USS GALILEO

CHARACTER PROGRESSION SYSTEM

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Character Progression System
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Section 1 – CPS Overview and FAQ

Introduction to the CPS

CPS is an acronym for *Galileo's* **C**haracter **P**rogression **S**ystem. Fundamentally, the CPS is a visual attribute-based RPG mechanism designed to show a character's specific strengths in various skills and departments. It is complimentary to the traditional written Strengths/Weaknesses section found in most sims' character profiles. Developed and beta tested in July/August 2013, it is now a fully-implemented optional role-play system for all of *Galileo* players to use in addition to their standard character sheets. It can be found in each character's biography by clicking on the 'CPS' tab.

Please Note: The CPS is both complimentary (adds to) and supplementary (fills a gap) to *Galileo's* traditional simming system. It does not replace or override anything regarding our current gameplay.

Why use the CPS?

Simming is a form of role-play in which players simulate their characters' story, interaction, and progression through writing. Although simming is a great form of RPGing and more customizable than most other mediums, it sometimes lacks several basic RPG fundamentals due to its very nature. Unlike other forms of role-play -- including table top, platform, card, and live action -- simming does not place much emphasis on skill upgrades or character 'leveling', two of the most important elements of any RPG. Characters in simming can loosely acquire new skills and earn promotions, but the actual act of progression is generally vague and is less tangible than in other RPG types due to the abstract nature of writing.

The CPS was developed as a means to bridge the gap between simming and more traditional types of RPGs. By being complimentary to the traditional simming structure, it allows players who might come from different RPG backgrounds to approach our game with a greater degree of familiarity, and also allow those who are unfamiliar with attribute-based gaming to learn a fun and new method of character development.

The CPS is also a great balancing tool which helps players select specific strengths for their characters, then allows them (and every other player on the sim) to view those strengths. Unlike the sometimes-vague written descriptions in a character's profile, the CPS attributes and perks are hard, visual evidence of what a character excels at, and helps to create a more realistic and tangible writing experience for all of our players.

Is the CPS complicated?

No, it is not. It is about as basic of an attribute-based RPG system as can be found, and the learning curve is extremely shallow. All that is required is a willingness to embrace the system, elementary math skills to calculate your character's available skill points, and an ability to stay within your character's stated strengths and weaknesses to select appropriate traits and perks for them.

Is the CPS mandatory?

No, it is not. We understand that not all players may feel comfortable with or want to use this system, and many players become involved in simming so that they can escape these very attribute-based rigors of traditional RPGs. As such, the CPS is completely optional. All players have choice of opting in or out of the system for each of their characters, and there is no penalty for not using the CPS system. There are, however, rewards for those who do decide to use it.

What are the benefits of using the CPS?

Using the CPS has several perks unavailable to those who decide to not use it. First, players who use the CPS system will experience the tangible joy and rewards of developing (leveling up) their character through a traditional RPG attribute system. As characters are written and developed over the course of various missions, skill points will be earned and new attributes/perks will be unlocked for purchase. Everyone on the sim will know that your character has acquired new skills, and there will be no ambiguity surrounding what your character has accomplished.

Second, your character will become more balanced, and in turn, your portrayal of them will become more realistic. You will learn to write your character(s) to the hilt. Sometimes simmers occasionally forget how they originally created their character and will write them beyond their stated strengths/weaknesses, but with the CPS, a player will be fully knowledgeable of what their character excels and struggles with.

Last and most importantly, players who use the CPS be rewarded for their posting through the CPS system. Want to have your character improve their dexterity, strength or stamina? Then simply do a couple JPs detailing them working out in the gym and earn an extra skill point to put into their Strength category. Do you naturally write a lot of scientific/medical research and development JPs? Then those can be used to earn new skill points in your character's Intelligence category to boost their education, acuity, and/or aptitude. The possibilities are endless!

Are there any penalties for not using the CPS?

There are no negatives or penalties associated with not using the CPS. Players who opt out will be able to continue simming as they have always done, and it will not affect their character advancement and/or development in any way. We welcome all simmers from all backgrounds and walks of life, and will not force anyone to participate or penalize them for not using the CPS.

Basic Terminology

Using the CPS is an extremely fun and easy process which requires only a basic understanding of RPG fundamentals. Before those fundamentals are discussed, however, it is important to understand the basic terminology which applies to our CPS and to note the specific differences between the terms "attribute", "skill", and "perk".

Attributes

An attribute is a *category of skills*. It refers to one of eight (8) general categories which contain various skills, with each skill relating directly to the attribute. Each attribute contains a set of different skills, and skills do not overlap across attributes.

Different RPGs use different attribute categories according to their customized style of play. Here on *Galileo*, the six basic attributes we use are:

- Strength
- Perception
- Dexterity
- Intelligence
- Charisma
- Psionics

In addition, there is a seventh department-specific attribute which is assigned to each character based on the department in which they serve:

- Command
- Flight Ops
- Security/Tactical
- Operations
- Engineering
- Medical/Counseling
- Intelligence
- Diplomacy

Finally, there is an eighth attribute called Perks, which contains special (you guessed it!) department-specific perks for a character to obtain. The Department and Perks attributes are both similar in their exclusivity, yet contain different skills.

