenant, Second Class	8000	(equivalent to Hero)
Lieutenant, First Class	16000	
Lieutenant Commander	32000	
Commander	64000	
Captain *	120000	(equivalent to Super Hero)
Commodore	240000	
Admiral **	--	

* Only Command class characters can rise to 8th level.

** By Referee appointment only. (XP would be roughly 480000)

STATISTICS REGARDING CLASSES:

Dice for Accumulated Hits & Fighting Capability

- Command – As Cleric
- Science – As Magic-User
- Medical – As Magic-User
- Security – As Fighting Man
- Engineering – As Magic-User