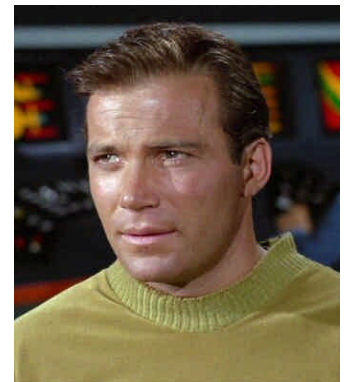


Star Trek NPC's
TOS
Enterprise
Crew
"Where No Man
Has Gone Before"

updated 3/16/20

Position	Starfleet Captain-Const. Class							Skills				1		
Name	James T. Kirk							Rank	Captain		Marksmanship (modern)	79	St. Cmbt Str. Tac	96
STR	END	INT	DEX	CHA	LUC	PSI	AP	11	Pers. Cmbt. Unarmed	81				
68	77	84	79	94	98	29	INACT SAVE		Leadership	92				
CURRENT OP END							UNC THRESH	6	Negotiation/Diplomacy	97				
Race	Human	To-Hit	Modern		79	WOUND HEAL RATE	3	Equipment						
SEX	M		H-T-H		80	FATIGUE HEAL RATE	6	Phaser II						
Age	32	Bare Hand Damage			1D10+8			Communicator						
Notes														
Succeeds Capt. Pike as captain of the USS Enterprise in 2265, becoming the youngest starship captain in the history of starfleet. The exploits of the USS Enterprise under his command become nothing less than legendary. See ST:TOS, memory-alpha.fandom.com , memory-beta.fandom.com														
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Position	Starfleet Science Officer							Skills				2		
Name	Spock							Rank	Lt. Commander		Marksmanship (modern)	33	Astronomy/Astrophysics	65
STR	END	INT	DEX	CHA	LUC	PSI	AP	11	Pers. Cmbt. Unarmed	57	Sm Equipment Systems Tech	31		
93	82	102	73	62	41	97	INACT SAVE		Computer Operation	91				
CURRENT OP END							UNC THRESH	8	Starship Sensors	92				
Race	Vulcan	To-Hit	Modern		53	WOUND HEAL RATE	4	Equipment						
SEX	M		H-T-H		65	FATIGUE HEAL RATE	8	Tricorder						
Age	46	Bare Hand Damage			2D10+6			Communicator						
Notes														
Served on the USS Enterprise as science officer under Captain Pike, and promoted to First Officer in 2265 when Captain James T. Kirk takes command. See TOS episode "Where No Man Has Gone Before", memory-alpha.fandom.com , memory-beta.fandom.com														
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Position	Starfleet Helmsman							Skills				3		
Name	Gary Mitchell							Rank	Lt. Commander		Marksmanship (modern)	54	St. Helm Op	41
STR	END	INT	DEX	CHA	LUC	PSI	AP	8	Pers. Cmbt. Unarmed	40	St. Weaponry Tech	40		
56	63	89	48	70	34	90	INACT SAVE		Computer Operation	42	Astronomy/Astrophysics	42		
CURRENT OP END							UNC THRESH	6	Starship Sensors	53				
Race	Human	To-Hit	Modern		51	WOUND HEAL RATE	3	Equipment						
SEX	M		H-T-H		44	FATIGUE HEAL RATE	6	Phaser II						
Age	30	Bare Hand Damage			1D10			Communicator						
								Tricorder						
Notes														
Served as helmsman on the USS Enterprise in 2265. Gained extraordinary psionic abilities after the Enterprise attempted to pass through the galactic energy barrier. See TOS episode "Where Man Has Gone Before", memory-alpha.fandom.com , memory-beta.fandom.com														
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Position	Starfleet Navigator							Skills				4		
Name	Lee Kelso							Rank	Lieutenant		Marksmanship (modern)	52	St. Navigation	49
STR	END	INT	DEX	CHA	LUC	PSI	AP	10	Pers. Cmbt. Unarmed	52	Detector Shield Tech	48		
46	51	71	63	65	58	20	INACT SAVE		Computer Operation	48				
CURRENT OP END							UNC THRESH	5	Starship Sensors	45				
Race	Human	To-Hit	Modern		57	WOUND HEAL RATE	2	Equipment						
SEX	M		H-T-H		57	FATIGUE HEAL RATE	5	Phaser II						
Age	28	Bare Hand Damage	1D10					Communicator						
								Tricorder						
Notes														
Served as Navigator aboard the USS Enterprise in 2265. He was murdered by the empowered Gary Mitchell on Delta Vega that same year.														
See TOS episode "Where No Man Has Gone Before", memory-alpha.fandom.com memory-beta.fandom.com														
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Position	Starfleet Engineer							Skills				5		
Name	Montgomery Scott							Rank	Lt. Commander		Marksmanship (modern)	58	Trans Op Proc	81
STR	END	INT	DEX	CHA	LUC	PSI	AP	10	Pers. Cmbt. Unarmed	74	Sm Equipment Systems Op	35		
61	57	91	66	62	71	22	INACT SAVE		St. Engineering	99				
CURRENT OP END							UNC THRESH	5	Warp Drive Tech	97				
Race	Vulcan/Huma	To-Hit	Modern		50	WOUND HEAL RATE	2	Equipment						
SEX	M		H-T-H		46	FATIGUE HEAL RATE	5	Eng. Tricorder						
Age	45	Bare Hand Damage	1D10+10					Communicator						
								Toolkit						
Notes														
Promoted to chief engineer of the USS Enterprise in 2265.														
