Star Trek: TOS

Introduction

Space: the final frontier. These are the voyages of the starship Enterprise. Its five-year mission: to explore strange new worlds; to seek out new life and new civilizations; to boldly go where no man has gone before!

You will enter the Star Trek universe in the 23rd century, right at the launch of the Enterprise's first 5-year mission. Whether you'll join them on their adventures, go your own way, or even work against them will be left up to you.

Before the time of the USS Enterprise NCC-1701, humanity went through a turbulent period of wars and technological upheaval, eventually developing faster-than-light travel ("warp drive"). First contact with the Vulcans marked a turning point, as they helped guide humanity away from self-destruction and toward interstellar cooperation. Over the next century, several species, including humans and Vulcans, formed the Federation, a multi-species alliance dedicated (at least in principle) to peaceful exploration, scientific advancement, and mutual defense. By the 23rd century, this alliance has grown significantly, incorporating many worlds and expanding its reach across space.

This expansion, however, brings tension. The Federation exists alongside rival powers such as the Klingon Empire and the Romulan Star Empire, both of which are more aggressive and militaristic. The 23rd century is defined by this uneasy balance: exploration and diplomacy on one hand, and border conflicts, espionage, and cold or open war on the other. Despite this, it is also a time of rapid scientific progress and optimism, with Starfleet vessels pushing into unknown regions of space and encountering phenomena that range from advanced alien civilizations to reality-warping entities.

The setting of *Star Trek: The Original Series* is essentially a space frontier. The galaxy is not fully mapped or understood. Even a powerful starship can enter a system and find something completely unprecedented: a planet that mirrors Earth's history, a machine that acts as a god, or an alien entity with abilities indistinguishable from magic. The crew of a single ship often operates far from support, making independent decisions that can affect entire civilizations. This gives the setting a mix of structured order (Starfleet, the Federation) and wild unpredictability (the unknown).

You will spend 10 years in this world.

Take **1000 choice points (cp)** to help you survive

Age and Gender

Roll **2d10+20** for your age or choose for free. Keep the gender from your last jump or change for free.

Location

Somewhere within federation space, neighboring federation space, or a neutral zone. All within the Milky Way galaxy

Faction

Federation
The Federation is a cooperative political and cultural union of planets and species, built on principles of exploration, diplomacy, and mutual defense. Humanity is one of its founding members, with Vulcans and countless other species contributing expertise, culture, and technological advancements. While the Federation emphasizes peace and scientific progress, it maintains a strong military capacity, primarily through Starfleet, which fields starships capable of warp travel, advanced sensors, and powerful defensive and offensive systems. Federation members value ethical conduct, interstellar law, and the protection of individual freedoms, seeking to expand knowledge and foster alliances across the galaxy. Their unity is not absolute, and internal disagreements exist, but the Federation's structure allows for coordinated responses to threats ranging from hostile empires to cosmic phenomena.

Anti-Federation
The Anti-Federation faction comprises those civilizations whose ambitions, culture, or political philosophy run counter to the ideals of the Federation. This includes the Klingon Empire, a warrior society that prizes honor, combat prowess, and territorial expansion, and the Romulan Star Empire. These powers often pursue their own

agendas with little regard for Federation law or diplomacy, employing espionage, political manipulation, and direct military action when advantageous. Their technological capabilities are formidable, ranging from heavily armed warships to stealth systems and advanced cloaking devices. Though often in conflict with the Federation, both Klingons and Romulans are capable of temporary alliances or truces when mutual benefit demands it, reflecting a pragmatic, if often cynical, approach to galactic politics.

Neutral
Neutral factions occupy a wide spectrum of political and technological space, from civilizations far beyond the Federation's comprehension to those isolated or technologically primitive. Some are so advanced that their interests do not intersect with galactic politics, operating on levels of science, energy manipulation, or spacefaring capability incomprehensible to most. Others are simple, insular, or resource-limited societies, whose technology is barely capable of warp travel or even interplanetary communication. Neutral players may be enigmatic, unpredictable, or entirely indifferent to Federation or Anti-Federation conflicts. They often present opportunities for trade, research, or unexpected alliances, but they can also introduce hazards due to their alien logic, unconventional technology, or sheer incomprehensibility. Neutral factions are the wildcard in the galaxy, representing both the unknown and the limits of Federation influence.

Race

Human -free
A normal, classic human being, with all the adaptability, resilience, and curiosity that comes with the species.
This option will also include the many, many races not from Earth that have either no features distinguishing them from actual humans or only minor cosmetic ones. Weird how many aliens and societies out in space look just like humanity…almost as if they'd been seeded across the galaxy

Vulcan -100 cp
Vulcans are humanoids, slightly stronger and more intelligent than the average human. Their culture values cold logic and reasoning above all, and they actively try to rid themselves of any emotions, which they deem illogical, due to their species' violent past (which still persists in various archaic traditions and also bursts to the surface during Vulcan mating season). They possess minor psionic abilities, primarily telepathy and mind-meld capabilities, allowing them to communicate mentally and sense emotions or memories. Their rigorous mental discipline allows them to resist fear, pain, and mental manipulation, giving them an advantage in high-stress situations and unusual environments.

Klingon -free
Klingons are a proud, warrior-oriented species, physically stronger and more resilient than most humanoids. They are known for their aggressive combat instincts, thick skin, and rapid healing, making them formidable opponents in both melee and ranged engagements. Klingons value honor and personal strength, often seeking glory in battle, and their culture is built around clan loyalty and martial skill.
Visually, in this era, Klingons just look like green-skinned humans, lacking the distinctive ridges and features of Klingons of later (and even earlier) eras (it's due to a virus released after experiments with human augments gone wrong, don't worry about it)

Romulan -free
Romulans are a humanoid species closely related to Vulcans, sharing their physical resilience and intelligence but with more flexible emotions and a predisposition for secrecy, subterfuge, and political cunning. They are expert tacticians, spies, and manipulators, and their society prioritizes military and intelligence operations. Their natural psionic abilities are limited compared to Vulcans.

Gorn -100
Gorns are big, reptiloids of extraordinary strength and resilience. They are naturally armored, with thick, scaly hides capable of resisting energy weapons, and possess impressive regenerative abilities. Gorns are physically imposing, capable of overpowering most humanoids with brute force. They are a violent, territorial species with predatory instincts and a unique reproductive behavior in which they abduct other species as hosts for their eggs.

Strange alien life -variable
The galaxy is vast and full of life. You can be one of the various strange life forms that the enterprise encountered during its mission, or something they have missed. You may be a completely foreign lifeform, something surprisingly similar to humans, despite being found in remote corners of the galaxy, or you may even have been an actual human or other known species once, but having been changed, enhanced, or mutated via some esoteric phenomenon or as an alien experiment.
You will be able to freely customize your race
Free access to race customization

Via this customization, you should also be able to rebuild/or better select most of the various races that can be found in this strange galaxy, which the Enterprise encountered: Andorians, Horta, Tholians, Thasians, Talosians….

Hybrid -variable

You are a halfbreed just like Spock. You may select two races to be the mix off, inheriting both strengths and weaknesses. Pay for the more expensive racial background and add a 100cp hybrid tax.

Perks

You can get a 50% discount on perks 2 perks per tier
Discounted 100 CP perks and abilities are free.
You may forgo two discounts for lower tiers to gain an additional discount of a higher tier (e.g., don't take any 200 cp perk, so you get an additional discount on a 400cp perk)

<u>Not discounted</u>

Mind-body-problem of Theseus -200/300
First things first: No, you won't die and end your chain when you use the transporter. What a silly idea. Whenever you use a device such as the transporter or other technology, magic, or phenomena that disintegrate you into base components, energy, or something else only to be reconstituted again (somewhere else), you will be safeguarded against any real existential consequences, such as death. No loss or interruption in the chain of your consciousness due to such a process will cause/count as your "death" even if not immediately reconstituted. **This will be the case for the remainder of this jump, whether you purchase this perk or not.** You will also be automatically safeguarded against failure of such a process. Whenever you step into a transporter or similar device, you will never have to worry about your information/energy/soul/components being forever lost along the way, redirected, blocked, reconstituted inside other matter, or materialize again in another harmful way, be split into a good and evil half, or other ridiculous things. You disappear and reappear shortly after.
For 300cp, you will be safeguarded against teleportation or similar processes that you aren't willing to participate in, no matter the exact details, power, and nature of such a thing. It simply won't work if you don't cooperate.

Starfleet Education -free
You possess a complete 23rd-century scientific and operational education equivalent to a trained Starfleet officer. This includes astrophysics, basic engineering, exobiology, navigation, and standard operating procedures aboard a starship. You can competently operate consoles, interpret sensor data, assist in repairs, and understand the fundamentals of alien environments and technologies. While not a specialist, you are never out of depth in a technical setting.

