

## Starfleet Survival School

By DanG

*Built as 8-point Training package, these are designed to sit alongside the Advanced training option in place of a tour of duty. If your narrator allows, then these would replace a tour with a 1 year duration (training will take several weeks, and this is likely to be the most significant event in that year). I recommend that most starting characters be limited to 2 advanced training packages unless you are running a higher level game.*

### Advanced Starfleet Survival Training

Starfleet strives to prepare its personnel in any given situation, and part of this continuous improvement involves advanced training continually available to its members. Their survival school is no exception. This advanced course expands and increases the knowledge gleaned from a cadet level survival training, and focuses on Innovation and thinking 'outside the box'. The trainers are as colourful bunch of characters as is possible, and their focus is less on survival skills and far more on what can be done to increase the chances of survival.

*Planetary Survival (Choose Specialisation) 0 (1)*  
*Engineering, Material (Personal Equipment) 1 (2)*  
*First Aid (Choose Specialisation) 1 (2)*  
*Innovative +1*



In addition to the Advanced Starfleet Survival Training, Starfleet academy also maintains several environment specific advanced training courses, these are often based off campus on worlds that offer best training environments. A selection of these courses follow.

### Arctic Survival

The harsh cold can be a killer, and the Arctic/Polar training is designed to harden an individual against the intense hardships at this extreme of survival conditions. Taught in Earth polar regions and also on Andoria. These skills can also come in handy on some frozen Class L worlds. Students are taught the basics before being placed in a field environment where they are tested and participate in a range of rudimentary scientific experiments to teach them the effects of the cold when performing everyday tasks

*Planetary Survival (Arctic) 1 (2)*  
*Planetary Sciences (Meteorology) 1 (2)*  
*Toughness +2*



### Desert Survival



Starfleet maintains several desert survival training schools, primary facilities are based on Earth and Vulcan. However very few candidates are able to exceed the accomplishments of the Vulcan Masters who teach this course. Vulcan students to this discipline, both from within Starfleet and even Civilian students are common and welcomed, it is seen as a logical preparation for the traditional Vulcan pilgrimage to Mount Selya.

This course prepares students for the extreme temperatures and conditions faced in the dry desert environment, from finding water, shelter and food, to preserving supplies.

*Planetary Survival (Desert) 2 (3)*  
*Planetary Sciences (Hydrology) 1 (2)*  
*Toughness +2*

### **Jungle Survival**

This course initiates Starfleet personnel for survival conditions in woodland and jungle conditions, ranging from dense forestry through to rain forest and jungle environments.

It teaches respect for the local wildlife, tracking and path finding and living off the land, hunting larger prey through to survival off insect and plant life.

*Planetary Survival (Jungle) 1 (2)*  
*Hunting (Choose Specialisation) 1 (2)*  
*Medical Sciences (Toxicology) 0 (1)*  
*Perception +1*



### **Mountain Survival**

This survival course teaches techniques to be used in mountainous terrain, often interchangeable with some aspects of Arctic survival due to many similarities found at higher altitudes. However this course also covers the various new conditions discovered at those altitudes.

Graduates of this course are often keen mountaineers, and take the course to enhance their enjoyment of 'the next mountain'. Focus is on climbing in teams and free climbing.

*Planetary Survival (Mountainous) 1 (2)*  
*Planetary Sciences (Meteorology) 1 (2)*  
*Athletics (Climbing) 1 (2)*  
*Impulsive -1 or Thrill-seeker -1.*



### **Primitive Society Survival Training**



This survival-training package is designed for advanced students, already assumed to have learned the basis of Survival techniques, in at least 1 environment. Instead it deals more with the possibility of being stranded on Primitive planets where interaction with the locals could result in breach of the Prime Directive. All things being equal it could not hope to cover every eventual possibility, but instead it is intended to offer candidates the edge when confronted with a situation where discovery could change the natural evolution of a planet.

The nature of this course requires it be taught in a combination of classroom discussion, field craft training and holodeck simulations.

*Planetary Tactics (Camouflage) 1 (2) or Diplomacy (Primitive Society) 1 (2)*  
*Planetary Survival (Choose Specialisation) 1 (2)*  
*Stealth (Choose Specialisation) 1 (2)*  
*Code of Honour (Prime Directive) -2*  
*Innovative +1*

### **Subterranean Survival/Spelunking**

This course is designed to support underground operations and aid the student in the event personnel become trapped or otherwise separated from away team underground and cannot be readily found or rescued.

Training stresses adapting to the environment, location of food and potable water sources. Food sources focused on edible lichens, fish from underground lakes and rivers/streams, marking ones trail and systematically finding a way out/back to away team members.



*Planetary Survival (Subterranean) 1(2)*

*Planetary Sciences (geology) or (volcanology) 0(1)*

*Athletics (climb) or (swimming) 1(2)*

*+1 Vitality or Dexterity*

### **Space Survival**

Survival conditions in space without the appropriate conditions is impossible. The same goes for colonies on planets with Toxic atmospheres. In these cases survival depends more upon surviving hull breaches and finding/reaching help as quickly as possible, leading to a far more technical course focusing on technical skills and simulations over Practical Application training.

It is common for individuals with this training to work on Damage control teams, and be assigned to EVA missions, as it is common for these individuals to be charged with the maintenance and upkeep of emergency EVA equipment and procedures.

*Personal Equipment (Spacesuit) 1 (2)*

*Systems Engineering (Communications) 1 (2)*

and either

*Material Engineering (Personal Equipment) 1 (2)*

and *Imprudent -1*

or *Zero-G Training +2*



### **Toxic Environment Survival**

Very closely related to the highly technical Space Survival courses, this program is run through the same facility, with a high emphasis on technical skills and holographic simulations. Normally survival would be considered impossible, therefore the focus is more on keeping an individual alive long enough for rescue rather than long term planetary survival. Used on many of Starfleet's remote bases on poisonous planets, such as the flight school on Venus, and also amongst terraformers.

As with the graduates of the Space survival course, it is common for individuals with this training to work on Damage control teams, and be assigned EVA missions, as it is common for these individuals to be charged with the maintenance and upkeep of emergency EVA equipment and procedures.

*Personal Equipment (Spacesuit) 0 (1)*  
*Planetary Sciences (Atmospherics) 1 (2)*  
*Material Engineering (Structural/Spaceframe) 1 (2)*  
*Reaction +1*



### **Ocean Survival**

Taught primarily on Pacifica, Ocean Survival courses involve training in water across various temperate zones, swimming/floating classes, and the very basics of oceanography sciences. Students will often start in a large training pool (Buoyancy Environment) where they will simulate waterborne crashes and evacuation. Field studies are often led in surface survival and diving skills.

The students Endurance is the major focus of survival in preparation of the need to down a craft in the waves...

*Planetary Survival (Ocean) 1 (2)*  
*Athletics (Swimming) 1 (2)*  
*Planetary Sciences (Oceanography) 0 (1)*  
*Vitality +1*



### **Urban Survival**

The art of surviving on the streets. While a rather uncommon skill within the borders of the Federation, Urban Survival has however been proven useful for some frontline and cultural observation teams, not to mention Intelligence operatives. This course is often arranged based on pre-mission requirements, rather than a rolling course curriculum.

*Streetwise (Choose Specialization) 1 (2)*  
*Planetary Survival (Urban) 1 (2)*  
*One additional specialization of both*  
*Culture (mission dependant) 0 (1)*  
*and World Knowledge (mission dependant) 0 (1)*



*With thanks to Michael Barrett for Ocean and Urban survival school submissions and help with the development of the Primitive world survival course..*