One of the most gifted engineers in starfleet, his tour aboard the USS Enterprise spawned innovations that impacted starship designs for generations.														
See ST:TOS, memory-alpha.fandom.com, memory-beta.fandom.com														
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Position	Starfleet Medical Officer							Skills				6		
Name	Mark Piper							Rank	Lt. Commander		Marksmanship (modern)	45	Psychology, Human	82
STR	END	INT	DEX	CHA	LUC	PSI	AP	10	Pers. Cmbt. Unarmed	38	Exobiology	63		
56	53	63	64	61	16	57	INACT SAVE		General Medicine, Human	87	Bionics	64		
CURRENT OP END							UNC THRESH	5	Pathology	52				
Race	Human	To-Hit	Modern		55	WOUND HEAL RATE	2	Equipment						
SEX	M		H-T-H		51	FATIGUE HEAL RATE	5	Tricorder						
Age	62	Bare Hand Damage	1D10+3					Communicator						
								Medikit						
Notes														
On temporary assignment aboard the USS Enterprise after the retirement of Dr.Boyce in 2264.														
See TOS episode "Where No Man Has Gone Before", memory-alpha.fandom.com memory-beta.fandom.com														
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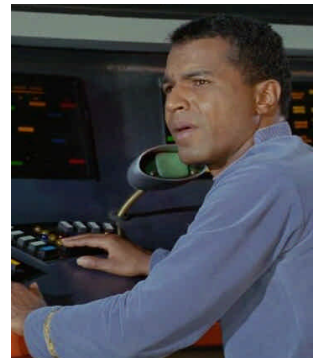
Position	Starfleet Medical Officer							Skills		7	
Name	Elizabeth Dehner							Rank	Lieutenant		
STR	END	INT	DEX	CHA	LUC	PSI	AP	10	Marksmanship (modern)	46 Psychology, Human	84
50	63	64	64	67	30	88	INACT SAVE		Pers. Cmbt. Unarmed	37 Psychology, Vulcan	65
CURRENT OP END							UNC THRESH	6	General Medicine, Human	65 Exobiology	72
Race	Human	To-Hit	Modern				WOUND HEAL RATE	3	Equipment	56 Pathology	
SEX	F		H-T-H				FATIGUE HEAL RATE	6	Tricorder		
Age	30	Bare Hand Damage							Communicator		
									Medikit		
Notes											
Joined the Enterprise medical staff in 2265 as chief psychologist. Along with Gary Mitchell, gained enhanced psionic abilities after the Enterprise entered the galactic energy barrier. See TOS episode "Where Man Has Gone Before", memory-alpha.fandom.com memory-beta.fandom.com											
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Position	Starfleet Helmsman							Skills		8	
Name	Hikaru Sulu							Rank	Lieutenant		
STR	END	INT	DEX	CHA	LUC	PSI	AP	13	Marksmanship (modern)	62 St. Helm Op	89
65	63	82	88	79	81	21	INACT SAVE		Pers. Cmbt. Unarmed	48 St. Weaponry Tech	42
CURRENT OP END							UNC THRESH	6	Computer Operation	44 Astronomy/Astrophysics	65
Race	Human	To-Hit	Modern				WOUND HEAL RATE	3	Starship Sensors	59	
SEX	M		H-T-H				FATIGUE HEAL RATE	6	Equipment		
Age	31	Bare Hand Damage							Phaser II		
									Communicator		
									Tricorder		
Notes											
Head of the astrophysics dept on the USS Enterprise in 2265, was promoted to chief helmsman after the death of Gary Mitchell. See TOS episode "Where No Man Has Gone Before", memory-alpha.fandom.com memory-beta.fandom.com											
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Position	Starfleet Communications Officer							Skills		9	
Name	Lloyd Alden							Rank	Lieutenant		
STR	END	INT	DEX	CHA	LUC	PSI	AP	10	Marksmanship (modern)	43 Damage Cntrl Proc	39
48	53	68	62	59	5	57	INACT SAVE		Pers. Cmbt. Unarmed	55 Language (Orion)	49
CURRENT OP END							UNC THRESH	5	Computer Operation	43 Language (Klingon)	53
Race	Human	To-Hit	Modern				WOUND HEAL RATE	2	St. Comm Proc	42	
SEX	M		H-T-H				FATIGUE HEAL RATE	5	Equipment		
Age		Bare Hand Damage							Phaser II		
									Communicator		
									Tricorder		
Notes											
Temporarily assigned to the USS Enterprise in 2265. See TOS episode "Where No Man Has Gone Before", memory-alpha.fandom.com memory-beta.fandom.com											
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Position	Starfleet Yeoman							Skills		10			
Name	Barbara Smith							Rank	Ensign	Marksmanship (modern)	45	Damage Cntrl Proc	47
STR	END	INT	DEX	CHA	LUC	PSI	AP	10	Pers. Cmbt. Unarmed	47	Language (Irish)	40	
51	51	68	60	72	24	1	INACT SAVE		Computer Operation	40	Language (Andorian)	48	
CURRENT OP END							UNC THRESH	5	St. Comm Proc	55			
Race	Human	To-Hit	Modern	53	WOUND HEAL RATE	2	Equipment						
SEX	F	H-T-H	54	FATIGUE HEAL RATE	5		Phaser II						
Age	21	Bare Hand Damage	1D10+3				Communicator						
							Tricorder						
Notes	Yeoman to Capt Kirk in 2265. See TOS episode "Where No Man Has Gone Before", memory-alpha.fandom.com memory-beta.fandom.com							Special					