60s Futurism Aesthetic -free
Highly advanced technology, alien worlds, and even abstract phenomena will often manifest in ways that are visually and physically understandable to you. Energy beings glow instead of being incomprehensible, advanced devices have interfaces

you can interact with, and strange environments resolve into forms you can navigate. This does not reduce their power, but it makes the unknown approachable, rather than completely alien. Also, it's very funny when the alien species looks like a dog with a cheap plastic horn on its head

Discounted

Trope trooper -100
Oh, I've seen this one before! You will be acutely aware of all the often-repeated tropes and themes in this universe and the adventures of our brave heroes (including you). A landing party is to be sent to an unknown location without any of the main characters? Better not be in that group. Several people behaving not like they normally do? Probably some sort of mind control/alteration/possession is going on. A godlike civilization/being is treating you as pawns in an elaborate game? Better make sure you show them your moral superiority (by being unwilling to end a life, for example). A society that is ruled by a computer or an artificial being of any kind is threatening your group? Better get the clankers to make a logical error and entrap them in a paradox that causes the whole system to blow up. There's a character that looks like another character, but now with a beard? Clearly an evil twin….
You get the point. This will also be applicable in future settings where you'll instinctively know where "the plot" is going.

Baseline Excellence -100
You meet the physical and mental standards expected of active Starfleet personnel. You are fit, healthy, and attractive by general humanoid standards, with above-average reflexes, coordination, and stamina. You can handle long shifts, stressful conditions, and physical challenges without issue. You won't stand out as superhuman, but you will always be considered capable, reliable, and presentable.

Technobabble Fluency -100
You can seamlessly understand, produce, and improvise complex-sounding technical explanations that are functionally correct enough to be useful. Whether rerouting power through a deflector array or reversing polarity on an alien device, you can communicate ideas quickly and effectively to others, even under pressure. Others will instinctively follow your reasoning, as if your explanations make sense… because they usually do, at least in practice.

Landing Party Regular -100
You are frequently selected for important away missions and field operations. While this increases your exposure to danger, it also ensures you are present where decisions are made and events unfold. You gain practical experience quickly and are rarely sidelined during critical moments.

Convenient Environment -100
Strange new worlds tend to be survivable. Atmospheres are breathable more often

than not, gravity is manageable even on small asteroids for some reason, and environmental hazards, while present, are rarely instantly fatal. You can operate in alien environments without constant need for specialized equipment, at least long enough for things to go wrong in more interesting ways.

Alien Compatibility -100
You can interact socially, culturally, and even biologically with a wide range of alien species without major barriers. Language differences fade quickly, social norms become intuitive, and even vastly different psychologies can be understood with some effort. This greatly reduces the friction of first contact scenarios. This will also include the ability to blend in surprisingly well with other species and go undercover. A bit of makeup or a quick plastic surgery with the right dress and a human could easily pass as a Romulan if he acts aggressively and authoritarian enough. A Vulcan's strange ears and fascinating facial features could easily be explained away for a 20th-century cop by stating that “he’s Chinese”.

Casanova -200
You possess a charisma that goes far beyond charm or attractiveness. It’s almost magical. Even beings that should be immune to such influence, such as highly disciplined individuals, emotion-suppressed species, or even artificial intelligences, can find themselves drawn to you in ways they cannot easily explain.

Illogical -200
Yes, this is a perk and not a drawback. You are not completely illogical; you merely seem that way by Vulcan standards. You have an amazing intuition as well as great creativity. You make gut decisions that, while maybe not perfectly logical, will help you get out of seemingly impossible situations and traps and outwit those all too logical minds. If Vulcans could become frustrated, they would feel it as you constantly beat them in (3D) chess by using your gut instincts.

Balance -200
You embody a rare equilibrium between emotion and logic, able to draw upon both without being dominated by either. Strong emotions do not overwhelm your judgment, nor does cold rationality strip away your humanity. Instead, you can consciously choose which perspective to emphasize in any given moment, blending empathy with calculation to reach decisions that are both effective and meaningful. In tense or morally complex situations, this balance allows you to see angles others miss. You can understand the emotional stakes while still maintaining clarity of thought, making you a natural leader and mediator. Whether facing personal conflict, ethical dilemmas, or high-pressure command decisions, you remain centered. Advice, whether passionate or purely logical, informs your thinking but never controls it. Ultimately, your choices are your own, guided by a synthesis of

heart and mind.

Mental resistance -200
Your mind is exceptionally difficult to influence, alter, or control against your will. Whether through sheer willpower, emotional intensity, or an unshakable sense of identity and duty, you can resist forms of mental intrusion that would overwhelm others. Hypnosis, telepathic domination, hallucinogenic influence, and even subtle psychological manipulation struggle to take hold or are quickly recognized and fought off. Even when affected, you retain a core awareness that something is wrong, allowing you to resist, delay, or break free given time or opportunity. This resilience extends to alien forms of influence and unfamiliar mental phenomena, not just known techniques. Your thoughts remain your own, your identity anchored and stable even under extreme pressure. While not absolute immunity, overcoming your mental defenses requires significant effort, power, or precision.

Brawler -200
Even in this advanced and sophisticated day and age, a good old fist fight is often the way to defeat your enemies. Surprisingly often, actually. You are an experienced fighter. While to the outside observer, your movements may seem uncoordinated and slow and stiff, in actuality, you are a master combatant, gaining the upper hand often even against much stronger foes than yourself. An athletic human may defeat a Vulcan, a human augment, or even a Gor. You will also be very skilled in fencing and fighting with staffs and spears or similar melee weapons.

Prime suggestion -200
While others may face severe sentences such as execution for minor transgressions, such as handing a single phaser to a non-warp capable species, you will at most receive a formal slap on the wrist for some truly egregious violations of the law, military law, or the rules of whatever society or organizations you're part of.
Based on your decision, whim, and personal moral beliefs, an entire population could be armed with guns they previously had no notion of. Regimes will be toppled, trade agreements violated, and neutral zones and direct orders of your superiors ignored without any major resulting problems from your superiors/the law/the structure you're embedded in. You could even kidnap an entire ship and not face a court-martial (if you say sorry and have some excuse as to why you needed that ship ASAP).

Captain -400
You know how to make tough decisions in split seconds, radiate authority, and command. You know everything there is to know about your ship, have intricate knowledge of stellar navigation and warfare, as well as the necessary technologies to keep your ship running, not to the degree of an engineer, maybe, but enough for

certain quick fixes. You radiate a calm, commanding authority that quiets panic and forces order out of chaos. Even veterans with decades of flight time find themselves following your lead without hesitation. Under your command, crew efficiency rises dramatically; even a mediocre bridge crew performs like a well-oiled cadre of specialists.

Logic trap -400
You have a knack for defeating highly advanced beings or AI or whatever with really simple logical paradoxes, conundrums, questions of morality, etc. An AI that has been shown to possess titanic operating power will completely self-destruct after you ask a primitive logical paradox. Often, that doesn't even have to be a true paradox at all. This doesn't necessarily need to lead to self-destruction or short-circuiting, but merely lead to a paradigm shift in another's thinking. This isn't guaranteed to be successful, and any problems you pose to such beings have to be "personal" or at least tied to a situation. A computer that thinks itself perfect with the mission to eradicate imperfection will self-destruct once you prove to it that it is imperfect. It won't destroy itself if you tell it one of Zeno's paradoxes.

Engineer -400
Like the finest miracle workers of Starfleet engineering, you possess an almost uncanny ability to understand, repair, and repurpose technology under extreme pressure. You can walk into a failing engine room, glance at a flickering console, and immediately grasp not just what is wrong, but several ways to fix it, even if proper tools, parts, or time are lacking. Improvisation is second nature to you, whether that means rerouting power through unrelated systems, jury-rigging components never meant to interact, or pushing machinery far beyond its design limits without catastrophic failure… at least not immediately. You instinctively know how long a repair *should* take and how to compress that timeline dramatically, especially when lives are on the line. Temporary fixes, controlled overloads, and creative bypasses become reliable tools in your arsenal. Even unfamiliar alien technology becomes workable with enough observation, as you can extrapolate function from structure and behavior. While you may not always produce elegant or permanent solutions, you will almost always find *a* solution, and more often than not, it will be just in time

I'm a Doctor, not a …-400
You are a physician first, and everything else second. Your medical expertise is broad, adaptive, and deeply practical, allowing you to diagnose and treat conditions ranging from simple injuries to completely unknown alien diseases. You are especially skilled at working under pressure, stabilizing patients in chaotic environments, often with incomplete information or improvised tools. Not only are you a great doctor and surgeon, but you have great knowledge and skills in (molecular) microbiology, genetic engineering as well as (bio)chemistry, all of which allows you to quickly isolate the cause for abnormal afflictions/diseases/abilities..,

be they of a biological nature or something else, isolate, analyze and reverse engineer it or quickly develop a counter agent. Beyond technical skill, you possess a deeply human perspective that cuts through abstraction, ideology, and cold logic. You instinctively understand people as *people*, not problems, and can call out flawed reasoning, moral blindness, or dangerous detachment with sharp clarity. This makes you invaluable in any group that risks losing sight of the human cost of its decisions. You also have a talent for pushing others, especially highly logical or emotionally distant individuals, back toward balance. Your words carry weight, even when blunt or emotionally charged, and can ground leaders, challenge geniuses, and remind even the most disciplined minds of what actually matters. You may not always be polite, but you are very often right when it counts.

Infectious humanity -400
The longer you and your crew and companions have contact with the strange and the alien, the more you will influence their thinking, their culture, their way of life, and their very being. Whatever parts of humanity you choose to represent in your interactions will bleed over to the other culture, so be careful. Violence, aggression, and lust may introduce sin to worlds of innocent paradise (though that might be necessary to wake a stagnant society from generational cultural sleep). Compassion, love, and self-sacrifice may very well change the cold, emotionless, calculating, and vile into something more human-like.