Skills

A skill is a *specific strength within an attribute*. While there are many skills available, all of them directly relate to their parent attribute. Skills are the most basic and fundamental aspect of the CPS, and can be acquired by spending available points. There are five (5) skills per attribute.

Example: The Dexterity attribute contains the following five (5) skills: Endurance, Agility, Speed, Accuracy, and Evasion.

Perks

A perk is a *special skill within the Perk attribute* pertaining directly to the department in which a character serves. Complicated, right? Not really. Each department band (to be discussed below) has a special set of perks associated with it. As with all attributes, even the Perk attribute, there are five skills to choose from.

Example: The Perk attribute for the Operations department contains the following special five (5) skills: Holo-design, Quartermaster, Repair Man, Multi-tasker, and Software Programmer.

Department Bands

Department bands are the core of *Galileo's* CPS. Each band is a collection of **five** attributes which apply to the department in which a character serves. A band consists of three (3) basic attributes, one (1) department attribute, and one (1) perk attribute, combining for a total of five (5) attributes and a total of twenty-five (25) skills (5 skills per attribute x 5 attributes = 25 skills).

Example: A Flight Control department band includes the following attributes:

- Intelligence
- Perception
- Dexterity
- Department (Flight Ops)
- Perks (Flight Ops)

Department bands have been beta tested and carefully chosen to represent the most realistic attributes in which characters need to have strengths to perform their duties. For example, a Medical/Counseling department band does not include the Strength, Dexterity, or Psionics attributes, because those attributes do not contain necessary fundamental skills for a Medical/Counseling character. However, the Intelligence, Perception, and Charisma attributes are included in the Medical department band because the skills contained within those attributes are essential to every medical character in Starfleet.

Players may select up to two (2) department bands for each of their characters. We understand that some characters come from diverse backgrounds and may have acquired skills in different departments over their years of service. As such, characters are allowed a primary and secondary department band if they so choose. There is no difference between the primary and secondary, but it generally means that skills must be more

carefully chosen to accurately reflect a character's strengths. It also allows more skills to be unlocked due to the different attributes contained in each department.

Points and Distribution

Now that the basic of the CPS have been explained, it's time to explore how various skills are purchased. *Galileo* uses a simple points system to purchase skills within various attributes. Points are distributed according to a character's starting rank, with characters of a higher rank generally having more points available to spend to purchase skills. The only exception to this is senior NCOs, who are allotted more starting points than junior officers (ENS) due to their greater experience and time of service.

One point purchases one skill, and those points can only purchase skills within a character's department band(s). Players many not use points to purchase skills in an attribute outside of their chosen department band(s).

After a character's initial starting points are spent, players may earn more points for their characters through in-character training and rank promotions. More details regarding specific rules are discussed below.

Designation	Rank	Abbreviation	Insignia	Skill Points
O-11	Fleet Admiral	FADM		16
O-10	Admiral	ADM		15
O-9	Vice Admiral	VADM		14
O-8	Rear Admiral	RADM		13
O-7	Commodore	CDRE		12
O-6	Captain	CAPT		11
O-5	Commander	CMDR		10
O-4	Lieutenant Commander	LCDR		9
O-3	Lieutenant	LT		8

O-2	Lieutenant (Junior Grade)	LTJG		7
O-1	Ensign	ENS		6
W-4	Chief Warrant Officer	CWO		7
W-3	Master Warrant Officer	MWO		7
W-2	Staff Warrant Officer	SWO		6
W-1	Warrant Officer	WO		6
E-9	Master Chief Petty Officer	MCPO		7
E-8	Senior Chief Petty Officer	SCPO		6
E-7	Chief Petty Officer	CPO		5
E-6	Petty Officer 1st Class	PO1		5
E-5	Petty Officer 2nd Class	PO2		4
E-4	Petty Officer 3rd Class	PO3		4
E-3	Crewman	CN		3
E-2	Crewman Apprentice	CA		3
E-1	Crewman Recruit	CR		3
LC-5	Cadet Senior Grade	CDT(SR)		5
LC-4	Cadet Junior Grade	CDT(JR)		4

LC-3	Cadet Sophomore Grade	CDT(SO)		4
LC-2	Cadet Freshman Grade	CDT(FR)		3
LC-1	Enlisted Cadet	CDT(EN)		3
N/A	Civilian	CIV		5

Rules and Guidelines

The CPS has a simple set of basic rules and guidelines which govern its application. All characters choosing to utilize the CPS must adhere to these regulations, and are expected to use sound and logical judgment when selecting various skills and perks for their character.

Rules

- Characters are allotted a specific number of starting skill points which they may use to purchase skills and perks. The number of available starting skills points is listed in the chart above.
- Characters may earn more skill points through IC rank promotions and training. 'Training' constitutes IC JPs in which a character displays themself as become more proficient in a certain skill. Please consult the command staff for specific guidelines as to what exactly constitutes training.
- One skill point buys one skill or perk.
- A skill or perk may only be purchased once. It cannot be purchased multiple times (they do not stack).
- Purchased skills and perks must be those contained within a character's department band(s).
- Characters must have at least one department band which matches the department in which they serve.
- Characters are allowed a second optional department band of their choosing, if they so desire.
- There is no Civilian department band, therefore civilian characters (unassigned to a department) may select up to two of the existing department bands of their choosing.

