STAR TREK™ ADVENTURES

THE KLINGON EMPIRE

QUICKSTART RULES

CREDITS

LEAD DESIGNER
NATHAN DOWDELL

ADDITIONAL RULES DEVELOPMENT
SAM WEBB

WRITERS
FRED LOVE & JIM JOHNSON

EDITOR
JIM JOHNSON

GRAPHIC DESIGN
MICHAL E. CROSS

LAYOUT DESIGN
RICHARD L. GALE &
MICHAL E. CROSS

LAYOUT
ROXANNE THOMPSON

ART DIRECTORS
KATYA THOMAS, JIM JOHNSON,
MICHAL E. CROSS &
RICHARD L. GALE

COVER ARTIST
RODRIGO GONZALEZ

INTERIOR ARTWORK ARTISTS
TOMA FEIZO GAS, NICK GREENWOOD, WAYNE MILLER, GRZEGORZ PEDRYCZ, PAOLO PUGGIONI, TOBIAS RICHTER, MARTIN SOBR & CBS STUDIOS

PROJECT MANAGER
JIM JOHNSON

PRODUCTION MANAGER
PETE GROCHULSKI

CHIEF CREATIVE OFFICER
CHRIS BIRCH

CHIEF OPERATIONS OFFICER
RITA BIRCH

MANAGING DIRECTOR
CAMERON DICKS

HEAD OF PRODUCT
SAM WEBB

HEAD OF CREATIVE SERVICES
JON WEBB

VIDEO CONTENT PRODUCER
STEVE DALDRY

HEAD OF RETAIL
WILL SOBEL

CUSTOMER SERVICE
LLOYD GYAN

OFFICE MANAGER
SHAUN HOCKING

DATA ANALYST
BENN GRAYBEATON

BOOKKEEPER
VALYA MKRTCHYAN

FOR VIACOMCBS
MARIAN CORDRY

WITH THANKS TO
GENE RODDENBERRY, JOHN VAN CITTERS, MARIAN CORDRY, DR. LAWRENCE M. SCHOEN, AND TO THE MANY FANS WHO HAVE SUPPORTED THIS GAME

Modiphius Entertainment Ltd.
2nd Floor, 39 Harwood Rd,
London SW6 4QP,
United Kingdom

info@modiphius.com
www.modiphius.com

STARTREK.COM

Modiphius Entertainment
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KLINGON QUICKSTART

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CHAPTER 01.10

KLINGON QUICKSTART

QUICKSTART RULES

"WE ARE KLINGONS...WE DON'T EMBRACE OTHER CULTURES, WE CONQUER THEM."
– GENERAL MARTOK

INTRODUCTION

Welcome to ***Star Trek Adventures***, where you, the players, take on roles of fearless Klingon warriors, venturing into the Galaxy to investigate, claim, conquer, or encounter the wide diversity of beings and locations the *Star Trek* universe has to offer. Your characters may be captains, commanders, lieutenants, rank and file warriors, or even junior officers eager for their first taste of battle and glory. Whatever their role or rank, your characters are assigned to warships, space stations, border outposts, and colonies across the Galaxy.

It is a dangerous time in the Empire's history – Earth year 2371. Starfleet's *U.S.S. Voyager* NCC-74656 is reported as missing after beginning a secret mission in the Badlands, the traitors Lursa and B'Etor will engage and destroy the Federation flagship *U.S.S. Enterprise* NCC-1701-D at Veridian III, and the combined Tal Shiar-Obsidian Order fleet will be wiped out during a battle in the Gamma Quadrant, leaving the Klingon Empire and the United Federation of Planets as the only superpowers in the Alpha Quadrant capable of resisting the encroaching might of the Dominion.

You may be assigned to a warship caught up in the heat of these events, or sent on a different mission altogether – perhaps venturing into unexplored regions of space such as the Shackleton Expanse to be the first to claim resource-rich worlds for the Empire or to make amazing discoveries that will bring honor to your House and glory to the Empire.

ENGAGE ROLEPLAYING

There is a good chance that you already have experience with roleplaying games, and are familiar with the concepts used in this game. In basic terms, roleplaying games are a form of shared storytelling. They are about stretching the imagination to experience exciting adventures out in the vastness of space, on hostile planets, and in exotic locations. With the power of the players' imagination, they can experience encounters and situations far beyond that of a traditional board game or video game.

There is no formal start or end to the game – the players and the gamemaster get together and the sessions can range in length from a couple of hours to a whole weekend. There is no winning or losing; just a great way to get together, engage in conversation, create a story, and have a good time.

Star Trek Adventures is a roleplaying game using the 2d20 System. This quickstart guide summarizes rules for the game of discovery and adversity on alien worlds and beyond the stars. You should read these rules before running the sample mission in the second part of this booklet.

CHALLENGE DICE

Challenge Dice are denoted in ***Star Trek Adventures*** by this symbol: . These six-sided dice are used primarily for inflicting damage and determining how much protection a character receives from cover. Each has four faces with three possible results – a score of 1, a score of 2, two faces showing the Klingon symbol, which is an **effect** – and two blank faces for "no result."

A group of Challenge Dice is usually rolled all at once, and the results added together. Multiple Challenge Dice are noted as X, where X is the number of Challenge Dice rolled. So, 4 indicates four Challenge Dice should be rolled, and their results added together.

If you don't have special Challenge Dice available, you can use normal six-sided dice instead. Treat any die which rolls a 3 or 4 as blank, and any die which rolls a 5 or 6 as an Effect.

Example: *Lieutenant Klag hits a Jem'Hadar warrior with a blast from his disruptor, and rolls 6 to inflict Stress. He rolls 1, 2, an effect, and three blank faces for a total score of 4, plus the ability to activate an effect.*

WHAT YOU NEED TO PLAY

- **Twenty-sided dice:** d20s are used for resolving tasks, and for rolling results on certain large tables. Often, a player will roll two twenty-sided dice, or 2d20, but as many as 5d20 can be rolled at once.
- **Six-sided dice:** You'll need a half a dozen or so old-fashioned, six-sided dice, otherwise referred to as d6s. These are used relatively infrequently, mainly to roll on certain small tables. If multiple six-sided dice are required, it will be noted as Xd6, where X is the number of dice required so 2d6 shows that two six-sided dice should be rolled.
- **Tokens:** You'll need some way to keep track of Momentum and Threat (covered later). You'll need 6 tokens, beads or chips for Momentum, and around a dozen for Threat.
- **Paper, pens, pencils, etc.:** For making note of traits, or making maps.

CHALLENGE DICE

D6 RESULT	CHALLENGE DICE RESULT
1	1
2	2
3	0
4	0
5	1, plus Effect
6	1, plus Effect

CHAPTER 01.20

KLINGON QUICKSTART

BASIC OPERATIONS

The following section covers the core rules of ***Star Trek Adventures***. These rules are the foundation for the other rules in the game, and every player should have a basic understanding of these concepts during play.

CHARACTERS

Each character has several statistics, indicating their competency with different physical and mental **attributes**, as well as their expertise in various **disciplines**.