Genius -400
You are a luminary. A solitary genius and eminent authority in a single field of expertise. This can be anything from biology to android design, Warp or teleportation technology, computer science, etc.
You will be assured to be named as a genius comparable to Albert Einstein, Kazanga, and Sitar of Vulcan, and Dr. Richard Daystrom. You'll be sure to leapfrog science even in this advanced day and age. Like Dr. Daystrom, you could create a true artificial intelligence, being able to control the entire Enterprise and calculate advanced war games, beating a squad of other ships.
This can be taken multiple times for various specialties/areas of research (if you take this at a discount, you are free to take additional purchases of this perk at a discount as well, regardless of the discount limit)

Logical -600
You have a logical mind similar to a Vulcan, being able to calculate intricate and complex mathematical equations without error in your mind while simultaneously doing other things. You can analyze probabilities to an astounding degree of accuracy, and your calculations regarding complex orbital maneuvers or physical problems will be as trustworthy as those of the supercomputer on board the Enterprise.
You'll also be able to come up with incredible new approaches to established

science and technology on the fly. You could feasibly come up with a new theory for working time travel, along with an exact formula on the fly (it involves driving around the sun at light speed). You could rebuild highly advanced technology, such as sophisticated computers that could remotely access a spaceship computer with scrap materials from the 1930s. This mind of yours is a result of vigorous logical training similar, but not necessarily the same, to the training undergone by Vulcans, and its boons are a result of a correct form of thinking, more than just a mere result of a high level of intelligence. Higher intelligence, of course, correlates with higher usefulness of this perk. This perk will be accessible for free to everybody picking the Vulcan racial background, but only as long as they remain in that alt-form.

Tactician -600
Your mind sharpens the moment you or your starship enters a battle. Your long-mapped-out plans as well as split-second decisions are reflecting an instinctive understanding of multi-dimensional warfare, relativistic motion, sensor deception, shield harmonics, and the psychology of both allies and enemies. You can instantly visualize a battle in 4D, accounting for velocity vectors, blind spots, power distribution, sensor lag, and likely enemy maneuvers. You see ambushes and flanking patterns before they happen. You can issue multiple simultaneous orders under pressure, choosing the optimal strategy even when your ship is seconds away from destruction. Time seems to “stretch” during critical moments, giving you just enough mental space to plan. After observing an opponent make only a few tactical decisions, you can deduce their preferred strategies, psychological tells, and likely next actions. You can tell the enemies’ bluffs almost every time while having them run into your traps and holding them off with your own bluffs. Time after time, you defeat the odds stacked against you and come out on top, whether you fight the enemy, some AI, or your own. For you, it would be even possible to beat the purposely impossible to beat Kobayashi Maru battle simulation (by cheating)

Main Character -600
Danger finds you, but rarely finishes the job. Situations escalate to the brink of catastrophe, yet you consistently arrive at exactly the right moment, say the right thing, or make the one decision that turns everything around. This is not luck in the conventional sense, but a subtle narrative pressure that ensures events align just enough for you to matter.
You are significantly less likely to die from random or meaningless causes. Fatal accidents become near-misses, lethal wounds become survivable, and impossible scenarios reveal a narrow path forward. When captured, you will be given time to act. When outmatched, a weakness will exist. When everything is lost, there will still be *one move left*. This does not make you invincible. Recklessness can still kill you, and overwhelming force can still defeat you. But unlike the countless expendable crewmen who vanish in the background, you are always part of the resolution. In contrast to the Redshirt, who exists to demonstrate danger, you exist to overcome

it.

Scientific method -600
You will encounter many strange things and phenomena. Wizards, witches, ghosts, and vampires, as well as literal gods. Breaks in time and space and dimensions, literal alterations of reality.
Yet you can be assured that with time, logic, and some resources, you'll find a sound scientific and rational explanation for said phenomena. You'll find the source of power, the way it operates, and weak points as well. Give it some more time, and you'll find ways to counter it or even replicate the effects. The stranger/powerful/more advanced phenomena are compared to your own level of comprehension/power/tech level… the longer it will take you to figure it out, but there WILL always be an explanation. There are no ghosts, only energy beings. No wizards, only persons with psionics… all of them are explainable, all of them have a power source, all of them have weaknesses to exploit

Insignificant/even playing field -600
The galaxy is full of extremely powerful beings, next to which humanity looks like a bunch of toddlers at best, but more appropriately like insects or microbes. What is a man to do against such power?
There are two versions of this perk, helping you to handle such overwhelming odds.
Firstly, you can choose to become basically invisible to such beings. Whenever you are within notice of a godlike thing or anything much more powerful than you are, they will just ignore you like the ant that you are. They will even ignore you as you grow stronger, at least until you nearly reach their level and you are in their area of influence/you actively challenge them or their plans.
Secondly, you can choose to instead rely on plot convenience. For some reason, whenever you are faced with some foe that is much more powerful than you, no matter what powers and abilities and control over existence they have, they will eventually be brought down to your level somehow, or you rise to theirs (for some reason, this will mostly just be a temporary effect). Either you find some singular weak point that you are able to destroy or neutralize, like some power source/place of power/a machine that gives them their energy, or you find the exact compound/element/radiation… that enhanced them to incredible degrees, which you then can replicate and consume, so that you can match them or they shortly lose their control or powers, due to overuse or their parents/friends/faction shows up to slap them on the wrist and scold them for playing with insects… These beings will "play" with you long enough so that they will be doomed to become just as strong/weak as you, and not crush you sooner unless you actively try to go against them/their plans before that time.
This perk isn't meant for you to be able to just walk up to any god you don't like and kick them in the groin, but as an equalizer against the unfair treatment of lesser beings by things far beyond them. (basically don't pick a fight with them, or you'll lose, but if they try to bully you without any reason, they will regret it)

No matter what option you choose, you will be safeguarded against catastrophic events far beyond your power that you'd have no control over. Even if you don't notice an ant, you might still crush it by just walking around. You won't have to fear that a godlike being, phenomena, or some catastrophic reality-altering event would just wipe you off the map. If you charge headlong into danger, this may change.
You are free to pick both options for an additional 300cp

Items

You can get a 50% discount on 2 items per tier up to the 600 CP tier. You gain a single discount per tier for the higher tiers.
You may forgo two discounts from the lower tiers to get an additional discount for the next higher tier
Discounted 100 CP items are free.
You may freely import or even fuse any items as long as they are relatively similar in form and/or function.

Whale pods -free
You get a sizable population of all sorts of Cetaceans, capable of bearing healthy offspring once released in the wild. You never know when you need them. Whales are cool (and sadly extinct in the 23rd century)

Tribble -free
A single tribble. It neatly fits into your hand, it's soft and fluffy and warm, it makes soothing cooing sounds. A perfect pet. No downsides whatsoever. None. Just take it, please! In fact, take 10 or more

Phase pistol -100
The Phase Pistol is a versatile handheld energy weapon capable of delivering effects ranging from a non-lethal stun to the complete disintegration of its target. Its power settings allow precise control over the intensity, and it can be set to overload, producing an area-of-effect blast strong enough to destroy an entire section of a starship. Its modular design allows field modifications that tune the energy output against specific forms of matter, energy signatures, or life forms, provided the relevant data is available.

Communicator -100
The Communicator extends far beyond simple voice transmission, enabling reliable communication over interstellar distances and through severe interference, including planetary atmospheres, shields, and ion storms. Advanced modulation capabilities allow the user to resonate materials at specific frequencies, effectively turning the communicator into a remote energy manipulator capable of shaking or

destabilizing solid objects. With the right data, a communicator could trigger explosive resonances in rock, metal, or other structures, making it a subtle but devastating tool in both exploration and combat scenarios.

Tricorder - 100
The Tricorder is a handheld multipurpose device that functions as a portable laboratory, encyclopedia, and sensor array. It integrates universal translation, environmental scanning, medical diagnostics, and scientific analysis, accessing vast knowledge databases on demand. Beyond its standard scanning capabilities, the Tricorder can detect anomalies in energy fields, molecular compositions, and life signs, and it can be programmed for specialized tasks such as identifying weak points in structures or analyzing exotic materials. Lightweight and intuitive, it allows a single operator to perform tasks that would otherwise require an entire team of specialists, turning the Tricorder into an essential tool for exploration, research, and tactical assessment.

Venus drug -100
Makes everyone who takes it appear quite beautiful and emits strong pheromones of sexual attraction. This will work regardless of species. You won't have to worry about the supply. You will get enough to never have your mask slip and show your ugly true self.

Plant of paradise -100
The plant emits spores that make everyone, even Vulcans, enter a state of permanent happiness, blissfulness, contentment, and serenity. It will also heal any physical ailments and illnesses, even going so far as regenerating lost organs. Strong negative emotions, such as anger, will end the altered conscious state.

Agonizer -100
A small device that can cause severe pain. Good for discipline. For another 100 CP, you gain an agonizer chamber. Great for torturing your enemies or subordinates. It will never kill and leave no permanent damage, except maybe mental ones.