Guidelines

- All players are expected to choose and purchase skills/perks which are relevant to their character (be reasonable).
- Players are expected to use sound judgment when selecting skills and perks, and to have them accurately reflect what is written in their character bios.

Section 3 – Department Bands

Department Bands

As previously mentioned, department bands are the core of *Galileo's* CPS. The below table is a comprehensive look at each department band as well as the associated skills and perks. Please note that for civilian characters who are unassigned to a specific department, they are free to choose from up to two of any department's bands to use for their character.

To interpret the department bands listed below, please read them in the vertical format (not left to right). For Command players, please look under the Command header and then read the corresponding attributes which follow below it. The same goes for Flight Control, Security/Tactical, Ops, etc.

Please scroll down to the next two pages to view the full Department Band list.

Command	Flight Control	Security/ Tactical	Operations	Engineering
Intelligence + Acuity + Aptitude + Education + Linguistics + Problem-Solving	**Intelligence** + Acuity + Aptitude + Education + Linguistics + Problem-Solving	**Strength** + Brawn + Melee + Resilience + Size/Mass + Toughness	**Intelligence** + Acuity + Aptitude + Education + Linguistics + Problem-Solving	**Intelligence** + Acuity + Aptitude + Education + Linguistics + Problem-Solving
Charisma + Barter + Diplomacy + Manipulation + Networking + Relationship	**Perception** + Acute Senses + Alertness + Awareness + Detection + Insight	**Perception** + Acute Senses + Alertness + Awareness + Detection + Insight	**Perception** + Acute Senses + Alertness + Awareness + Detection + Insight	**Perception** + Acute Senses + Alertness + Awareness + Detection + Insight
Psionics + Empathy + Fortune + Intuition + Telekinesis + Telepathy	**Dexterity** + Accuracy + Agility + Coordination + Evasion + Speed	**Dexterity** + Accuracy + Agility + Coordination + Evasion + Speed	**Dexterity** + Accuracy + Agility + Coordination + Evasion + Speed	**Dexterity** + Accuracy + Agility + Coordination + Evasion + Speed
Department + Administration + Command & Control + Inspiration + Management + Recruitment	**Department** + Fighter Pilot + Renaissance Pilot + Support Craft Pilot + Starship Pilot + Test Pilot	**Department** + Explosives + Heavy Weapons + Investigation + Light/Medium Weapons + Starship Weapons	**Department** + Auxiliary Systems + Computer Systems + Damage Control + Logistics + Technology	**Department** + Construction + Improvization + Innovation + Maintenance + Repair
Perks + Administrator + Motivator + Negotiator + Nerves of Steel + Strategist	**Perks** + Adrenaline Junkie + Combat Pilot + Instructor + Navigator + Pilgrim	**Perks** + Brawler + Detective + Marksman + Sheriff + Weapons Expert	**Perks** + Holo-Designer + Multi-tasker + Quartermaster + Repair Man + Software Engineer	**Perks** + Improvisor + Mechanic + Tube Traveler + Technician + Propulsion Expert

Science	Medical/ Counseling	Intelligence	Diplomatic
Intelligence + Acuity + Aptitude + Education + Linguistics + Problem-Solving	**Intelligence** + Acuity + Aptitude + Education + Linguistics + Problem-Solving	**Intelligence** + Acuity + Aptitude + Education + Linguistics + Problem-Solving	**Intelligence** + Acuity + Aptitude + Education + Linguistics + Problem-Solving
Perception + Acute Senses + Alertness + Awareness + Detection + Insight	**Perception** + Acute Senses + Alertness + Awareness + Detection + Insight	**Perception** + Acute Senses + Alertness + Awareness + Detection + Insight	**Charisma** + Barter + Diplomacy + Manipulation + Networking + Relationship
Dexterity + Accuracy + Agility + Coordination + Evasion + Speed	**Charisma** + Barter + Diplomacy + Manipulation + Networking + Relationship	**Charisma** + Barter + Diplomacy + Manipulation + Networking + Relationship	**Psionics** + Empathy + Fortune + Intuition + Telekinesis + Telepathy
Department + Discovery + Investigation + Method + Observation + Research	**Department** + Biology + Diagnosis + Psychology + Surgery + Treatment	**Department** + Analysis + Counter-intelligence + Infiltration + Strategic + Subterfuge	**Department** + First Contact + Foreign Relations + Negotiation + Politics + Public Speaking
Perks + Academia + Activist + Adventurer + Sensor Specialist + Researcher	**Perks** + Bedside Manner + Field Medic + Forensic Investigator + Physician + Steady Hands	**Perks** + Analyzer + Guardian + Hacker + Field Operative + Tracker	**Perks** + Ambassador + Emissary + Manipulator + Poker Face + Silver Tongue