ATTRIBUTES

A character has six attributes, ranging from 7 to 12:

- **Control** – A character's self-discipline, coordination and fine motor skills.
- **Daring** – A character's bravery and quick thinking, or acting without hesitation.
- **Fitness** – A character's physical strength and stamina.
- **Insight** – A character's understanding about their environment and other people.
- **Presence** – A character's personality, and ability to command attention or respect.
- **Reason** – A character's logical and problem-solving abilities.

DISCIPLINES

A character has six disciplines, based on their training in Starfleet:

- **Command** – A character's ability to direct a crew or lead a team.
- **Conn** – A character's ability to pilot a ship or ground vehicle.
- **Security** – A character's ability to defend themselves or conduct investigations.
- **Engineering** – A character's ability to resolve mechanical or technical problems.
- **Science** – A character's knowledge and understanding of the universe.
- **Medicine** – A character's ability to heal others and treat illnesses.

FOCUSES

Focuses represent specialized subjects about which the character has more precise knowledge or experience. These focuses can be any topic, and apply to any **attribute + discipline** combination where the focus is relevant to the task.

Examples: *Astronavigation, Astrophysics, Cybernetics, Diplomacy, Disruptor Weapons, Espionage, EVA, Exotectonics, Genetics, Hand-to-hand Combat, Helm Operations, Infectious Diseases, Quantum Mechanics, Shipboard Tactical Systems, Spatial Phenomena, Transporters and Replicators, Virology, Warp Field Dynamics, Xenobiology*

TASKS

Your characters in ***Star Trek Adventures*** are incredibly skilled in battle and experienced as warriors to ensure that you can defeat your foes and earn glory for the Empire. Whenever your character's success is in doubt or when failure or complications are interesting, you roll dice in something called a **task**.

A task is an attempt to achieve a single activity, or forms part of a larger goal or objective that could require several tasks to complete. Succeeding at your task roll means that your character achieves what they set out to do, while failure means your character didn't achieve their goal; either way, the story progresses.

You should be informed of the potential consequences for success and failure before you attempt a task – Klingon warriors are skilled and intelligent enough to know the most likely outcomes for their actions, and it's assumed that given enough time and the correct tools, your character will be able to succeed at just about anything they set their mind to.

ATTEMPTING A TASK

A task uses your character's **attributes**, **disciplines**, and **focuses**, and requires rolling a pool of two to five d20s. Attempting a task follows a specific process:

1. **Choose Attribute + Discipline:** The gamemaster chooses which **attribute** and which **discipline** are appropriate for the task, and if any of the character's **focuses** apply. Add

together the attribute and the discipline chosen – this is your **target number** for each d20.

2. **Set the Difficulty:** The gamemaster sets the **Difficulty** of the task, normally between 0 and 5. The Difficulty is the number of **successes** you must generate to successfully complete the task.

3. **Roll the Dice Pool:** Assemble your dice pool. You start with 2d20, but you may buy up to 3 more d20s with **Momentum**, and after you've added any dice, you roll the entire dice pool.

4. **Check for Successes:** Each d20 that rolls equal to or less than your target number generates 1 success. However:

   - If you have an applicable focus, you generate 2 successes if a d20 rolls equal to or less than your discipline rating.
   - If you do not have an applicable focus, then any d20 that rolls a 1 is a critical success, and generates 2 successes.
   - Each die that rolls a 20 causes a **complication**. Sometimes, complications occur on rolls other than 20.

5. **Check Successes Against the Difficulty:** If the number of successes generated equals or beats the Difficulty of the task, then it is completed successfully. If the number of successes is less than the Difficulty, you have failed and brought dishonor on your House.

   - Each success above the Difficulty of the task becomes a point of **Momentum**, a valuable resource that tips the odds in your favor.

6. **Get the Result:** The gamemaster describes the outcome, and if the task was successful you can spend Momentum to improve the result further. After this, the gamemaster introduces any complications.

Combinations of attributes and disciplines are stated throughout this rulebook, but the gamemaster can choose to change that combination if they wish. You can also suggest an attribute and discipline combination to the gamemaster, but they have the final say.

Task Difficulty

When the gamemaster asks you to attempt a task, they set the Difficulty of that task. Most tasks will have a basic Difficulty of 1, though more routine or straightforward tasks may have a Difficulty of 0, and more complex or problematic tasks will have higher Difficulties. Tasks detailed elsewhere in this book list a basic Difficulty but even those tasks should be evaluated in context to determine if other factors impact how difficult the task is. The gamemaster should also determine if the task is possible or not, given the circumstances and the methods at the characters' disposal.

Traits, **advantages**, and **complications** will affect how difficult a task is or whether it is possible:

- **Advantages** reduce the Difficulty of a task by 1, or make a task possible if it was previously impossible.
- **Disadvantages** increase the Difficulty of a task by 1, or make a task impossible if it was previously possible.
- **Traits** can function as advantages or complications, depending on the circumstances.

Traits

Locations, characters, and situations all come in a variety of shapes and sizes, and these differences are handled in-game as **traits**. Each trait is a single word or a short phrase, which describes a single significant fact about whatever it is the trait belongs to and remains in play so long as it is true about the scene, character or place to which it is attached.

Traits, **advantages**, and **complications** will do one of the following things:

- The trait would not impact the task and does not have any effect.
- The trait is beneficial, and allows the task to be attempted when it might normally be impossible.
- The trait is beneficial, and reduces the Difficulty of the task by 1.
- The trait is detrimental, and increases the Difficulty of the task by 1.
- The trait is detrimental. It either prevents the task from being attempted when it might normally be possible, or means the situation now requires a task when one would not normally be required.

Advantages

An **advantage** is a trait which is inherently positive or beneficial, and which will never have a detrimental effect to its owners.

Complication

A **complication** is a trait which is inherently negative or problematic, and which will never have a beneficial effect upon its owners.

Task Difficulty

Unless otherwise noted, most tasks have a basic Difficulty of 1, though more routine or straightforward tasks may have a Difficulty of 0, and more complex or problematic tasks

DIFFICULTY ZERO TASKS

Traits can reduce the Difficulty of a task to zero. A task may also be so simple that it does not require dice to be rolled in the first place. These are **Difficulty 0 tasks**.

If a task is Difficulty 0, you don't need to make a die roll – it is automatically successful with zero successes and no risk of complications. However, because no roll is made, you can't generate any Momentum – even bonus Momentum – and you cannot spend any Momentum on the task's result either.

You can still ask permission from the gamemaster to roll your dice pool against a Difficulty of 0, with every success generating 1 Momentum. This comes with the normal risk of generating complications by rolling a 20, as well. This sort of Difficulty 0 task can be useful if it's important to see how successful a character is, but there's no real chance of failure.

Example: *Lieutenant Kolach is piloting a bird-of-prey around a slow Orion merchantman during battle. There's no real chance of failure, so the gamemaster decides that the task has a Difficulty of 0. However, it's still valuable to see how well he succeeds, so Kolach rolls for the task, generating Momentum that can be used to benefit himself and the crew later.*

will have higher difficulties. After this, the gamemaster then considers if there are any other factors in the current scene and environment, or affecting the characters involved, that would alter the basic Difficulty.