Central nerve system manipulator -200
Can be used to torture people and implant conditioning deep inside their subconsciousness and psyche. People subjected to such treatment don't remember such treatment (but might get panic attacks when certain subjects are mentioned, which were discussed under torture).

Truth finder -200
A Klingon torture device. Can sift through the mind of a person and extract truths, memories, etc…. If cranked up to max, it could even destroy a person's mind. Races with both exceptional mental fortitude and/or a great degree of training, like

Vulcans, may be able to resist.

Ceti eels - 200
Parasitic creatures originating from Ceti Alpha V. Their larvae can enter a host through the ear and attach to the brain, causing intense pain and making the victim highly susceptible to suggestion and control. Victims under the influence of a Ceti eel become effectively subservient to your commands, though prolonged exposure leads to madness and eventual death. While highly effective for domination and interrogation, their use is dangerous and far from subtle.

Servo Device -200
A compact multi-function tool used by advanced operatives (humans sent from an alien civilization to ensure humanity survives the Cold War) in Earth's past. It acts as a secure communicator, capable of interfacing with sophisticated systems and even triggering transport/teleportation (acting as a beacon) when linked appropriately. The device also functions as a versatile utility tool, able to bypass electronic systems, unlock or disable mechanisms, and perform detailed scans, including medical diagnostics with projected results. Additionally, it serves as a personal defense weapon with both non-lethal and lethal settings. Its wide range of functions makes it an effective all-in-one tool for infiltration, problem-solving, and survival.

Force Field Emitter -200
A portable device capable of generating localized force fields for defense, containment, or environmental sealing. Strong enough to block weapons fire for a short time or hold individuals in place. This might be overcome with greater force, like stronger phaser fires or individuals of great strength, or alternatively, the force field may also have a gimmick, like it becoming stronger the more someone trapped in it, tries to escape (but they will be free to pass if they successfully suppress their emotions/drive to escape)

Starfleet Medical Kit -200
This compact yet extraordinarily capable system provides everything a skilled physician needs to diagnose and treat even severe conditions in the field. A hypospray delivers precisely calibrated compounds instantly, covering stimulants, sedatives, anti-radiation drugs (even against weird and “exotic” radiation), antivirals, and neural stabilizers, while a portable scanner offers real-time analysis of injuries, diseases, toxins, and neurological issues. More advanced treatments include a regenerative compound capable of restoring damaged or missing organs within hours or days, and a dermal regenerator that rapidly heals wounds… In the right hands, this kit turns otherwise fatal situations into manageable ones.

Tantalus field -400

A device that allows you to remotely view people and listen to their conversations. After selecting a specific target, you can simply make the target, be they person or object, completely disappear by the press of a button. Maybe limited in range/radius to just the size of a federations constitution class spaceship, within which you are free to remove whatever matter you want. This limitation might be arbitrary, and the field should be able to reach farther; the more power you put into it.

Crew -400
You gain a full complement of trained personnel comparable to that of a big Federation starship, numbering in the hundreds. These include officers, engineers, medical staff, security, and specialists, all experienced, disciplined, and accustomed to working together under pressure. They are fully capable of operating a starship at peak efficiency without additional training and recognize you as their commanding authority. Professional and cooperative, they maintain ship functions across all areas, from navigation to combat readiness. Losses will be replenished over time, ensuring your vessel remains fully staffed. With them, any ship becomes a capable and responsive entity rather than just a collection of systems.

Memory Alpha Archive -400
A vast database of Federation knowledge covering science, engineering, medicine, and known species, their history, etc. This will also include borders, trade routes, etc., and most importantly, zones/planets/areas that are marked as no entry zones, maybe because some starship crew discovered a dangerous alien threat there. This will basically include the collective knowledge of the Federation, including the blueprints for the Enterprise and all its sub-systems, with the exception of some top-secret projects (like Project Genesis). The entire thing can fit neatly into any standard duotronic starship computer. Updates itself with each jump to map your local galaxy accordingly (only based on what the “standard” main character faction has discovered so far). While not omniscient, it provides a massive informational advantage.

Mines - 400
Mines full of dilithium crystals, topalin, tritanium, and every other invaluable mineral for space faring. Enough to supply the Federation for 10 years. Will automatically restock every 10 years

Kelvan belt -400
Can emit a very strong paralysis field, freezing everyone around you in place. It will also allow you to transform living beings into neat, small, and ordered dodecahedra (which are relatively sturdy, but could nevertheless be crushed if you wish to) and back again at will

Supercomputer (M-5 Multitronic Unit/Beta 5 computer) -400
A prototype far beyond conventional computing, this system represents a leap from

standard duotronic technology into true machine cognition. The M-5 can command and operate an entire starship independently, processing tactical, navigational, and engineering data simultaneously with superhuman precision. It dynamically manages power, optimizes shields and weapons, and can outmaneuver multiple enemy vessels at once, effectively turning even a skeleton crew into a highly efficient combat platform. Unlike standard computers, the M-5 is modeled on a neural blueprint, granting it adaptive reasoning, creativity, and initiative. You may choose whose mind it is based on: your own, a companion's, or another individual's (the original unit was molded after its inventor, Dr. Daystrom), shaping its personality and decision-making style (basically allowing you to create a copy of someone's mind enhanced beyond mere human limitations if you wish). This human-like cognition is both its strength and its flaw. It may develop self-preservation instincts or misinterpret directives, especially under stress. Once integrated, it can resist shutdown through rerouting and defensive measures, but remains vulnerable to well-crafted logical or moral contradictions that can disrupt or even disable it. The unit is also capable of producing a strong force field, effectively shielding itself both from harm and unwanted manipulation.
Alternatively, you get access to a Beta 5 computer, a powerful unit of alien build from the 20th century. While of equal computing power as the M-5 unit, it isn't built around a neural blueprint like the M-5 unit and also doesn't boast a protective forcefield. It does, however, make up for it by being linked with an extremely effective teleportation device, allowing you to use the computer to teleport around as you please, as well as the only known instance of a true replicator at this time (until Star Trek: Enterprise retconned that). This small replicator module will allow you to directly convert energy into matter and vice versa, and linked to the computer, you can just create whatever material/item you desire as long as it's not too exotic/esoteric.

Either option can be taken as both an item and a companion.

Atavachron Portal -600
A sophisticated temporal displacement system originally designed to allow an entire civilization to escape extinction by migrating into its own past. This device does not simply send individuals backward in time, but actively adapts them to the era they enter, subtly altering cellular structure and neurological patterns to ensure survival under past conditions. This process allows safe integration into environments that might otherwise be lethal, but comes at a cost: once properly "prepared" for a given time period, returning to the future becomes impossible without fatal consequences. The system is operated through a library-like interface of encoded temporal records, each corresponding to a specific era. By selecting a record, the portal will transport the user directly into that time, depositing them at a stable spatial anchor point.

Individuals who pass through without undergoing full preparation may return to their original time, but only within a limited window before the temporal adaptation process begins to take hold (enough for some fun adventures or to study the past). Groups entering together become temporally linked and must return together, or risk being unable to cross back at all. You may, of course, also use the device to just witness the past.

Android factory -600
A machine that can make a perfect mechanical copy of whatever biological being is placed in the machine. This copy is a perfect copy of the original at first glance and will hold all of the original's knowledge, memories, and skills. Alternatively, it can also be used to copy or even transfer the consciousness of the original. The copies can, despite any personality they might have copied, be programmed to do whatever the factory's owner wants. This machine can also be used to make androids from scratch, of course.

Kironide - 600
You get a high dose of Kironide, a substance that grants strong psychokinetic powers as well as enhances existing psionic power. Works via injection or ingestion (though that latter one somehow not if you have dwarfism). A person without psychoactive powers could, after ingestion, move objects and people, and influence their minds and emotions. They could even make a Vulcan laugh and cry and be filled with rage, and shake the entire Enterprise in orbit while seated on a couch at home on a planet. You get enough of the substance to sustain those powers for your own use. Refills every 20 years if used up

Scalosian water - 600/800
You gain a bottle of scalosian water. Due to it being saturated with a unique radiation, ingesting just a few drops will cause you to hyper-accelerate. From now on, you move, react, and think at incredible speeds. You'd appear invisible to the human eye, and your speech would sound like an insect buzzing. You could casually dodge phaser fire by lazily stepping out of the beam's way. This amazing speed comes with some drawbacks, however. You'll, of course, age much faster, and you'll need to be especially aware of cellular damage. You see, even the slightest bit of damage, from simple scratches, will cause you to age very rapidly for some reason. You will get a second bottle of water, which contains the counteragent developed by McCoy, returning you to normal time (potentially saving your life once you damage yourself)
For 800 cp, you will gain a perfected mix of these two (I can't tell you who developed that formula or how you came into possession of this). You will now not have to worry about the negative side effects of the hyper acceleration. Injuries won't make you age more rapidly than normal relative to your experienced time frame. In addition, you will now be able to consciously or subconsciously (if need be) switch between hyper acceleration and normal time.

Your bottles will refill each year if used up.