Section 4 – Skills and Perks List

Basic Attributes and their Skills

Please Note: Skills are organized by their attribute

Attribute	Type	Skill Name	Description
Dexterity	Physical	**Accuracy**	The ability of a character to combine various Dexterity skills to improve both ground/space weaponry accuracy. Also applies to general accuracy which provides greater overall precision involving all physical tasks.
Dexterity	Physical	**Agility**	A character's ability to effectively change the body's position using efficient isolated movement skills (static/dynamic balance).
Dexterity	Physical	**Coordination**	The ability of a character to physically use different parts of the body together effectively and efficiently. Includes all motor coordination skills including inter-limb, intra-limb, and hand-eye.
Dexterity	Physical	**Evasion**	A character's ability to dodge, avoid, and/or escape physical danger, usually through cunning means.
Dexterity	Physical	**Speed**	A measure of a character's physical speed, most often related to running and sprinting but also related to limb movement and quickness.
Perception	Physical	**Acute Senses**	The ability of a character to apply heightened perception to the five major senses, and then to use that perception to act accordingly in ways in which others cannot.
Perception	Physical	**Alertness**	The ability of a character to pay close and continuous attention to the environment around them in order to recognize danger and/or emergencies. Allows a character to perceive the threat and then act quickly.
Perception	Physical	**Awareness**	A measure of a character's perception and cognitive reaction to a condition or event. Includes the ability to be conscious and sense data without necessarily understanding it.
Perception	Physical	**Detection**	A character's ability to physically receive input from the senses and use that input to follow clues and reconstruct a sequence of events. Also allows a character to recognize and identify minute details.
Perception	Physical	**Insight**	The ability of a character to use physical perception to understand a specific cause and effect of a certain situation/context, and then apply that understanding to solve a (sudden) problem.

Strength	Physical	**Brawn**	Determines a character's physical hardness, including muscular strength and tone,
Strength	Physical	**Melee**	The ability of a character to competently use hand-to-hand combat skills and weaponry, including knives (KA-BAR), teral'n, bat'leths, lirpas, and many more.
Strength	Physical	**Resilience**	A character's ability to physically heal faster and more completely from various minor and major injuries.
Strength	Physical	**Size/Mass**	A measure of a character's physical stature including height, weight, and BMI.
Strength	Physical	**Toughness**	The ability of a character to withstand physical injury, including from melee, projectile, energy, and explosive weaponry.
Charisma	Mental	**Barter**	A character's ability to trade goods and/or services without the exchange of currency. Also gives a character greater price reduction and selling price on any goods which are bought/sold.
Charisma	Mental	**Diplomacy**	The ability of a character to conduct negotiations between various social and political parties. Includes peace-making, war, trade, cultural, and economic negotiations.
Charisma	Mental	**Manipulation**	A character's ability to change the perception or behavior of others through underhanded, deceptive, or even abusive tactics. Includes the ability to hide aggressive behavior/intentions, and understand the psychological weaknesses of the victim.
Charisma	Mental	**Networking**	The ability of a character to use strong communication techniques to successfully form and maintain both professional and social groups of friends/colleagues, and then to use those groups to their advantage.
Charisma	Mental	**Relationship**	A character's ability to use inter-personal (1 on 1) communication to successfully form and maintain family, peer, and romantic relationships.
Intelligence	Mental	**Acuity**	The ability of a character to use mental quickness to comprehend, understand, and learn from an experience.
Intelligence	Mental	**Aptitude**	A character's natural mental ability to do something regardless of training, experience, or education. Also refers to their competency at such tasks.
Intelligence	Mental	**Education**	A measure of a character's combined knowledge, experience, and training.
Intelligence	Mental	**Linguistics**	A character's ability to understand and study language form, language meaning, and language in context.
Intelligence	Mental	**Problem-Solving**	The ability of a character to use various mental methods to find solutions to problems in an orderly, quick, and efficient manner.

Attribute	Type	Skill Name	Description
Psionics	Mental	**Telepathy**	The ability of a character to send information from one person(s) to another without the traditional use of the five senses. Also known as thought-transference.
Psionics	Mental	**Telekinesis**	A character's ability to solely use mental discipline to physically move and/or manipulate solid matter. Also known as psychokinesis.
Psionics	Mental	**Empathy**	The ability of a character to recognize and determine another character's emotions. Includes both emotional empathy and cognitive empathy.
Psionics	Mental	**Intuition**	A character's ability to use their inner-perception to acquire knowledge and understanding of things in which they might not be educated, often times without reasoning.
Psionics	Mental	**Fortune**	The ability of a character to recognize and be able to influence their own luck (chance happening) which usually occurs outside of their control.