Example: *The Earther Doctor McCoy is attempting to perform CPR on the critically injured Chancellor Gorkon. This task has a basic Difficulty of 2, but there are other factors. Firstly, Dr. McCoy is not familiar with Klingon anatomy, which increases the Difficulty by 1. Secondly, McCoy (along with the rest of his fellow senior officers) had endured a very late night of tense diplomatic interactions over the banquet table with the Klingons, adding a complication, Look Who Came to Dinner. Thirdly, tensions are high on both the Enterprise and Qo'noS One, increasing the Difficulty by 1. Collectively, this increases the Difficulty to 4 and increases the complication range from 20 to 19–20. McCoy has no sickbay to rely on and no nurses or other staff to assist him.*

ASSISTANCE

When you want to help another character with their task, you can roll 1d20 and add any successes you generate to their result, so long as they score at least 1 success. The character attempting the task is the leader, and rolls their dice pool as normal. The gamemaster always has the final say on whether you can assist someone else – there might be limited space that keeps people from helping, for example – or apply other factors to the task roll, like increasing the complication range. A starship often assists characters on tasks which use the ship's systems, such as piloting it through stellar phenomena or firing its disruptors.

When you assist someone, you use your own **attribute + discipline** target number and relevant focus, and count any successes from your 1d20 roll and add them to the leader's task result (so long as the leader generates at least 1 success). **When you assist someone, you can't buy any**

more d20s with Momentum, but your dice don't count against the leader's dice pool limit of 5d20.

Example: *Kurak is attempting to repair a faulty warp coil, with help from her subordinate. Kurak attempts the task as normal, scoring 2 successes. Her subordinate rolls 1d20 against her* **Control + Engineering***, and scores 1 success of her own, which she adds to Kurak's total, making 3 successes in total.*

Opposed Tasks

When you are attempting a task against direct opposition, like swinging a bat'leth at a foe who is trying to dodge out the way, you attempt an **opposed task**. The character attempting to do something is known as the **active character**, and the other character seeking to resist or avoid the first character's attempts is known as the **reactive character**.

Both you and your opponent attempt a task as normal, each with their own Difficulty. Both you and the gamemaster can spend Momentum (or Threat in the gamemaster's case) to buy more d20s for the roll. The outcome of the opposed task depends on both characters' task results, and Momentum can be generated as normal.

- **Active character succeeds, reactive character fails:** The active character achieves their goal, and their task is successful. Each success generated by the active player above their Difficulty generates 1 Momentum.
- **Active character fails, reactive character succeeds:** The active character fails to achieve their goal, and each success generated by the reactive player above their Difficulty generates 1 Momentum.
- **Both characters fail:** The active character fails to achieve their goal, and no Momentum is generated.
- **Both characters succeed:** Compare the total Momentum generated on each character's task roll. The character with the higher Momentum wins, and achieves their goal, but loses one Momentum for each Momentum their opponent scored. The loser then discards all the Momentum they generated, and cannot spend any. In the case of a tie, the active character wins, but doesn't have any Momentum left.

Example: *Lt. Commander Worf is locked in hand-to-hand combat with a Jem'Hadar warrior, and Worf lashes out with his mek'leth. This is an opposed task, with a Difficulty of 1 for each participant. Worf has Daring 11 and Security 4, for a target number of 15, and is using his focus in Mok'bara. The Jem'Hadar warrior has Daring 11 and Security 3, for a target number of 14. Worf rolls an 8 and a 12, scoring two successes, enough to generate 1 Momentum. The Jem'Hadar rolls a 6 and a 15, scoring only a single success and no Momentum. Worf wins, since he succeeded at the task and generated more Momentum than the Jem'Hadar. The gamemaster narrates that after a few moments of struggle, Worf forces his way past the Jem'Hadar's defenses and brings down his foe. Worf has 1 Momentum to spend as desired.*

Today is a Good Day to Die!

One common element of the exploits and successes of player characters is a tendency to employ creative, often bizarre, strategies to resolve seemingly-impossible situations. This is the kind of bold and fearless Klingon warrior the KDF trains and employs with determination and ingenuity.

Consequently, when running ***Star Trek Adventures***, the gamemaster should not only expect, but encourage, plans that seem foolhardy or unachievable, though even if such a plan is possible, that doesn't mean it should be easy. The listed combinations of attribute and discipline for a given task may not necessarily apply to these unusual approaches, so the gamemaster should feel free to use a different combination if the situation calls for it. Similarly, entertain the players' suggestions for Momentum spends, advantages, and complications.

Tasks

Whenever you attempt a task and generate more successes than the Difficulty, these extra successes become Momentum, a valuable resource that allows you to improve on your success or save for the group. You don't begin a mission with any Momentum – it only comes from action!

Spending Momentum

The normal use for Momentum is to improve the outcome of a successful task, such as gaining more information from research, inflicting more damage with an attack, or making more progress with an ongoing problem.

When a task is successful, the gamemaster will describe the basic outcome of that task. You can then spend Momentum to improve this outcome, or provide other benefits. Momentum used in this way doesn't need to be declared in advance, and each point can be spent one at a time as required. For example, a character may see how much damage an attack has inflicted before spending Momentum to inflict more. Therefore, Momentum can't be wasted on something that wasn't necessary.

Most uses for Momentum can only be used once on a task, or once in any given round in a conflict. Some Momentum spends are **Repeatable**, which means that they can be used as many times as you want and have the Momentum available to spend on them.

Some Momentum spends can be used whenever they are required, and may use points directly from the group's

Personal Momentum Spends

OPTION	COST/IMMEDIATE/REPEATABLE	DESCRIPTION
Added Stress	1 Momentum, Repeatable	Increase the Stress inflicted by a successful attack by 1 for each Momentum spent.
Avoid Injury	2 Momentum, Immediate	Avoid suffering a single injury. You can pay the cost by suffering a complication, instead of spending Momentum. You can only avoid an injury once per scene, until you take the Recover action.
Buy d20s	1-6 Momentum, Immediate, Repeatable	Before you roll for a task, you can buy up to 3 more d20s for your dice pool.
Create Advantage	2 Momentum	You can establish a new advantage for you in the scene, or remove a scene complication.
Disarm	2 Momentum	Target drops one weapon they are holding, dropping to within their Reach.
Extra Minor Action	1+ Momentum, Immediate, Repeatable	Take an additional minor action. The cost is equal to number of minor actions already taken that turn – 1 for the second minor action, 2 for the third, 3 for fourth, etc.
Increase Difficulty	2 Momentum, Immediate, Repeatable	You can increase an opponent's task Difficulty by 1 for every 2 Momentum spent.
Keep the Initiative	2 Momentum, Immediate	Pass the next turn to an ally instead of the enemy. May only be done once before passing the next turn to the enemy.
Obtain Information	1 Momentum, Repeatable	You can ask the gamemaster a single question about the scene, per Momentum spent.
Penetration	1 Momentum, Repeatable	Ignore 2 Resistance for each Momentum spent.
Re-Roll Challenge Dice Pool	1 Momentum	Re-roll any number of in your current dice pool.
Secondary Target	2 Momentum	You target a second character or object within Reach of your initial target. They suffer half the attack's Stress, rounding down.
Swift task	2 Momentum	You can attempt one additional task, increasing the Difficulty of your second task by 1. You may only do this once per turn.

Momentum pool rather than waiting for a successful task. These spends are referred to as **Immediate**, and they can be used at any point in play.