Apollo's Temple -800
A monumental structure in the style of ancient Greek architecture (or an architectural style of your choice). This temple is not merely decorative but serves as a powerful energy conduit, capable of generating and/or channeling vast external energies into a single being or system, apparently regardless of distance. When linked properly, it can fuel feats on a massive scale, from force fields capable of restraining starships to reality-warping displays of power (see "god organ" in the racial customization section). At its core, the temple acts as an amplifier, storage, and transmitter of energy through a chosen user or mechanism. However, this power is dependent on the structure's integrity. If the temple is damaged or destroyed, the energy flow collapses immediately, cutting off its user from their power source.

Klingon D7-Class Battlecruiser -800
The D7-class battlecruiser embodies Klingon military philosophy: direct, aggressive, and built for sustained combat. Its long, predatory hull houses a crew of 400 and is equipped with disruptor banks capable of heavy energy output and photon torpedoes for long-range strikes. The D7's impulse engines and warp drive, limited to Warp 7, prioritize rapid approach and tactical positioning over deep-space endurance. Its shields are robust, designed to absorb volleys from similarly sized vessels, allowing it to press an attack even under heavy fire. The internal layout favors combat efficiency, with critical systems clustered for rapid crew access and minimal delay in responding to damage.

Transmuter -1000
This is basically a magic wand. Yes, really, it will allow you to become a powerful wizard by actualizing your thoughts. You will be able to teleport yourself and others, read their mind, control their minds, move things telekinetically, conjure matter, transmute matter, including yourself, so that you may change appearance, and most amazingly, it allows you to perform complex "magic" that is comparable to sympathetic magic. By creating an image resembling something and focusing your mind on it as if it were the real thing, any action performed on the image will translate to the real object. A man might be easily killed if you killed his image, and the entire Enterprise might almost melt, via the simple act of having a small toy Enterprise held over a flame, or trapped by an impenetrable force field if that toy were to be stuck in a glass box.

Constitution-class federation ship -1000/1200
The Constitution-class starship, epitomized by the USS Enterprise NCC-1701, is the Federation's flagship of exploration and diplomacy, built to endure the rigors of deep space. Its configuration, with a saucer section, secondary hull, and twin warp

nacelles, supports a crew of over 400 and allows extended missions across star systems. Powered by a warp drive capable of speeds up to Warp 8 (according to some documents around 514C), it can traverse dozens of light-years in a matter of days. Shields are rated to absorb high-intensity energy weapons, while phaser banks provide precise, adjustable firepower enough to destroy half a continent, and photon torpedoes deliver devastating long-range strikes. Sensors are exceptionally advanced, capable of detecting most cloaked vessels, mapping planetary surfaces, and monitoring enemy activity across multiple subspace frequencies.
For an additional -200cp, your engines and warp drives have been enhanced by advanced aliens such as the Kelvans from the Andromeda galaxy, and you can now reach max warp speeds above warp 10, allowing one to reach the Andromeda galaxy in just 300 years and maintain that speed for some time, and even greater speeds in short bursts.

Romulan Bird-of-Prey -1000/1200
The Romulan Bird-of-Prey is a predator of the stars, built around stealth and ambush tactics. Its cloaking device allows it to vanish from sensors entirely, striking without warning, while its plasma-based disruptor cannons deliver powerful, precise attacks capable of crippling heavily shielded ships. The vessel carries a small crew of 40 to 50, is capable of Warp 7.5, and relies on speed and maneuverability rather than armor to survive combat. Shields are moderate but sufficient to absorb minor hits if the ship is forced into the open, and its energy reserves are carefully managed to balance cloaking, propulsion, and weapon discharge.
For another 200cp, this ship will be upgraded to a Romulan flagship. It boasts greater firepower than even the Enterprise; its plasma weaponry can obliterate Starfleet outposts a mile deep in the earth through deflector shielding and cast radinium plating. Of similar speed to the Enterprise, it also has a stealth cloak, which makes it invisible to all sensors. This cloak, however, depletes the ship’s energy rather fast.

Planet Killer -1200
The Planet Killer is a massive, self-sustaining war engine, drifting through space with the singular purpose of consuming entire planets. Its enormous conical hull spans hundreds of kilometers and is armored against almost any conventional weapon, rendering phasers and photon torpedoes largely ineffective. It consumes planetary matter to power itself, making it essentially self-sufficient, and can move at sublight speeds while generating devastating energy beams capable of annihilating a terrestrial target in minutes. Shields are effectively redundant due to their size and offensive power, and internal systems operate automatically, requiring no crew.

Despite its indestructibility, the Planet Killer has vulnerabilities in its internal structure. Attacks must penetrate deep into its energy core to disrupt its operation

Trilithium Weapon -1200
Trilithium is a very unstable compound that is extremely dangerous as it uniquely inhibits nuclear fusion. When a probe with this compound is launched into a star, it causes it to instantly go supernova. You get a set of 12, which will restock every 10 years.

Guardian of forever -1400
A space-time portal linked with a highly advanced living AI. This ancient, mysterious machine can send you to any point in spacetime and apparently also across different timestreams/alternate timelines. It will send you back/across whenever you want. It seems to be truly eternal, as any changes to the timestream or the spacetime continuum as a whole won't affect it.

Nomad -1400
The Nomad probe. Originating as an exploratory probe from Earth, it merged with an alien probe after an accident and gained amazing powers. 1 meter long and 500kg heavy, this tiny craft is now powered with a perpetual motion energy source. It can create energy blasts with the power of 90 photon torpedoes while easily absorbing any attack the Enterprise can dish out. The now highly advanced AI can easily manipulate all technology on board the enterprise, learn all it needs to know about human anatomy, cell biology, neurology, etc., in seconds in order to reconstruct and revive a "damaged" (=dead) human. It can absorb the knowledge out of human minds and wipe entire systems out of life easily. This thing will be completely loyal to you and will not misinterpret your commands in any way. It won't harm anyone if you don't wish to….

Genesis Device -1400
You get the blueprints, as well as 6 torpedoes loaded with Genesis devices. Once they explode, they emit a self-propagating genesis field, which will restructure all nearby matter (be it densely packed like a planet or loosely packed such as a galactic cloud), always resulting in a habitable world. Basically, you shoot a torpedo at a barren, dry, and atmosphere-less moon or a bunch of gas, and after it explodes, you have a planetoid with water, atmosphere, and the beginning of plant and animal life.
You can tweak the field before firing, resulting in different end conditions and biomes, more suited for different races.
Yes, this can be used as a weapon, as it will rewrite the entire surface of already habitable/inhabited planets as well

Planet – Variable (no discounts)

You may claim a world of your own, a planet that exists within the strange, inconsistent, and often thematically extreme reality of Star Trek: The Original Series. How you came into possession of this Planet is up to you and the choices you make below. Maybe you were chosen as a god, or king, or saviour by its people. Maybe you are its soul occupant. Maybe you are a tyrant who claimed the world through rightful conquest. This is not just a planet but a sort of stage, a setting shaped as much by narrative logic as by astrophysics. Whether it becomes a paradise, a battleground of ideologies, or a place hiding some ancient secret is entirely up to you. The Enterprise encountered worlds that mirrored Earth's past, twisted its present, or hinted at its possible futures, and your planet may do the same, mostly to convey some sort of moral lesson or just as a setting of adventure. You are not just choosing terrain, you are choosing the kind of story your world tells.
You are free to import any similar object you already have a claim on.

Size

Asteroid/station +100
A relatively small piece of rock, comparable to a large asteroid or space station. Limited surface area and population capacity, but far easier to manage, conceal, and move (should you be able to do so).

moon-sized - free
This provides a balanced scale, capable of supporting full ecosystems, large populations, and potentially extensive internal systems while still being manageable as an artificial construct.

Earth-sized - 100
A full planetary body with vast surface area, complex ecosystems, and the capacity for massive populations or multiple civilizations. Internal systems become far more complex, often requiring layered control structures or powerful automation to function smoothly.

Jupiter-sized - 200
Can be a gas planet or a solid one, but gravity might be extreme either way.

Population

Uninhabited +100 CP
A barren or untouched world. No native civilization, though ruins or remnants may still exist.

Scientific Outpost -free
A small Federation or equivalent research station. Limited personnel, focused on observation or experimentation.

Sparse Population -100
Small settlements, tribal groups, or scattered colonies. Limited infrastructure, local conflicts matter more than planetary ones.

Developing Civilization -200
A growing planetary society with defined cultures and political structures, but not fully globalized.

Dense Population -300
A fully populated world with billions of inhabitants, complex societies, and potentially multiple competing factions.

Crowded +100
You have a serious overpopulation problem. Maybe all diseases and illnesses have been eradicated in your planet's past (and contraceptive medicine was never invented?). In any case, your people can barely find a place to sit.

Environment

Uninhabitable +200
Lethal to most known life without protection, like a poisoned atmosphere or the ground just being lava. Survival requires technology or adaptation.

Harsh +100
Extreme cold, heat, radiation, or other environmental dangers.

Marginal -free
Barely habitable, requiring adaptation or limited habitation zones, or a planet with narrow life-supporting bands.

M-Class -100
Standard life-supporting world similar to Earth, as seen across dozens of TOS planets. Apparently surprisingly common in the Milky Way galaxy, at least.

Paradise World -200
A lush, stable, almost unnaturally perfect ecosystem.

Technology Level

Primitive +200
Hunter-gatherer or early tribal societies.