Department-specific Skills

Attribute	Type	Skill Name	Description
Command	Department	**Administration**	A character's ability to successfully manage paperwork, communications, appointments, logistics, duty rosters, and inventory.
Command	Department	**Command & Control**	The ability of a character to exercise authority over members of the crew and other attached forces in order to accomplish the mission.
Command	Department	**Inspiration**	A character's ability to stimulate and motivate their crew or associated personnel through actions and/or speech in order to increase their performance.
Command	Department	**Management**	The ability of a character to delegate and organize tasks, to use the most effective group communication style to produce the desired results, and to oversee the progress of the ship's crew.
Command	Department	**Recruitment**	A character's ability to attract, screen, and select new personnel for various positions aboard the ship. Also pertains to alternate situations not directly involving the ship's crew, but where recruitment is necessary.
Flight Control	Department	**Fighter Pilot**	A character's ability to pilot Class 1 and Class 2 fighter and atmospheric space craft. Includes Broadsword, Peregrine, Raptor, Razor, and Valkyrie fighters.
Flight Control	Department	**Renaissance Pilot**	A character's ability to understand, appreciate, and pilot traditional air and space craft, particularly from Earth's 20th and 21st century historical period.
Flight Control	Department	**Support Craft Pilot**	The ability of a character to pilot Class 3 and 4 space craft. Includes workbees, light/heavy shuttles, transports, and runabouts.

Flight Control	Department	**Starship Pilot**	A character's ability to pilot Class 5 through 10 capitol ships. Includes frigates, destroyers, light/heavy cruisers, command cruisers, and dreadnaughts.
Flight Control	Department	**Test Pilot**	The ability of a character to gain knowledge of and pilot experimental fighters, support craft, and starships, and then to survive any critical malfunctions during the test flight process.
Security/Tactical	Department	**Explosives**	A character's competency using and manipulating explosive devices and elements, including infernite, thalmerite, triceron, ultritium, and other compounds. Also includes the use of micro-charges and detonators.
Security/Tactical	Department	**Heavy Weapons**	The ability of a character to accurately and efficiently use Type-III and above Starfleet/SFMC weapons and their equivalent.
Security/Tactical	Department	**Investigation**	A character's ability to conduct a systematic and often-times formal inquiry to discover the facts/truth regarding a particular incident.
Security/Tactical	Department	**Light/Medium Weapons**	The ability of a character to accurately and efficiently use Type 1 and Type 2 hand phaser weapons or their equivalent.
Security/Tactical	Department	**Starship Weapons**	A character's ability to successfully track, target, fire upon, and hit hostile targets using ship-based weaponry. Includes competency with all types of torpedoes, phaser banks/arrays, and their equivalents.
Operations	Department	**Auxiliary Systems**	A character's competency and familiarity with a starship's auxiliary systems, including transporters, tractor beams, environmental systems, and power distribution/management.
Operations	Department	**Computer Systems**	Determines a character's ability to successfully use, manipulate, program, and repair any computer core and all associated computer systems as well as their functions.
Operations	Department	**Damage Control**	The ability of a character to organize, manage, and delegate damage control responses to any given emergency situation.
Operations	Department	**Logistics**	A character's ability to quickly and efficiently control the flow of resources from one point to another in order to meet various requirements.
Operations	Department	**Technology**	A character's competency with learning and using all forms of past, present, and future technology, whether they be Starfleet or otherwise.
Engineering	Department	**Construction**	Determines a character's ability to build and assemble all types of mechanical and non-mechanical devices, both on a small and large scale.

|			
Engineering	Department	**Improvisation**	The ability of a character to diagnose and solve a problem (or series of problems) using only the resources at hand in a timely and efficient manner.
Engineering	Department	**Innovation**	A character's competency to apply new solutions, technology, and skills to meet various existing and new requirements.
Engineering	Department	**Maintenance**	A character's competency in the ongoing process of maintaining the operation state of various devices, technology, and vessels. Includes corrective, planned, predictive, preventive, and proactive maintenance.
Engineering	Department	**Repair**	The ability of a character to fix any mechanical (and sometimes non-mechanical) object which is suffering from damage or degradation.
Science	Department	**Discovery**	A character's ability to observe and find something which was previously unknown. Also applies to a character's ability to learn and educate themselves about unknown topics and subjects.
Science	Department	**Investigation**	Determines a character's ability to use empirical study of a question or problem to extrapolate a hypothesis, conduct experiments, and then interpret the results. Not to be confused with Investigation (Security/Tactical).
Science	Department	**Method**	The ability and willingness of a character to use and apply proper scientific method to a variety of scenarios. Fundamentally, this is defined as a collection of techniques used to investigating phenomena, acquire new knowledge, and/or correcting previous knowledge/misconceptions.
Science	Department	**Observation**	A character's ability to discover new knowledge using only the basic senses, and then use known scientific methods to interpret that knowledge.
Science	Department	**Research**	The competency of a character to formulate creative work and use that work as an application to develop new technologies, methods, knowledge, and practices. Also includes experimental development.
Medical/Counseling	Department	**Biology**	Determines a character's competency and familiarity with various species' biological functions and systems, as well as the ability to adapt to and treat said species.
Medical/Counseling	Department	**Diagnosis**	A character's ability to quickly and correctly determine specific ailments which affect various species.
Medical/Counseling	Department	**Psychology**	The ability of a character to understand the mental functions and behaviors of all species, and then to adapt and use that knowledge to enhance basic medical skill and competency.
Medical/Counseling	Department	**Surgery**	A character's ability to specialize in and use instrumental techniques on various patients in order to treat a variety of illnesses