Example: *Lieutenant Maltz's scan of a spatial anomaly generated 3 Momentum. He spends the first point to gain additional information from his scan. Not yet having enough information, he spends the second point to get even more information.*

Saving Momentum

Any Momentum you don't spend is saved to a group pool, which can be added to or used by any player in the group, representing the benefits of your collective successes. This pool cannot contain more than 6 points of Momentum. Any Momentum that cannot be added to the group pool is lost if it isn't spent immediately.

After succeeding on a task, you may spend points of Momentum from the group pool in addition to those generated during that task. As normal, Momentum only needs to be spent as needed, so you don't have to choose how much Momentum you're spending from the group pool until you spend it, nor does it need to be spent all at once.

Example: *Lieutenant Maltz has 1 Momentum remaining from his scan. He chooses to save it, rather than spending it. It's added to the group pool, and can be used by someone else during the scene.*

At the end of each scene, 1 point of Momentum in the pool is lost; Momentum cannot be saved forever.

Bonus Momentum

Some situations and talents grant you bonus Momentum. This is added to the amount of Momentum the character generates upon a successful task of that type. Bonus Momentum may specify that it may only be used in a specific way. Bonus Momentum cannot be saved – if it is not used immediately, it is lost.

Using Threat to Pay Instead

If you don't have any Momentum, or you don't want to use Momentum, you can pay for some of these options by allowing the gamemaster to increase their Threat pool instead: this specifically applies to any Momentum option listed as **Immediate**. If you pay for an Immediate Momentum spend using Threat, the cost is the same, but the gamemaster increases their Threat pool by that amount instead. You can always use a mix of Momentum and Threat to pay for these spends. Threat is explained in more detail on page 11.

Traits and Complications

Locations, characters, and situations all come in a variety of shapes and sizes, and these differences are handled in-game as traits. Each trait is a single word or a short phrase, which describes a single significant fact about the scene.

Because a trait represents a significant fact, it imposes a context upon the world around it, and upon anything that would interact with whatever possesses that trait. These are useful for the gamemaster in adjudicating what is and isn't possible – as well as how difficult those things are to attempt – and for the players in imagining the scene and figuring out how they can interact with it.

- A **situation** trait is one that applies to the current situation, but which is inherently temporary, lasting no longer than the current scene. Every character in the scene is affected by situation traits. Darkness is an example of a situation trait.

- A **location** trait is one that applies to the current location, and is permanent (or, at least as permanent as the location itself is). Any character in that location is affected by location traits when they interact with some facet of that location. Lava Flows is an example of a location trait.

- A **personal** trait is one that applies to a single character or creature, and is permanent (or, at least, cannot change without significant effort). A character or creature is naturally affected by its own personal traits, and they may also affect the characters and creatures who interact with them. A character's species (e.g., Klingon) is an example of a personal trait.

- An **equipment** trait is one that describes a single piece of equipment. It's permanent – so long as the item is functional, it is represented by the trait – and can be passed freely between characters as needed. An EV Suit is an example of an equipment trait.

Traits have no specific or exact duration. Instead, they exist so long as they remain true. As soon as a trait stops being true, it is removed from play. When establishing a scene, the gamemaster assigns whatever traits they feel are most important to the scene, thinking of the environment and current circumstances. The gamemaster should be open with this process, allowing you to suggest traits at the start of a scene, and allow for the possibility that traits may change during the scene.

Example: *Commander Kor and several engineers are boarding an abandoned Gorn space station. The gamemaster decides that the station itself has the traits* ***Abandoned Gorn Station*** *and* ***Power Off-line****. These are both location traits – they're both facts about the location itself, and they will stay around while they remain true. If the engineers get the power back on-line, the Power Off-line trait will disappear, because it will no longer be true.*

Traits serve one vital purpose for the game: they help the gamemaster determine what is and what isn't possible. In rules terms, whenever you try to attempt a task, the gamemaster uses the traits present to assess the following:

- If the trait has no effect.

- If the trait is beneficial – it allows the task to be attempted when it might normally be impossible, or reduces its Difficulty by 1.

- If the trait is detrimental – it prevents the task from being attempted when it might normally be possible, or increases the Difficulty by 1.

Advantages

An **advantage** is a trait which is inherently positive or beneficial, and which will never have a detrimental effect to its owners. Advantages only ever make an activity possible that wasn't possible before, or reduce the Difficulty of a task. They can also cancel out a complication, preventing either from influencing the scene.

Complications

A **complication** is a trait which is inherently negative or problematic, and which will never have a beneficial effect upon its owners. Complications can prevent a character from attempting something that might otherwise be possible, increase the Difficulty of a task, or cancel out an **advantage**, preventing either from influencing the scene.

When attempting a task, each d20 that rolls a 20 creates a complication, which comes into play once the task has been resolved.

If you roll a 20, and you don't want to suffer a complication, or the gamemaster doesn't want to impose a complication at this point, the complication can instead be 'bought off' by adding 2 points to the gamemaster's Threat pool.

Example: *Lieutenant Dax is trying to convince her longtime friend Kor to help convince Koloth and Kang that she should go with them to hunt down their mutual enemy, the Albino. Unfortunately, Dax fails at her task, and worse, rolls a 20 on*

Potent Traits

If a trait has a particularly potent or intense effect, the gamemaster adds a number after the name of the trait, to show how much it changes the Difficulty of a task. For example, Darkness 2 means that the Difficulty of tasks related to spotting things in the scene is increased by 2, rather than 1.

one of her d20s, creating a complication: Kor's Deepening Depression. In her efforts to enlist Kor's help, she accidentally triggers his depression regarding his declining physique and capabilities. Kor acts upon the problems that the complication represents, and calls for more wine.

COMPLICATION RANGE

Some circumstances can make a task more uncertain, though not necessarily any more difficult. These factors increase the complication range of a task, making it more likely that complications will occur.

A character has a complication range of 1 normally, meaning whenever you roll a 20 you generate a complication. Increasing the complication range by 1 (to range 2) means that complications occur on the result of a 19 or 20 on a d20. Increasing the complication range by 2 (to range 3) means complications will occur on an 18, 19, or 20, and so forth, as summarized on the **Complication Range** table.

The complication range can never be increased to more than 5.

Complication Range

COMPLICATION RANGE	COMPLICATION OCCURS ON...
1	20
2	19-20
3	18-20
4	17-20
5	16-20

SUCCESS AT COST

Some tasks can't really be failed outright – rather, there is uncertainty as to whether the task can be completed without problems. Your gamemaster may allow characters to **Succeed at Cost**, either stating this before the task is attempted, or providing the option after the dice have been rolled. If this option is provided, you can choose to succeed at a task and suffer one automatic complication, in addition to any caused by 20s being rolled. These complications function exactly as those generated by rolling a 20, including being able to trade them for 2 points of Threat, or using them to create other effects.

Though the task has technically been successful, you can't spend Momentum to improve the outcome of a task that Succeeded at Cost – Momentum can only be spent if the task was truly successful.

In some cases, the "cost" can be increased further, at the gamemaster's discretion, causing your character to suffer more than one automatic complication on a failed task. This should be made clear when the option to Succeed at Cost is presented.

Re-Rolls

When re-rolling your dice pool, you always choose the number of dice you want to re-roll. The new results replace the original results, even if they're worse than the original results.