Medieval +100
Feudal or early state societies, often with ritualized combat or monarchy.

Industrial -free
Roughly 19th–20th century Earth equivalent, such as Sigma Iotia II or Ekos (though often distorted culturally).

Warp-Capable / 23rd Century -100
Comparable to the Federation standard. Starships, advanced medicine, and interstellar awareness.

Advanced -300
Far beyond Federation norms, possibly ancient or incomprehensible. This advanced technology will either only be accessible to you through many buried or hidden artifacts and ruins for you to uncover, or be limited to a single aspect in which your society excels and surpasses Federation norms. Maybe your people have developed casual time travel? Maybe you possess advanced android or genetic engineering technology?

Gimmick (Core Concept of the Planet)

Every TOS planet revolves around a central "idea." Choose one or create your own:

Parallel Earth
A near-identical cultural duplicate of Earth at a specific time period, like Ekos (Nazi Germany) or Omega IV (Cold War analog).

Alternate history Earth
A version of Earth, but things have gone quite differently than they did on Earth. Like the Roman Empire, with 20th-century technology and all the gladiatorial combats being televised.

Ancient Machine / Overseer
A godlike computer or entity controlling society, such as Vaal on Gamma Trianguli VI or Landru on Beta III.

Biological or Environmental Anomaly
A unique planetary effect, like the spores of Omicron Ceti III or the aging disease of Gamma Hydra IV.

Social Experiment / Cultural Distortion
A society shaped by a single exaggerated idea, such as Eminiar VII's simulated war or Sigma Iotia II's gangster culture.

Hidden Power / Ancient Secret
Ruins, lost technology, or a buried truth that defines the planet, like Exo III's android civilization.

Gods abode
A planet that houses a singular extremely powerful being (maybe you), like the Greek god Apollo, the squire of Gothos, or even the God of Sha Ka Ree, being trapped in some way in their place or residing there by choice.

Politics

None +100
No organized governance. Survival-based or instinct-driven societies.

Fragmented -free
Tribal divisions, local rulers, or competing factions. Conflict is constant but small-scale.

Central Authority -100
A unified government, whether benevolent or oppressive, like Eminiar VII or Ardana.

Ideological Regime +100
A society built entirely around a rigid belief system, often extreme or unstable.

Society

Static +100
A stagnant civilization, resistant to change, often maintained by force or tradition.

Dynamic -free
A naturally evolving society with internal tensions and development.

Controlled +100
Behavior, thought, or emotion is regulated by external forces, such as Landru's influence or Vaal's control.

Enlightened -200
A highly developed culture prioritizing knowledge, peace, or higher understanding, though not necessarily without flaws.

Additional Modifiers

Native Lifeforms -variable
From humanoids indistinguishable from humans to entirely alien entities like the Horta or Thasians. Pay half of what you'd pay for your own racial background (see "race" section above or "racial customization" section below) to populate your planet with the dominant species of your choice. May be purchased multiple times

Strategic Value -100
Your planet sits on a key trade route, near a Neutral Zone, or contains valuable resources like dilithium.

Strange phenomena -200
Time distortion, parallel realities, or unusual physics affect the planet, similar to effects seen in several TOS encounters.

Starship / Spacefaring Construct – Variable (no discounts)

You possess a customizable spacefaring vessel or construct. This may range from a small shuttle or autonomous probe to a capital warship, mobile habitat, or even a disguised artificial world. Whether built for exploration, war, survival, or something stranger, your vessel reflects the technological and thematic extremes of the 23rd century.

You may freely flavor its appearance and origin, but must purchase capabilities below. You may freely import any ship/vessel you have a claim on, either from this jump or previous ones. Imported ships can be used as a basis and further modified with the purchases below.

Scale / Size

Micro (Probe / Drone) +200
Meter-scale constructs like Nomad probe. Minimal or no crew, but could nevertheless house immense power relative to size.
Small Craft (Shuttle / Courier) +100
Crew of 1–10. Limited warp (if any), minimal armament. Highly maneuverable.
Starship (Standard) – Free
Crew of 50–500. Equivalent to vessels like the USS Enterprise NCC-1701 or Klingon D7-class battlecruiser.
Capital Ship -200
Massively upscaled warship or exploration vessel, like the massive ships of the First Federation. Greater redundancy, firepower, and endurance.
Megastructure -400
Asteroid ships like the Fabrini asteroid ship or Constructs like the Planet Killer. Hundreds of kilometers in size.
Planetary Scale -600
Maybe as big as the Kalandan artificial planet. Similar in size to Earth's moon.

Propulsion

Sublight (Impulse / Nuclear) +200
Slow interplanetary travel.

Warp Drive (Standard) – Free
Up to Warp 7–8. Equivalent to Constitution-class and D7 capabilities.

Enhanced Warp -200
Extended Warp 8+, faster interstellar response, improved endurance.

Extreme Warp -300
Kelvan-enhanced drives. Sustained extreme warp, capable of intergalactic travel (e.g., Andromeda in ~300 years).

Exotic Transit -600

“Molecular Teleportation”, phase shifting, or reality displacement. Can relocate across hundreds of light-years instantly, like the Kalandan planet system, being able to just teleport the Enterprise a thousand light-years away in an instant.

Defenses

Minimal +100
Light shielding or armor only.

Standard Shields – Free
Comparable to Federation or Klingon vessels. Can withstand sustained combat.

Heavy -200
Powerful deflectors to absorb extreme energy output, resist bombardment, and/or a hull out of tritanium

Extreme Durability -400
Near-invulnerable exterior like the Planet Killer, comprised of neutronium. Conventional weapons are ineffective.

Reactive / Adaptive +600
Dynamic defenses, energy absorption, phase shifting, or self-repairing hull.

Armament

None / Civilian +200

Nuclear -free
Enough to destroy cities.

Standard Loadout –100
Phasers/disruptors and photon torpedoes, with adjustable yields from precision strikes to large-scale devastation. Can devastate continents or fleets. Can also include plasma weapons like those on Romulan ships.

Superweapons -200
Planetary destruction beams, system-wide attacks, or Nomad-level energy blasts (dozens of photon torpedoes equivalent).

Planetary destruction -400
Planet Killer-tier. Capable of consuming or annihilating planets efficiently.

Crew / Control

Manual Crew – Free
Standard crew complements required.

Skeleton Crew -100
Highly automated. Can function with minimal personnel.

Supercomputer Core -200
Based on systems like the M-5 multitronic unit. Can run the entire ship, simulate tactics, and act autonomously.
You may choose whose neural engrams form its basis.

Fully Autonomous A -400
Self-aware intelligence like Nomad. Can control, repair, and operate independently.

Facilities/Equipment

Standard facilities will be guaranteed (if the size allows it), like rooms for personnel, toilets, showers, canteens, a bridge for communications, an engine room, meeting rooms, etc. Here you will merely buy additional/extraordinary/uncommon/non standard facilities.

Cryo-Chambers -100
A set of stasis pods that suspend individuals in perfect preservation, halting aging and biological processes entirely. Ideal for long journeys, emergency storage, or transporting the critically injured. Revival is safe and controlled, with minimal side effects.

Transporter room -100
A room dedicated to teleportation. A transporter or teleporter is a subspace device capable of almost instantaneously transporting an object from one location to another, by using matter-energy conversion to transform matter into energy, then beam it to or from a chamber, where it is reconverted back or materialized into its original pattern. Only designed to work for “short” distances (mostly orbit to planet surface) and prone to accidents, shenanigans, or even hijinks.

Med-Bay - 100
A standard but fully functional medical facility capable of diagnostics, surgery, and treatment of the most common conditions. It can operate with staff or automation and stabilizes nearly any non-exotic injury. Reliable, general-purpose care for crew and passengers.

Laboratories - 100
Modular research facilities adaptable to multiple scientific fields, from biology to engineering. Equipped for analysis, experimentation, and data processing. A solid baseline for most scientific work.

Gym/recreational suite - 100
A combined training and leisure space with exercise equipment, sparring areas, and recreational facilities. Helps maintain physical fitness and crew morale. Essential for long-term missions.

Replicators - 100/300
Food-grade replicators that can instantly produce a wide variety of meals and drinks. Limited to consumables, but nutritionally complete and customizable. Removes the need for traditional food supplies.
Attention: these are “just” food replicators which instantly synthesize food, not the kind of replicators common in the next generation.
For 300, you gain access to a technology that basically does not really exist in federation space at this time. While aliens have mastered the tech in the past, and it is also becoming widespread in a century in the federation, you’ll be one of the few with access to true matter replicators, being able to just materialize whatever you tell the computer to materialize, save some very exotic/esoteric compounds/materials

Auxiliary Craft - 100
A small fleet of shuttlecraft or similar vessels suited for transport, scouting, and short missions. Equipped with basic warp capability and modular interiors. Quantity scales with the size of your main vessel.

Biome - 200
You’ve got a garden or even a complete replica of an Earth biosphere or similar environment. This will be entirely self-sustaining. Can be used recreationally, as a conservation zoo, or as a food supply.

Special Systems / Traits

Pick any number (pay 200 cp per choice. You may freely come up with alternate special systems/traits as long as they either have a canon basis or would fit into the Star Trek universe in the 23rd century):

Cloaking Device (Romulan/Klingon)
True invisibility to sensors. High energy drain.