Medical/Counseling	Department	**Treatment**	Determines a character's competency to perform one-time and ongoing treatments to cure or maintain a person's physical and mental well-being.
Intelligence	Department	**Analysis**	A character's competency in examining and deducing logic from various elements as it pertains to discussion and/or interpretation.
Intelligence	Department	**Counter-intelligence**	The ability of a character to use known intelligence methods to expose or thwart an opponent's intelligence efforts against a certain ship or group of people.
Intelligence	Department	**Infiltration**	A character's ability to use various means to break through and permeate the defenses of a certain technology, political group, or group of persons.
Intelligence	Department	**Strategic**	The ability of a character to know, understand, and apply strategic operations to a wide variety of situations in order to produce the most desired results.
Intelligence	Department	**Subterfuge**	A character's competency in using methods of deceit and deception in order to accomplish one's goals. Also pertains to a character's ability to remain hidden and undetected while conducting intelligence operations.
Diplomatic	Department	**First Contact**	Determines a character's strength and success in establishing first contact with alien species, as well as the first impression said species is given upon such contact.
Diplomatic	Department	**Foreign Relations**	A character's ability to successfully understand and conduct affairs which pertain to international, regional, and governmental interests.
Diplomatic	Department	**Negotiation**	The ability of a character to conduct dialogue between two or more individuals in order to reach an understanding, resolve a difference, gain an advantage, or produce an agreement.
Diplomatic	Department	**Politics**	Determines a character's competency with general politics, including understanding and influencing a certain person or group of people's ability to achieve and exercise positions of governance in an controlled and organized manner.
Diplomatic	Department	**Public Speaking**	A character's ability to speak to a group of people in order to inform, persuade, or entertain said group.

Department-specific Perks

Attribute	Type	Skill Name	Description
Command	Perk	**Administrator**	Increased ability to deal with and organize paperwork, manage personnel and resources, and improve daily ship-wide operations.
Command	Perk	**Motivator**	A natural and learned ability to positively influence the crew through speech/dialogue and personal example.
Command	Perk	**Negotiator**	Increased ability to compromise in order to reach mutual goals with all types of people and organizations.
Command	Perk	**Nerves of Steel**	An experience and sometimes natural-based ability to remain calm and composed under the most stressful situations and to not let emotions cloud practical judgement.
Command	Perk	**Strategist**	Increased ability to understand the concept of both general and tactical strategy, and then to apply that knowledge to produce superior results in a given situation.
Flight Control	Perk	**Adrenaline Junkie**	A pure love for the adrenaline rush which accompanies all types of piloting and flying, especially at high velocities and with extreme maneuvers.
Flight Control	Perk	**Combat Pilot**	Previous experience piloting during high-stress combat situations leads to improved reflexes, accuracy, evasion, and familiarity with combat situations.
Flight Control	Perk	**Instructor**	An increased ability to not only know and understand flight control mechanics, but also teach them in a practical and easy-to-understand manner to further the training of other individuals.
Flight Control	Perk	**Navigator**	An uncanny ability to use superior math and physics skills to chart, plot, and react to all types of celestial phenomena in order to successfully navigate through space.

Flight Control	Perk	**Pilgrim**	A natural-born instinctive flying ability which boosts all types of piloting skills which gives a character superior ability to perform their duties.
Security/Tactical	Perk	**Brawler**	An increased ability to fight without weapons due to martial-arts training and hand-to-hand combat skills.
Security/Tactical	Perk	**Detective**	Expert investigative and reasoning skills lead to an increased ability to perform detective work in order to interpret various clues and then deduce a culprit/offender.
Security/Tactical	Perk	**Marksman**	Excellent competency with both direct-fire and projectile weapons which leads to an increased chance to hit specific targets at extreme distances.
Security/Tactical	Perk	**Sheriff**	An increased ability to maintain order and discipline among a group of people primarily through presence (visibility) and diligent enforcement of laws.
Security/Tactical	Perk	**Weapons Expert**	An uncanny familiarity with all types of weapons (both ground and space) and the ability to use them to their highest efficiency in any given situation.
Operations	Perk	**Holo-Designer**	A strong knowledge of transporter and replicator systems gives an increased ability to create and design holographic programs of all types.
Operations	Perk	**Multi-Tasker**	Improved ability to competently perform multiple tasks at once and to prioritize those tasks according to a variety of situations and emergencies.
Operations	Perk	**Quartermaster**	Excellent logistics skills allow the character to become a skilled quartermaster who can successfully and efficiently acquire, distribute, and manage a ship's supplies and provisions.
Operations	Perk	**Repair Man**	A strong ability to tinker with and fix all types of malfunctions which occur on the ship, including both ship's systems and personal equipment.