Some situations allow you to re-roll a specific number of dice, while others allow you to re-roll all the dice in your dice pool. Either way, you can always choose how many dice you want to re-roll, up to the number of dice listed.

Determination

Determination represents your warrior's drive to victory, their relentless pursuit of glory, and their ability to push themselves when their beliefs align with their actions. You begin each session with **1 point of Determination**, and you can have up to 3 points of Determination at any time.

You can spend Determination by citing one of your values that supports the action you are taking. A point of Determination spent provides you with one of the following benefits:

- **Automatic Successes:** You can spend 1 Determination to add a single bonus d20 to your dice pool that has already rolled a 1, generating 2 successes automatically. This must be the first d20 you buy using either Determination or Momentum.
- **Re-roll:** You can spend 1 Determination to re-roll any number of d20s in your dice pool.
- **Additional Task:** You can spend 1 Determination to immediately perform another task as soon as this one has been resolved. In combat, if you use Determination to attempt an additional task, do not increase the Difficulty of the additional task.
- **Execute!:** You can spend 1 Determination to immediately create an advantage that applies to the current scene.
- **Ignore Injury:** In combat, you may spend 1 Determination to ignore the effects of an injury, and continue to act in the scene. You do not need to cite a value to use this Determination spend.
- **Special Technique:** You can spend 1 Determination to gain the benefits of a single talent for the duration of the current scene. You must meet the prerequisites for this talent, and the gamemaster may veto talents which make no sense for a character to suddenly obtain for a short while. This might represent some incidental knowledge or training the character possesses which isn't normally relevant, or the benefits of some piece of equipment or other circumstantial factor.

Example: *Captain Kang is leading a raiding party on a smuggler's den. Taking up position outside the den, he analyzes the situation to find the best advantage for his squad. Doing so is a Daring + Security task with a Difficulty of 3. His attempt at the task fails, so he decides to reference his value "Be Patient, Be Vigilant," and spends 1 Determination to re-roll his dice pool.*

Threat

As players generate and spend Momentum, the gamemaster generates and has their own pool of points to spend, called **Threat**. The gamemaster spends Threat to alter scenes and to empower NPCs in the same way you empower your player characters. Threat is also a means of building tension – the larger the Threat pool, the greater the danger or challenge to your characters. While your characters don't know about Threat, they will have a sense of the stakes involved in a mission, and of the potential risks, which is what Threat represents in Star Trek Adventures.

Throughout a game session, the gamemaster will collect Threat and spend it to create problems for your characters. In this way, Threat mimics the rise and fall of tension that builds throughout a story, eventually culminating in a high-tension finale that exhausts the Threat pool.

The gamemaster begins play with 2 Threat for each player, though this can change based on the tone of the story or the risk of the battle at hand.

Generating Threat

The gamemaster gains Threat in the following ways:

- **Immediate Momentum Spends:** Whenever you want to use an immediate Momentum spend – such as buying bonus d20s – you can choose to pay some or all of that cost by generating Threat for the gamemaster's Threat pool. Add 1 point of Threat to the pool for each point of Momentum that you would have otherwise spent.

- **Ignore Complications:** When you get a complication on a task, you or the gamemaster can choose to ignore the complication by adding 2 points to the Threat pool per complication generated.

- **Threatening Circumstances:** The circumstances of a new scene may be threatening enough to generate 1 or 2 Threat automatically. Similarly, some NPCs generate Threat just for turning up, in response to circumstances, or by taking certain actions.

- **Non-Player Character Momentum:** NPCs with unspent Momentum save it as Threat, adding 1 point to the gamemaster's Threat pool for each unspent Momentum from their successful tasks.

What Can I Use By Generating Threat?

You can only generate Threat in place of spending Momentum on Immediate Momentum spends. That means, once you've rolled your dice pool, you can only spend the Momentum you have generated, and the Momentum you have in the group pool – you can't generate Threat for the gamemaster to Obtain Information, for bonus Stress, or any other Momentum spend that isn't immediate.

IMMEDIATE MOMENTUM SPENDS

- **Buy d20s:** Add d20s to your dice pool. The first d20 generates 1 Threat, the second generates 2 Threat, and the third generates 3 Threat.
- **Increase Difficulty (Repeatable):** Increase the Difficulty of an opponent's task by 1 by generating 2 Threat. You must decide to do this before any dice are rolled for that task.
- **Additional Minor Action (Repeatable):** Take an additional minor action by generating 1 Threat per minor action.
- **Keep the Initiative:** Pass the order of play to an ally by generating 2 Threat (see *Personal Momemtum Spends*, page 8).
- **Avoid Injury:** Avoid suffering a single injury by generating 2 Threat.

In return, the gamemaster can spend Threat in a few common ways:

- **NPC Momentum:** The Threat pool serves as a mirror for the players' group Momentum pool. Thus, NPCs can use Threat in all the ways that player characters use group Momentum.
- **Threatening Circumstances:** For an NPC to take an action or choice where a player character would generate Threat because of threatening circumstances, the gamemaster must spend Threat instead.
- **Ignore NPC Complications:** If an NPC rolls a complication, the gamemaster can ignore the complication by spending 2 Threat.
- **Create Complication:** The gamemaster can create a new complication in a scene by spending 2 Threat.
- **Reinforcements:** The gamemaster can bring in additional NPCs during a scene. Minor NPCs cost 1 Threat each, and Notable NPCs cost 2 each. Starship reinforcements cost Threat equal to their Scale.
- **Environmental Effects:** The gamemaster can trigger or cause problems with the environment by spending Threat – the cost depends on the severity of the problem.

KLINGON QUICKSTART

CONFLICT

ENCOUNTERS

The Klingon way of life is full of conflict, from the campaigns of war throughout its myth and history, to the political conflict of noble houses, the High Council, and the challenges of power and honor amongst Klingon warriors in their posts serving the Empire. This chapter deals with ways that ***Star Trek Adventures*** resolves those conflicts.

CONFLICT STRUCTURE

The sequence of events in a conflict scene is split into rounds and turns. In a round, each character takes a single turn, during which you can attempt a single task and several minor actions. The round ends when the all the characters present in the scene have taken a turn, if they can.

At the start of a conflict, the gamemaster determines a single character to take the first turn. They choose based on the following:

- **Player characters:** By default, the gamemaster chooses a single player character to take the first turn. This may be obvious, based on events that built up to the start of combat, but if there is any uncertainty, they select the player character with the highest Daring attribute to take the first turn.
- **Non-player characters:** If the NPCs have an obvious reason to take the first turn, then the gamemaster can select an NPC to take the first turn.
- **Threat spend:** If there is doubt as to who should act first, the gamemaster can spend 1 point of Threat to allow an NPC to take the first turn, instead of choosing a player character.

TURN ORDER

Once you have completed your turn – attempted a single task and any minor actions you want to perform – you hand the action to the opposing side (typically the gamemaster) who will choose a single character to act next. Once the gamemaster has taken their turn, they hand play back to the group, who decides which of the player characters left to act takes the next turn.

KEEPING THE INITIATIVE

Alternatively, at the end of your turn, you can spend 2 Momentum (Immediate) to Keep the Initiative, handing the action to another player character instead. A character who takes a turn due to keeping the initiative must hand the next turn over to the opposition. In any case, no character may take more than one turn per round in a conflict.