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Position	Starfleet Helmsman							Skills		11		
Name	Gary Mitchell							Rank	Lt. Commander	Limited Transmutation (200 pts)		
STR	END	INT	DEX	CHA	LUC	PSI	AP	8	Telekinesis (50 pts)			
100+	100+	100+	48	70	34	100+	INACT SAVE		Telepathy (25 pts)			
CURRENT OP END							UNC THRESH	10	Clairvoyance (25 pts)			
Race	Human	To-Hit	Modern	51	WOUND HEAL RATE	5	FATIGUE HEAL RATE	10	Energy Projection (50 pts)			
SEX	M	H-T-H	44						Energy Protection Field (as needed)			
Age	30	Bare Hand Damage	3D10+3									
Notes	At the height of his power, Gary Mitchell drew his power from an unknown internal source. For game purposes, this source has a point value of 500. For each time an ability is used, a specific value is subtracted from the source total. Any damage he incurs, physical or otherwise, is also subtracted from the source. Once this amount reaches zero, his attributes return to normal temporarily. Any damage beyond zero at the time of attack is discounted. Mitchell regenerates at the rate of 25 points per round, but cannot manifest his power until it reaches 100 pts. It is uncertain what his upper limit would have been had he survived.											



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Position	Starfleet Medical Officer							Skills		12		
Name	Elizabeth Dehner							Rank	Lieutenant	Limited Transmutation (200 pts)		
STR	END	INT	DEX	CHA	LUC	PSI	AP	10	Telekinesis (50 pts)			
100+	100+	100+	64	67	30	100+	INACT SAVE		Telepathy (25 pts)			
CURRENT OP END							UNC THRESH	6	Clairvoyance (25 pts)			
Race	Human	To-Hit	Modern	55	WOUND HEAL RATE	3	FATIGUE HEAL RATE	6	Energy Projection (50 pts)			
SEX	F	H-T-H	50						Energy Protection Field (as needed)			
Age	30	Bare Hand Damage	3D10+3									
Notes	Like Mitchell, Dr. Dehner drew her power from from an unknown internal force. Manifesting slightly later than Mitchell's, her power reserve was less than his, reaching only 250 points. Her abilities were equal to his, and shared the same limitations. Again, it is unknown what her full potential would have been if she had not not been killed.											



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Description of special abilities

Limited transmutation (200 pts, 3 AP): This is the ability to create matter seemingly from nothing, or changing the properties of existing matter. The power is limited to inanimate objects and simple plant life within a line of sight range. The amount of total matter created is roughly 5 mt over an area 20 m square.

Telekinesis (50 pts, 3 AP): This power allows the being to move objects without physically touching them. The object to be moved can either be in line of sight or seen in combination with the clairvoyance ability. The mass of the object moved can be upwards of several metric tons, though once moved, the object only lumbers through the air (roughly 3m per round). The telekinetic must concentrate while the object is in motion. Once concentration is broken, the object stops moving and falls (a successful attack against the telepath will break the concentration).

Telepathy (25 pts): This power allows the user to read other peoples' minds, as well as communicate with them mentally, similar to a Vulcan mind touch. The range and extent of abilities may vary and should be defined on a case by case basis. Mitchell and Dehner seemed to only be able to use telepathy at line of sight range or on people they know. At this power level, the victim has little choice but to accept and succumb to the intentions of the telepath, so no save attempts against the victims' PSI score would be effective.

Clairvoyance (25 pts): This gives the user ability to see people and places outside the range of their regular senses. The range varies and should be established by the GM in a case by case basis. Mitchell and Dehner were limited to places they have been or places others have been known through telepathy. Often, clairvoyance is used with other abilities, such as telekinesis.

Energy Projection (50 pts, 2 AP, 1AP): This ability allows the user to project raw energy from his/her fingertips. Similar to firing a phaser, it requires an aim and fire sequence. Because of its telepathic nature, it requires no "to-hit" roll. The range is 1-10, and the damage taken from an attack is 5D10.

Energy Protection Field (as needed): This gives the user the ability to absorb physical and energy damage through the use of their internal energy source. This continues so long as they continue to concentrate on the attack, and diminishes damage on a point by point basis. Once their internal energy source is reduced to zero, they absorb damage through their END.