Operations	Perk	**Software Engineer**	Knowledge of computer software programming and coding gives the ability to create specialized programs from scratch, incorporate them into a ship's systems, and to also manipulate any existing programs.
Engineering	Perk	**Improviser**	The ability to patch up and fix things in any situation with whatever you happen to have to hand, even if just for a temporary fix.
Engineering	Perk	**Mechanic**	Personnel skilled in identifying and fixing an existing problem in a ship's systems using a 'hands on' approach.
Engineering	Perk	**Tube Traveler**	A character who is particularly adept in traveling quickly through the Jefferies Tubes, able to navigate the maze at least partly from memory and able to efficiently work on repairs even in such a small space.
Engineering	Perk	**Technician**	A character who is skilled in techniques for finer repairs and more delicate systems, and has a good knowledge base around theory and tools.
Engineering	Perk	**Propulsion Expert**	A character with a particular knack for propulsion systems, both in terms of maintenance and repair, and in getting the highest efficiency levels out of them.
Science	Perk	**Academia**	A character with this perk will have a large knowledge base from reading and studying, and may also write their own papers and books, in the realm of scientific theory and history.
Science	Perk	**Activist**	Someone who is enthusiastic about a particular area of science and outwardly rallies and supports change and progress in what they feel strongly about.
Science	Perk	**Adventurer**	A character that is both able and enjoys making 'hands on' scientific discovery out in the field, be it on Away Missions or privately organized expeditions and exploration.
Science	Perk	**Sensor Specialist**	Someone who is particularly adept in understanding and interpreting even vague readings from sensors, and is able to manipulate and use sensors to full efficiency.

Science	Perk	**Researcher**	A character that is talented in using a variety of sources to find information or theories needed, and is then able to apply them to the situation at hand.
Medical/Counseling	Perk	**Bedside Manner**	The good charm and soothing nature required to keep a patient reassured and calm during examinations and treatment.
Medical/Counseling	Perk	**Field Medic**	Someone with the specific skill of treating patients out in the field, for example, Away Missions, with limited portable equipment, and even under fire if necessary.
Medical/Counseling	Perk	**Forensic Investigator**	A person that is able to gather medical evidence from a patient or corpse, (in the case of a medic), or create psychological profiles and apply psychology to an investigation, (in the case of a counselor), in order to investigate a crime.
Medical/Counseling	Perk	**Physician**	A medical professional who is licensed to practice general medicine, (this is a distinction from surgery and trauma treatment and instead covers day to day health and sickness).
Medical/Counseling	Perk	**Steady Hands**	The ability to remain cool and calm under pressure, even while performing intricate and delicate surgery and treatments.
Intelligence	Perk	**Analyzer**	A person who is adept in sifting through large amounts of information and able to isolate only the parts that are relevant, and then apply them to the given situation.
Intelligence	Perk	**Guardian**	A character who is able and skilled in keeping sensitive information secure and secret, protecting it at all costs
Intelligence	Perk	**Hacker**	The ability to bypass security systems of a variety of computers and databases, across different organizations, in order to retrieve or remove data.
Intelligence	Perk	**Field Operative**	Intelligence personnel with the training to work out in the field, be it in infiltration missions, undercover missions or basic information gathering and liaison missions.
Intelligence	Perk	**Tracker**	Someone who has the skill to track a person or thing, be it through technological means or on foot whilst undercover.

Diplomacy	Perk	**Ambassador**	A learned ability to represent all parties' best interests during negotiations and diplomatic functions, and to use that ability to further the advancement of public and political relations.
Diplomacy	Perk	**Emissary**	A natural and uncanny ability to represent a certain group of people in politics due to ancestral heritage, past and current experiences, or learned empathy.
Diplomacy	Perk	**Manipulator**	A character with the skill to manipulate a person or their actions and views by using psychology and/or actions and evidence to alter how they perceive things.
Diplomacy	Perk	**Poker Face**	The ability to keep a neutral expression in both face and body language despite the emotions being felt at the time, so a person does not give away what he or she is thinking or feeling.
Diplomacy	Perk	**Silver Tongue**	This specifically refers to the ability to persuade someone to a view or action purely through the use of balanced and skilful debate and language. This will usually be conducted with charm, calm and intellect.

Section 5 – Example Character Sheets

Example 1: Warrant Officer John Doe -- Security/Tactical Officer (1 Department Band)

In this first example, we will explore how to use the CPS to create a character skill sheet for a Security/Tactical Officer named John Doe, who is a warrant officer -- using *only one department band*. Please follow the step by step guide below, and use it as a reference to create your own character.

1. First, we will identify which department band and corresponding attributes John Doe will be using. Because he is a Security/Tactical Officer, his primary (and only) department band must be the Security/Tactical band -- listed above in Section 3 -- because it corresponds to the department in which he serves.

2. After viewing the Security/Tactical department band, we find that Strength, Perception and Dexterity are the three basic attributes for the department, and therefore all skills within those attributes are available for purchase. In addition, there is a department-specific attribute and also a special Perks attribute which both pertain only to the Security/Tactical department. Any of the skills within any five of these attributes are now available for purchase, and they can be mixed and matched in any way.

3. Now that we know which skills are available for purchase, we need to find out how many can be purchased. Knowing our character's rank, in this case a warrant officer (W-1), refer to the Skill Points Distribution chart in Section 2 (above).

4. After referencing the Skill Points Distribution chart, we now know that warrant officers have 6 skill points to distribute as they choose across all of their attributes in their department band.