Example: *A trio of Klingon warriors (two player characters and an NPC) are ambushed by a pair of Jem'Hadar. The Jem'Hadar are invisible, concealed by their Shrouding ability, so the gamemaster determines that they go first. The gamemaster chooses the Jem'Hadar leader to take the first turn, killing the NPC Klingon in the process. After this, the action passes to the Klingon player characters. One acts, and generates 2 Momentum from her task, choosing to spend it to Keep the Initiative and pass to another warrior, who acts, and then passes to the Jem'Hadar again. As all the (surviving) Klingons have acted, and there is one Jem'Hadar remaining, that Jem'Hadar acts and finishes the round. The next round begins with one of the Klingon warriors.*

THE WARRIOR'S WAY

Combat, warfare, and martial prowess are where you earn glory for your House, and for the Klingon Empire. There is no greater honor than victory, and these rules will give you the means to attain those victories. Klingon warriors make up the greatest military force in the Alpha and Beta Quadrants, respected and feared in equal measure by allies and enemies alike.

Klingon history is full of heroes, battles won against insurmountable odds, and wars fought for the expansion of the Empire. Ritualized combat also has deeper meaning and consequence, from the challenge of a superior to deciding the winning candidate to chancellorship of the High Council. However it is framed, personal combat is a proud and honorable part of Klingon culture that is well practiced and devastatingly effective.

Combat is first framed by the gamemaster in terms of the battlefield – in zones and any environmental traits. Then, the turn order is established as normal, and you act on your turn and the round ends when every character has had the chance to act.

The Battlefield

In battle, knowing where every combatant is vitally importance, and determining both absolute position (where you are on the battlefield) and relative position (how far you are from a given friend or foe) is essential. Rather than track everything in precise distances, ***Star Trek Adventures*** resolves this matter using **zones** and **distances**.

Zones

A battlefield in which you fight is always a discrete location – a building, a colony street, an area of wilderness, part of a starship, or other area. A battlefield is divided into several zones based on the terrain in the area. A relatively simple battlefield may consist of three to five significant zones, while complex environments may have many more. For example, combat inside a starship may treat individual rooms as distinct zones, using the internal walls and bulkheads as natural divisions, while a city street may focus zones around features like parked vehicles, the fronts of buildings, alleyways, and so forth.

You track your character's place in combat by noting which zone they are in. This should be relatively easy in most cases, as zones are defined by the terrain around them, so tracking your character can be a matter of simple description – "behind the control console" or "standing by the shuttle." This has the advantage of relying on natural language and intuitive concepts, rather than specific game terms, and avoids the tracking of relative distances which can become fiddly where there are many characters present.

Zones do not have a fixed size; they are based on the features of the battlefield. A forest may be divided into many small zones between trees, while its clearings will have larger zones. Larger zones convey quicker movement and easier target acquisition in open areas, while the smaller zones convey cramped conditions and short lines of sight.

Individual zones often have terrain effects defined when the gamemaster creates them, like cover or difficult terrain, interactive objects, or hazards. Some zones may be defined more by the absence of terrain than its presence, and some environments are enhanced by a few "empty" zones between obstacles.

Being Prone

While prone, a character can re-roll any number of cover dice, and the Difficulty of all ranged attacks against you from Medium range or farther away increase by 1. However, melee attacks and ranged attacks at Close range gain 2 bonus Momentum against you, and you cannot attempt any movement-related tasks.

Distances

Movement and ranged attacks are measured in four distances, and one state, based on the battlefield's zones.

- The state of **Reach** is when an object or character is within arm's length of your character. You enter Reach to interact with objects manually or to make a melee attack. Reach isn't a specific range, rather a state you can enter when you move. When you move your character into or within a zone, you can declare that they are moving into or out of Reach of something. Being within Reach of an enemy increases the Difficulty of any task that isn't a melee attack by 1.
- **Close** range is defined as the zone you are in, or a distance of 0 zones.
- **Medium** range is defined as an adjacent zone, or a distance of 1 zone.
- **Long** range is defined as two zones away, or a distance of 2 zones.
- **Extreme** range is any zone beyond long range, or a distance of 3 or more zones.

Movement and Terrain

Moving to anywhere within Medium range is a minor action. Moving farther than this requires a task, though this has a Difficulty of 0 under normal circumstances.

Moving as a task increases in Difficulty if the terrain in any of the zones to be moved through is difficult terrain or contains any hazards. The consequences of failure vary based on the nature of the terrain – failure may result in your character's movement stopping once they reach difficult terrain, they could fall prone, or they might suffer the effects of a hazard including stress or injury.

Movement can take many forms – walking, running, jumping, swimming, climbing, etc. If the gamemaster asks you to attempt a task, your movement is now a task and not a minor action, and they will judge the Difficulty of the tasks based on the terrain.

Cover

Cover is one of most common terrain effects, representing objects that interfere with your ability to see or attack a target clearly. Cover provides additional Resistance against attacks. Each piece of cover will grant you a certain number of of Resistance (normally 1–4) and may have additional benefits or drawbacks based on the nature of that cover.

A zone will either provide cover to any creature in the zone, or the gamemaster may point out features within the zone that grant cover (requiring you to be within reach of that feature to benefit from its Resistance).

Interactive Objects

Interactive objects are any object or terrain feature that you can manipulate. Doors and windows are a common example, as are control panels and computer terminals. Interacting with these objects may only take a minor action, but a complex object might need a task to interact with properly, at the discretion of the gamemaster.

Actions

On your turn you can take one minor action and attempt one task. You can take more minor actions by spending Momentum, and attempt a second task by spending Momentum or Determination.

Minor Actions

Minor actions are short activities that do not count as a task, and do not require dice to be rolled. They are taken in support of a task, like moving into position before making an attack. You can take one minor action per turn, and take any number of additional minor actions by spending one Momentum for each extra minor action (Immediate).

Minor Actions

ACTION	DESCRIPTION
Aim	▶ You can re-roll a single d20 when you make an attack this turn.
Draw Item	▶ You pick up an item within reach or draw an item you are carrying. ▶ If the item doesn't require a task to use, you can use it immediately for free.
Stand/ Drop Prone	▶ You can drop to the ground, making yourself a smaller target, or move from prone to standing, losing all the effects of being prone. ▶ You cannot stand and drop prone in the same turn.
Interact	▶ You interact with an object in the environment. ▶ Complex interactions may require a task instead.
Movement	▶ Move to any point within Medium range. You cannot take this minor action if you perform any movement-related tasks this turn. ▶ This movement is slow and careful enough to move through difficult or hazardous terrain without a problem. ▶ If there are any enemies within Reach of you, you cannot perform this action.
Prepare	▶ You prepare for or set up a task. Some items or tasks require this minor action before the task can be attempted, or grant special benefits for performing this task.

Making an Attack

1. Attacker chooses a weapon.
2. The attacker chooses a target. A melee weapon attack must be within Reach.
3. The character declares whether the attack is intended to be **Non-lethal** or **Lethal**. If the attack is Lethal, add a single point to the Threat pool.
4. The attacker attempts av task, determined by the type of attack:

   a. **Daring + Security task** with a Difficulty of 1, opposed by the target's **Daring + Security** (also Difficulty 1). If the target wins the opposed task, then they are considered to have made a successful attack instead.

   b. **Control + Security task** with a Difficulty of 2**.** This Difficulty of this task increases by +1 if there is an enemy within Reach of the attacker. The Complication Range of the attack increases by 1 if there are creatures within Reach of the target; a Complication may indicate that one of those other creatures are struck by the attack as well.