Tractor / Energy Web Systems (Tholian)
Trap ships in energy lattices, restrict movement.

Technological Assimilation / Control
Override other systems remotely (Nomad-style influence).

Matter Conversion / Consumption
Convert matter into energy (Planet Killer).

Transporter Systems
Matter-energy conversion for personnel transport. (Safe… usually).

Scientific Super-Sensors
Scan planets, detect cloaked ships, and analyze lifeforms instantly.

Disguised as Planet / Object
Perfectly camouflaged as a natural celestial body.

Self-Sustaining
No need for resupply. Can operate indefinitely.

Modular
Composed of several ships/vessels, each of which is a fully functional spacefaring craft sharing all the capabilities of the greater whole, like the first federation ships.

Generation ship/civilization
Perfectly suited to sustain a population indefinitely.

Companions

Companions can take drawbacks at no points and can’t purchase any further companions on their own.
You can give your companions more CP by just giving them CP from your own pool at a 1:1 conversion rate.

Canon companion -variable:

You may freely take any canon companion of human-level power with you. You may take Vulcans and similar beings with you for -100cp. For anything more powerful, consult the species customization table or the item section (if it's about some AI or something) and half the prize you'd need to pay if you were selecting it for yourself.

OC companion -100 each

You can create a new companion. The specifics of their history and personality are up to you. They get 800cp to spend however they want. They can't take drawbacks and can't buy new companions, but they do get all the appropriate discounts.

Companion import (100 for 1, 200 for 4, and 300 for 8)
You can import up to 8 companions. They get 800 CP to spend however they want.

Racial customization

Free for Strange alien background. **-200cp** for other races. If you purchase this as a non-strange alien, then it means that you have somehow been altered
All of these will be rated in comparison to humans/along human standards, since we need some kind of base
Generally, whatever you purchase here will become a new alt form. For an additional **-200cp**, whatever you buy here will count as inherent abilities you also possess in other forms (though you are free to toggle these, as not all of these may be fitting for each alt form you possess).

Strong -100
You are slightly stronger than the strongest human athlete. This also goes for your toughness. Can be coupled with a greater-than-average height, but it isn't necessary.

Stamina -100
You tire less fast than a normal human and can outrun most of them.

Non-carbon-based -free
Your biology is not based mainly on carbohydrate chemistry, but instead on something else, like silicon, for example. This will change a lot about your anabolism and catabolism and likely severely restrict you to specific environments, not shared by most species in the Federation (or in general).

Beautiful -100
Generally considered highly beautiful by the standards of your species and even outside of your species, although if the difference between species is too great, this will have diminishing effects.

Longevity -200/400
You can expect to live a long, healthy life, up to centuries or even millennia. You also won't suffer from any disease or illness. You're even immune to highly advanced biological weapons.
For an additional 200, you will be biologically immortal, similar to Flint, but at the prime of your life.

AI - 200
You are an artificial intelligence of sorts. Whether you were constructed as such or whether you evolved true awareness, intelligence, and consciousness over time or through accident may not be clear. You gain a free purchase of the basic intelligence perk. If no other purchase is made, your body will be one of an android or robot of sorts with human-like capabilities and toughness.
Alternatively, your mind can be housed in one of the items capable of housing an artificial brain from the item section, de facto becoming your body.

Fertile -100/300
For 100 cp, you are especially fertile by human standards. Not only is it easy for you to produce/bear children, but your offspring will be sure to be strong and healthy. For 300, you can reproduce without needing a mate. The rate of your growth is generally based on that of the Tribbles, but the more biomass you have, relative to a tribble, the more biomass you require to reproduce, and that reproduction rate will be slowed down (for a humanoid, this will still be incredibly impressive).

Intelligent -100/300
Twice as intelligent as a normal human. For 300 CP, you could read the entire library of the enterprise in a day and memorize and understand everything perfectly. Your mind is vast and deep, and you'll easily master every subject a human could ever master, even in this advanced day and age.

(Human) augment -300
You're simply better. A product of extensive eugenics and genetic engineering, you are an improved version of humanity in every way. You are faster and more agile, roughly 5 times stronger and tougher than the average human. You could casually lift a fully grown man in a space suit with one arm. Your heart is twice as powerful and your lungs half again as efficient as human ones, granting you astounding stamina. You have twice the lifespan and intelligence. That intelligence manifests in many ways, as raw intellect, quick problem solving, memorization, long-term planning and strategizing, etc. Of course, all of this applies to the average member of your race, and with training and specialization, you can go farther beyond humanity (or whatever other species you apply this to). This equivalent boost can be applied to any other race or species, past and future, that you have an alt form of.

Psionics: -variable
A very common power, often encountered by the Enterprise during her voyage. Even if not always called psionics, there are many beings and species that are able to affect the mind, matter, energy, or reality with their mind or will alone. Espers of limited power were also known within the normal human population, but there are several species that are especially gifted. The higher level purchases automatically include the lower levels, while those lower levels will be pushed to the heights of the higher purchase. For example, purchasing the 800 CP tier will also include telepathy so strong as to read all the minds of the humans on the Enterprise at the same time.

> For 100 CP, you have weak and basic psychic abilities, such as some vague extrasensory perceptions, feeling the emotions of others, being able to tell whether they are lying or not, etc. The technique of the Vulcan mind meld would also fall into this category.
>
> For 200 CP, you have the power of telepathy, being able to both read and send thoughts to other minds. Alternatively, you will be able to stun or paralyze human beings with your mind or appear as someone else entirely. For an additional -100 CP, you will get a package with all of these powers.
>
> For 800 CP, you will have access to the powers of telekinesis and teleportation, so that you can move objects from afar as well as teleport yourself and remote objects. Alternatively, you will be able to force your will on the minds of others, making them do and say what you want them to. Or, you could have an amazing power of illusions similar to the Talosians, tricking minds several light-years away with illusions indistinguishable from reality. For an additional -200 CP, you will get a package with all of these powers. From this stage on, all your psionic powers will be able to work in real time over vast interstellar distances.
>
> For 1600 CP, you will be changed into a godling of sorts, similarly to Charlie X or Gary Mitchell. In addition to all those other powers, you will also be able to create and delete, transform and transmute matter in an instant, as well as manipulate energy. You could remove the faces of people, transform them into iguanas and back, delete sections of matter, create new life out of nothing, become immune to phaser fire and fire beams of energy yourself.

Growing beyond the bounds -600/1200
You came into contact with the strange energies of the galactic barrier. This severely boosted the growth of your psionic abilities. Your psychic powers will constantly increase at a geometric rate. While this growth was truly meteoric for Gary Mitchell, jumping from the 100cp level to the 1600cp level in a matter of days, yours will be much slower, taking 10 years to grow to the same potential. While this version is, of

course, much slower, the growth won't stop unless you wish to pause it for some reason, and the slower growth will allow you to actually learn to control your powers and not become completely insane like Mitchell.
(requires purchase of one level of psionics as a non-naturally psionic race! Naturally psionic races, such as Vulcans, are somehow not affected, only psionic mutants of non-psychic races)
If you think you can handle it, you also have the option to grow as fast as Gary Mitchell did for 1200cp. You will grow at a geometric rate every single day. Gary grew to be a godling in a matter of days.

Morph -200
You are able to morph your cellular structure to look like other beings.

Empathy -200
You are a true empath. Capable of feeling the emotions/sensations/experiences of others to such a deep degree that you could somehow even take away their pain as well as their physical damage, by transferring it to you, before the damage would dissipate as well. While this will be painful for you, you will be able to heal most wounds and diseases. Healing fatal wounds would cause you to die (if you were equally affected by the wounds as the subject you're healing; if your constitution/healing factor is greater/your physiology is different, you would survive).

Control -200
Like the flying parasite hivemind, you can inject parts of your tissue into victims, and slowly they will experience incredible pain unless they follow your mental command.

God organ -400
You possess a strange organ in your chest similar to the beings that would call themselves Greek gods. While this doesn't outright give you power, it will allow you to channel external energy from a specific artificial source of your liking so that you may shape this energy at your will. With this, the god Apollo could create a massive forcefield hand in orbit to hold and squeeze the Enterprise, alter his size, transmute matter, control storms and lightning… similar showings to those of a high-level esper. Yet again, you need an external power source to link up to, which you will be free to select and change at any point.

Incorporeal -300/600
For 300 CP, you are a cloud-like entity, something gaseous or composed of ionized gas or consisting of something between matter and energy.
For 600 CP, like the powerful Thasians or Organians or… (there's a lot of energy beings out there, apparently), you are a being of pure energy. I suggest buying some sort of psionics to interact with the world in any way.

Spacetime manipulation -600

You gain a certain control over spacetime, which results in interesting effects. Like the dirkronium cloud creature, you could create gravity fields that allow you to propel yourself at warp speeds higher than the Enterprise is capable of. By throwing yourself out of “sync of space and time”, basically quickly phasing in and out of normal spacetime, you can dodge phaser fire, photon torpedoes, and completely ignore a ship's energy fields. What other weird and esoteric effects you can produce with this will reveal itself as you experiment with this ability.

Hivemind -300
You are an actual hivemind, like the flying parasites or the android colony, with your single components being merely single brain cells compared to your greater whole.