5. Using six skill points, John Doe chooses the following skills:

   + Brawn
   + Melee
   + Alertness
   + Agility
   + Explosives
   + Brawler

6. And that's it! WO John Doe's character skills have now been selected, and his character sheet can be updated on the website to reflect his skills. Please contact the command staff with the selected list of skills and they will update your character's bio for you.

Example 2: Lieutenant JG Jane Doe -- Medical Officer (2 Department Bands)

In this second example, we will explore how to use the CPS to create a character skill sheet for a Medical Officer named Jane Doe, who is a lieutenant (Junior grade) -- using *two department bands*. Please follow the step by step guide below, and use it as a reference to create your own character.

1. First, we will identify which department bands and corresponding attributes Jane Doe will be using. Because she is a medical officer, her primary department band must be the Medical/Counseling band -- listed above in Section 3 -- because it corresponds to the department in which she serves.

2. In addition, let us assume that Jane Doe has prior Starfleet experience and training as a Science Officer from her previous starship postings. This means that she can select both the Medical/Counseling band AND Science band from which to choose and purchase skills.

3. After viewing both the Medical/Counseling and Science department bands, we find that Intelligence, Perception, Dexterity, and Charisma are the combined basic attributes for the two departments, and therefore all skills within those attributes are available for purchase. In addition, there are two department-specific attributes and also two special Perks attributes which both pertain only to the Medical/Counseling and Science departments. Any of the skills within any of these attributes are now available for purchase, and they can be mixed and matched in any way.

4. Now that we know which skills are available for purchase, we need to find out how many can be purchased. Knowing our character's rank, in this case a lieutenant (junior grade) (O-2), refer to the Skill Points Distribution chart in Section 2 (above).

5. After referencing the Skill Points Distribution chart, we now know that lieutenants (junior grade) have 7 skill points to distribute as they choose across all of their attributes in their department band.

6. Using seven skill points, Jane Doe chooses the following skills:

   + Education
   + Aptitude
   + Insight
   + Psychology
   + Investigation
   + Treatment
   + Physician

7. And that's it! LTJG Jane Doe's character skills have now been selected, and her character sheet can be updated on the website to reflect her skills. Please contact the command staff with the selected list of skills and they will update your character's bio for you.

Section 6 – Skill Training

Acquiring More Skill Points

One of the main benefits and reasons for using the CPS is to promote posting and character progression, and there is ample opportunity for all characters to acquire more skill points for use after their initial points have been spent. This section will briefly outline the rules and guidelines regarding character progression, as well as provide some tips for writers when they play their characters.

First, it is important to remember that while your character may only start with a certain pre-determined number of skills based on their rank, there are several other ways and opportunities to earn more skills. The first and most traditional method is through rank promotions. *Galileo* promotes characters by rank on average twice per year (depending on player activity), so it is logical to assume that an active writer will see their characters naturally acquire more skill points as missions progress. For example, an active writer who starts out with an ensign character will most likely see that character promoted to full lieutenant within 12 months, and with those promotions come two extra skill points (according to the Skills Distribution Chart listed above in Section 2).

Most importantly, all characters have the option to earn more skill points through their IC posting. This is called 'training'. Training occurs when a characters writes a series of JPs detailing their efforts to improve in any given skill. For example, a character training in the Size/Mass skill (Strength attribute) can show their character gaining more muscle mass and improving their BMI (body-mass index) by writing a post or two depicting them using a gym or holodeck program for a workout routine.

There are several rules and guidelines regarding training, which are listed below. If a writer is ever uncertain regarding what specifically constitutes training, please contact the command staff and we will be happy to elaborate.

Rules and Guidelines

Training Rules

- Characters may gain no more than two (2) skill points through training per six months.
- Characters may only train in skills which are part of their already-chosen attributes.
- In order to successfully complete training in a skill, characters must complete a training sequence.
- A training sequence involves a series of two (2) or more JPs pertaining to and detailing personal advancements in a specific skill.
- At least one of the two posts in a training sequence must be a joint-post with other characters.
- Characters may not retrain skills. Once skills have been purchased, they remain with the character for as long as the character is aboard the sim.

Guidelines

- Any player wishing to train should contact the command staff beforehand in order to ensure their training posts meet the requirements for the chosen training skill.

Credits and Special Thanks

- USS *Galileo's* Character Progression system was created and developed by Jay (Lirha Saalm) in collaboration with Kate (Scarlet Blake) and Tom (Jonathan Holliday), September 2013. It is now in official use as an optional RPG element designed to supplement and compliment the traditional simming structure.

- We would like to thank all of USS *Galileo's* players for their additional contributions to the CPS over the past two months. Their input and recommendations have proved invaluable in our efforts to promote a fun and healthy gaming environment, and none of this would be possible without them.

- The icon images used for the character perks are the property of Star Trek Online™. No copyright infringement is intended, and no commercial use will result from usage of those images. We would like to thank Star Trek Online's graphic designers for allowing us to use their artwork for our simulation.

Please enjoy our new RPG experience, and don't hesitate to contact the command staff with any questions or concerns.