Melee Combat Options

While risky, hand-to-hand combat is a versatile option: a successful melee attack can be used not only to inflict Stress, but also to disengage from the fighting, and potentially more besides this. The following are the options for a character succeeding at a melee attack:

- **Disengage:** The character may move safely away from their opponent. The character moves to any point within Close range which is outside of their opponent's reach.
- **Grapple:** The character grabs their opponent. This requires that the character has an empty hand. This places a Grappled complication on the target, which will prevent them from taking any actions other than trying to break free (**Difficulty 2, Fitness + Security**) or attacking the grappling character (which increases in Difficulty by 1). The grappling character gains one bonus Momentum on all melee attacks against the grappled character. The complication is removed automatically when the grappling character chooses, or when they move out of reach.
- **Shove:** The character forces their opponent away. The target is moved out of reach, to any other point within Close range. In addition, the character rolls their normal unarmed strike Stress dice, but does not inflict any Stress; the Stress dice are rolled only to see if the knockdown effect triggers. If there is a hazard that a character could be pushed over, then they will only fall if they are knocked prone as part of this attack.
- **Strike:** The character harms their opponent. The character rolls their normal melee Stress dice and inflicts Stress normally.

TASK	DESCRIPTION
Assist	▶ You assist a character with a skill test during their turn. (See Assistance, page 6.) ▶ You may declare that you are assisting someone whenever they perform a task, as long as you have not already acted this round, and assisting another means that you do not take a turn of your own this round.
Attack	▶ You attack an enemy or other viable target and attempt to injure them. See Making an attack (page 15) for details.
Create Advantage	▶ Create a positive trait in the scene. This is a task with a Difficulty of 2, using an attribute + discipline and focus based on what you are doing. If successful, you create an advantage or remove a complication.
Direct	▶ Only available to one character on each side in a position of authority, such as the commanding officer, you nominate one ally who immediately attempts a single task, and you assist them by rolling 1d20 with your own attribute, discipline, and focus. ▶ The Direct task can only be used once per combat, and the targeted character can only attempt 2 tasks per round.
First Aid	▶ You attempt to stabilize an injured character within Reach. This is a **Daring + Medicine** task with a Difficulty of 1. Success means you stabilize the injured character so they will not die at the end of the scene but remain incapacitated. ▶ You can spend 2 Momentum to bring the warrior back into the fight, exactly as if they'd spent Determination to ignore the injury (see *Healing, Injuries, and Complications*, page 19).
Guard	▶ You defend yourself, preparing for an attack. This is a task with a Difficulty of 0, and success increases the Difficulty of any attacks against you by 1 until the start of your next turn. ▶ You can confer the benefits of this task to an ally instead of yourself – this increases the Difficulty of this task by 1, and the benefit lasts until the start of your ally's next turn.
Pass	▶ You choose not to attempt a task.
Ready	▶ You choose another major action to take as a reaction to something else. When the trigger event occurs, you temporarily interrupt the current character's turn to resolve your readied major action, then play proceeds as normal. ▶ If the triggering event does not occur before your next turn, the action is lost. You can still perform minor actions during your turn as normal.
Recover	▶ You catch your breath, taking a moment to ready yourself for more fighting. This is a **Fitness + Command** task with a Difficulty of 2 (reduce the Difficulty by 1 if you are in cover). If you succeed you regain your ability to Avoid an Injury (page 18) and remove 2 Stress per Momentum spent (Repeatable). ▶ In addition, until the beginning of your next turn, each effect rolled on for cover adds +1 Resistance to the result.
Sprint	▶ You sprint forward, rushing ahead to battle. This is a **Fitness + Security** task with a Difficulty of 0. Success means you move one zone (to any point in Medium range), and one additional zone per Momentum spent (Repeatable). ▶ You cannot attempt this task more than once per round, and not at all if you performed the Movement minor action. Terrain and other factors may increase the Difficulty of this task, and the task can succeed at cost – you move anywhere within Medium range and suffer a complication.
Other tasks	▶ Perform a task at the discretion of the gamemaster. Circumstances or objectives may dictate a task, and particularly dangerous situations may require overcoming extended tasks or a challenge while battle rages around you.

TASKS

You can attempt one task during your turn. You can attempt a second task in your turn by spending Determination, spending 2 Momentum after your first successful task (your next task increases in Difficulty by 1), or if you are the subject of the Direct task.

Melee Combat Example: *Koloth, along with his allies, enters the Albino's stronghold and immediately engages with the security guards. Koloth attacks a guard to kill (adding 1 to Threat) and rolls his* ***Daring + Security****, scoring only a single success, while the guard generates one success on his own* ***Daring + Security*** *task. Since Koloth was the aggressor, he wins the tie and rolls to inflict Stress. Not inflicting enough Stress to knock out the guard, the fight continues, and the guard attacks back during his own turn. On the next turn, Koloth buys an extra d20 by adding to Threat, and scores enough successes to not only hit the guard but boost his Stress so that the guard is incapacitated.*

Ranged Combat Example: *During battle, several Jem'Hadar soldiers beam onto General Martok's warship, and Martok and his loyal bridge crew find themselves surrounded. Martok pulls his disruptor pistol and declares that he's attacking to kill a Jem'Hadar (adding 1 to Threat), buys an extra d20 with Momentum, and opens fire, rolling his Control 9 + Security 4 task. He generates the necessary 2 successes and hits his target. Martok rolls his 7 for Stress and deals enough to incapacitate the Jem'Hadar.*

Stress and Injury

When you successfully hit an opponent during combat, they may become injured. Some environmental effects also come with a risk of injury, such as falling from great heights, being set on fire, exposure to hostile environments, industrial or engineering accidents, and a range of other hazards.

Stress

All characters have a **stress track**, representing how much superficial damage they can sustain, or how much resilience they have in battle. **Your character's Stress track is equal to their Fitness + Security score**. When you sustain Stress, you add that value to your Stress track. If you take 5 or more Stress at once, or an attack fills your Stress track, you could become injured.

Attacks and other hazards have a **Stress rating**, which is the number of Challenge Dice, or , with the total rolled applied against the target's Stress track. When you make an attack, you roll the listed by the weapon + equal to your Security discipline.

Resistance

You may also have some Resistance allowing you to shrug off some Stress through protective gear, innate resilience, or circumstantial advantages like cover. Resistance comes in two forms – static values, which normally represent armor and innate resilience, and , which represent inconsistent and circumstantial protection, such as cover.

Whenever your character suffers Stress, roll any from cover and add that total to any static Resistance you have. Reduce the Stress inflicted on you by this Resistance score and add the remainder to your Stress track.

Injuries

Injuries in ***Star Trek Adventures*** represent a final blow or disruptor beam hit that knocks you out of the fight, leaving you defeated at the hands of your enemies.