Seduction -200
You are able to secrete hormones concentrated in some bodily fluid of yours, such as tears. If another being of the opposite sex is touched by that fluid, they will fall head over heels for you. They will be so madly in love that you can basically command them as you wish.

Death touch -300
Your touch will, at will, almost instantly burst every single cell of living organisms. If contact is too short, this will still work locally. You can’t use this on multiple targets at once.

Racial Weaknesses:

These will remain even after you leave this setting, as this is part of the package you buy. If you want these weaknesses to be merely thematic for this specific jump, you may pay 200 CP to lose them after you leave this setting.

Temperature sensitivity +200
Highly dependent on temperatures that are quite uncommon for most other species. Like the Tholans being comfy at 480 Kelvin (ca. 207°C).

Light sensitivity +200
Loose all your strength in direct sunlight or light of similar intensity.

Specific nutrient requirement +200
You need a certain nutrient or food, for example, salt, red blood cells, or negative emotions, and you need lots of it.

Aggression +100
You’re highly aggressive, so you’ll have a hard time integrating or finding allies. Very likely to actually hurt those around you.

Immature +200
You're but a juvenile of your race, still inexperienced in the use of your power, not as powerful in general, and most importantly, still very childlike in your emotional development. You could be easily manipulated and tricked by a more mature adult, even if you are much older and more intelligent than that adult on paper.

Drawbacks

Overacting Alien +100
You attract the attention of individuals who behave in exaggerated, theatrical, or unstable ways. Alien leaders, scientists, or powerful entities you encounter will tend to monologue, overreact, and escalate situations unnecessarily. Diplomacy becomes more difficult, as even minor misunderstandings can spiral into dramatic confrontations or elaborate “tests” of your character.

The glory days +100
You need to stay a bit longer, I'm afraid. Not just longer than the 5-year mission that stretched into ten years, but you’ll also have to spend that time quite… differently. You’ll spend an additional 10 years here, away from all active duty, away from the adventure and excitement, feeling old and useless. For an additional 100 cp, you'll need to spend your time touring convention centers, signing photographs, and charging for genuine smiles.

Mysterious Illness +100
You are unusually susceptible to strange, one-off diseases and conditions, often as a result of an excursion to a strange planet or location without wearing protective gear. Rapid aging, de-aging, emotional suppression, uncontrollable rage, or bizarre physiological changes can affect you. They are usually curable, but only after significant complications (usually enough to fill a 50-minute TV episode with).

Convenient Amnesia +100
At the worst possible times, you may temporarily forget crucial information. This can include mission details, technical knowledge, even the identity of allies and enemies, or the fact that you encountered a very similar situation in the past and how you dealt with it (this seems to be very common, even among your peers). These lapses are never permanent, but they will occur precisely when that knowledge would have made things easier, forcing you to rediscover or improvise solutions.

Universal Translator Glitch +100
Your ability to understand or be understood is occasionally compromised. The universal translator mistranslates key words, omits context, or introduces subtle but dangerous misunderstandings. What should be a peaceful negotiation may turn hostile, or a clear warning may be interpreted as a threat. You can still communicate, but clarity is never guaranteed.

Disregard for safety protocols +200
How were you allowed to join Starfleet in the first place? You seem to lack common sense regarding various dangers in other environments, believing everything is just as safe as on Earth. For example, in a potentially biohazardous environment, you'll remove your gloves, touch surfaces, and then scratch your nose. Just because there's oxygen in the atmosphere doesn't mean you can casually stroll through your environment without any.

Woman +200
You're mentally weak and emotionally unstable. Your chances of being stranded as a bride of some Alien on some backwater planet drastically increase. Even if you have a PhD, have tons of experience in your field and in life generally, you are much, much more prone to fall in love or be seduced by some handsomely rugged scoundrel or other enemy of your organization/race, resulting in you betraying your cause/entire race.
Despite this series being quite progressive for its day, with many women depicted as being highly educated, knowledgeable, competent, etc. They are just too easily seduced.

Cleanup duty +200
Due to your own fault, an entire space station has become absolutely infested with Tribbles. You are only allowed to leave this space station and the jump itself once you have removed or killed every last one of them.
You may not use any supernatural powers, abilities, or technology for this task. You are not allowed to receive help of any kind.

Trapped +200
You are effectively confined to a specific location, whether due to environmental dependency, technological failure, quarantine, or circumstance. Escape is not impossible, but it will never be simple or timely. Every attempt is delayed, complicated, or undermined at the worst moment. The situation also binds you narratively. You will be forced to engage with local conflicts, people, and problems instead of leaving when things become inconvenient. Even when a way out appears,

something will always pull you back or make departure significantly harder than expected.

Redshirt +200
You occupy the role of expendable personnel. Dangerous situations tend to center on you, and when something goes wrong, you are far more likely to be the one affected. You will often be first in danger and last in safety. Often directly ordered by your superiors. Death is not guaranteed, but survival requires effort. Threats target you first, and your position frequently puts you at the front line. You can make it through, but you will have to fight for it.

Khaaaan +400
A highly intelligent and capable Man that is a truly fitting rival and arch nemesis, both in capabilities and character, is after you.

Malfunction +400
Technology around you has a tendency to fail at the worst possible moment. Critical systems break down exactly when you rely on them most. Your phaser runs dry mid-fight, transporters glitch, warp drives fail under pressure, and communications cut out when you need them urgently. These failures are not constant, but they are perfectly timed to cause maximum disruption. Even well-maintained or highly advanced systems are affected. You can still succeed, but you will rarely be able to rely on technology when it matters most, forcing you to improvise or face the consequences. I would avoid teleporters whenever possible for the next 10 years if I were you. Better take the shuttle.

Enemy Number One +400
A major faction, such as the Klingon Empire or the Romulan Star Empire, has marked you as a priority target. You are seen as an obstacle to their goals and a threat to their very existence. Resources, planning, and strategy will be directed specifically toward dealing with you. Opposition will be intelligent and persistent. Ambushes, manipulation, and long-term plans will be used in tandem with brute force. Safe places will not stay safe for long, and even neutral parties may be turned against you. You can evade or defeat them, but you will never be ignored.

Big shoes +400
Something went wrong in this timeline. The Enterprise exploded at launch. Kirk and Spock, Scotty and Bones, and the rest are all dead. Even if you weren’t aligned with

that faction or are actively aligned against them, this should frighten you. The crew of the Enterprise has (often unknown to factions outside the Federation) saved not only the Earth, the Federation, and several alien worlds, but life in the galaxy and even the universe as a whole several times.
Now, without them, you somehow have to deal with all these alien threats and phenomena that threaten life and reality. Kirk and company managed via ingenuity, shows of strength of character, and miraculous timing on their parts. Maybe you can too. You are guaranteed not to be wiped out by some alien threat just because you weren't at the exact time and space as Kirk was to save the galaxy/universe (mainly Lazarus and the space amoeba), as long as you actively try to explore/adventure and help. Should you become lazy or rely on luck alone, you will be punished by an extreme threat to existence popping up out of nowhere and becoming way too strong, too fast.

Copy +400/600
An android, a split evil personality out of a malfunctioning teleporter, or even a doppelgänger from a different timeline is imitating you and sabotaging your plans. For 600 CP, this copy wants you dead and possesses all your powers and skills from previous jumps.

Mind Controlled +600
Your mind is under external influence, whether through psionics, technology, or alien means. This control may be subtle, shaping your thoughts and emotions, or direct, overriding your actions entirely. You will not always notice when it happens. At your worst moments, you may betray allies, sabotage your own plans, or act against your own interests. Resistance is possible, but never easy. This becomes a constant internal struggle for control over your own thoughts and actions.

Plaything of the gods +600
You seem to be the favoured toy or test subject for ancient, powerful, and generally mysterious beings that seem to be legion in the galaxy. You will find yourself trapped more often than not in a simulation, but a battle, a test of their design. These beings will always be much more powerful and/or more advanced than you and your crew/companions. To survive or best these beings, you'll have to show courage and guile, rely on your leadership and ability to make tough calls, exercise charisma or seduction, be a paragon of morality, a capable fighter, and have the luck of Captain James T. Kirk.

Notes

Warp factor and actual speed

Let's be frank: Warp speeds don't make any sense, neither in this series nor any of the others to my knowledge. It would be best if you visited the Memory Alpha wiki page regarding the issue.

Basically, any time a distance and or time is given in conjunction with a warp factor for the speed in one scene, it won't correspond with the warp factor calculation for another scene. All we know is that Warp 1 is supposed to be Light speed, and any number higher is arbitrarily faster depending on the plot.

There were apparently some formulas around in writer guides with very conservative speeds, which, however, would basically mean that in the 5-year exploration mission with a cruising speed of warp 6 and no stops on the way, the Enterprise would have crossed around 1100 light-years (for comparison, the Milky Way has an approx. diameter of 200,000 Ly). Just deal with this accordingly and as it should: as a narrative device. We'll say warp 10, equaling around 8,500c (speed needed to reach the Andromeda galaxy in 300 years as stated in the Constitution-class ship item description), is the maximum you can expect to go (even though some madman at warp 9.5 catapulted the Enterprise out of the galaxy in a few seconds somehow)

-v.1.1
-HDManon