Objects and Stress

If you're attacking objects, the gamemaster can also track their integrity by using Stress tracks, functioning the same way as characters' Stress tracks, and most objects will have a small amount of Resistance, representing their durability. Where a character would suffer an injury, an object will break – walls and barriers are opened, complex systems cease to function, etc. Especially sturdy objects may require several "injuries" to completely break them.

You sustain an injury if:

- You suffer **5 or more Stress** from a single attack or hazard, after reduction from Resistance.
- Your **Stress track is filled** by that attack or hazard.
- If your stress track was full before the attack or hazard, and the attack or hazard **inflicts any Stress**.

If two of these conditions are true from a single attack, you sustain 2 injuries.

When your character suffers an injury, they are incapacitated and unable to take any actions or attempt any tasks for the remainder of the scene. If your character would suffer two injuries from a single attack, resolve those injuries one at a time (based on whichever condition occurred first).

If your character is already injured by a non-lethal attack, then another injury (of any kind) immediately turns that into a lethal injury. If your character has already been injured by a lethal attack, then another injury instantly kills your character. At the gamemaster's discretion, a dead character may be disintegrated entirely.

Consequences of Injuries

If the injury came from a non-lethal attack, your character recovers from their injury at the start of the next scene, though not any complications they suffered because of those injuries. Your character regains consciousness, though they might be a little dizzy or disoriented for a few moments. Of course, they may also have been captured while unconscious, which brings a new set of problems.

If the injury came from lethal attack, then things can only get worse. At the end of a scene in which a character was injured by a lethal attack, then they will die unless they have been stabilized through the First Aid task. If your character has been stabilized then they're still injured, and unable to take minor actions or attempt tasks until the injury has been healed properly, but they're no longer in immediate danger of death.

Injured characters cannot be targeted by any further attacks unless you generate 1 Threat (or the gamemaster spends 1 Threat for an NPC). Inflicting an injury on an already-injured character will kill them immediately, if the attack is lethal – there's only so much a body can take, even with the resilience of a Klingon warrior.

Avoiding Injury

Characters don't sit idly by and suffer injuries. Many proud warriors – including all player characters – have a limited ability to fend off mortal wounds, by diving aside at the last possible moment, pushing through the pain, or otherwise dodging out of the way. This kind of desperate act cannot be done indefinitely, and it always comes at a price – whether giving up on opportunities, giving the enemy an edge, or allowing some other problem to occur.

When your character suffers an injury, you have the option of avoiding it. Avoiding an Injury is a Momentum spend that prevents the injury from happening. Avoiding an Injury costs 2 Momentum (Immediate), and the character suffers no effects from being injured, and may continue to act as normal. Avoiding an Injury does not remove any other effects from the attack – Stress is still inflicted, the character may have been knocked prone, etc.

You can pay for Avoid an Injury by generating Threat instead of spending Momentum, and you can also Avoid an Injury by suffering a complication, which represents a minor injury, or some other consequence of the attack such as a bystander hit, damage to machinery nearby, etc.

Regardless of how it is paid for, **you can only Avoid an Injury once per scene** until succeeding at a Recover task. You cannot stockpile extra chances to Avoid an Injury – if you already have a chance to Avoid an Injury, you can't gain an extra chance to use later – and an unused chance left over at the end of the scene is lost.

Example: *Commander Kurn, in hand-to-hand combat with several other Klingons during the Klingon civil war, disables one of his attackers but is attacked from behind by another, who stabs him with a d'k tahg dagger. The Klingon has 1 Momentum left from his attack, and rolls 4 for Stress, for a result of 1, 2, 0, and an effect, for a total of 4 Stress. Spending his Momentum to add 1 to the Stress for a total of 5, the Klingon inflicts an injury on Kurn. Kurn chooses to suffer a complication to pay for avoiding the injury, describing it as taking a minor wound. He's hurt, but can still stand and fight for now.*

IGNORING AN INJURY

Instead of avoiding an injury, you can spend a point of Determination to ignore the effects of an injury for the remainder of a scene. Unlike most uses of Determination, this doesn't require that the character has a value appropriate for the situation – this use is always available.

It is also risky: the character is still injured, but they're giving up the "protection" of being incapacitated (i.e., enemies no longer need to spend Threat to target the injured character), so another lethal injury will be fatal. At the end of the scene, the character returns to suffering the effects of the injury normally, and any Medicine tasks made to heal the injury increases in Difficulty by 1.

HEALING, INJURIES, AND COMPLICATIONS

You may provide first aid to your fallen comrades to fight another day! If you succeed with the First Aid task, attempting a **Daring + Medicine task** with a Difficulty of 1, the injured character is stabilized and will not die at the end of the scene. Your patient still requires proper treatment to recover from the injury fully and will be incapacitated until you do.

Recovering from the injury is a different matter and cannot be done during a combat scene. When you are injured you require treatment to remove your injury and return to active duty. Medical treatment to remove an injury is a **Control + Medicine task** with a Difficulty of 3, though traits such as the equipment available, the place where the treatment is being performed, and the number of injury-related complications the patient is suffering from can all adjust this Difficulty. It is, naturally, much easier to treat serious injuries in a well-stocked medical ward than it is to provide that same treatment in a damp cave with a basic medkit. Success on this task removes the injury completely, as well as all related complications.

If you need to heal any medical complications – any complications that affect a character's physical or mental health – it takes a **Control + Medicine task** with a Difficulty of 2 to remove one such complication, and additional complications can be removed for 2 Momentum each (Repeatable).

Weapons and Effects

Stress inflicted by weapons and hazards have a few common functions. The key elements of a weapon are the type of weapon it is, its Stress rating, the size of the weapon, and any qualities it possesses that influence how it is used.

- **Weapon Type:** Either melee or ranged, determining what kind of attack you can make.
- **Stress Rating:** This will be a number of you roll and will list any effects that trigger when an effect symbol is rolled in the dice pool.
  - You roll additional equal to your character's Security discipline whenever you inflict Stress on a target with an attack.
- **Size:** Weapons will either be one-handed (1H) or two-handed (2H). A two-handed weapon can be used in one hand to make an attack, but the Difficulty increases by 1.
- **Qualities:** These are additional rules, providing additional restrictions or benefits that apply to the weapon's use.

Effects

The following effects provide additional benefits whenever an effect symbol is rolled on . When one or more effects are rolled, all effects that apply to that attack are triggered.

- **Area:** The attack affects a wider area and can affect several targets at once. You automatically affect any character or damageable object within reach of the initial target, and then one additional target within Close range of the initial target for each effect rolled, as determined by the gamemaster. If one or more complications is rolled when using an Area attack, the gamemaster can choose to use complications to have an ally in the area affected by the attack. A target cannot be hit if it would have been more difficult to hit than the initial target.
- **Intense:** The attack inflicts massive harm on a target, incapacitating them far more swiftly. The Momentum cost to Avoid an Injury caused by an Intense weapon increases by 1 for each effect rolled.
- **Knockdown:** If one or more effects are rolled on this attack, then the target is knocked prone. The target can resist this effect by adding a number of points to Threat (or spend for NPCs) equal to the number of effects rolled.
- **Piercing X:** The attack ignores X points of the target's total Resistance for each effect rolled.
- **Vicious X:** The attack inflicts X additional Stress for each effect rolled.

QUALITIES

The following additional qualities alter the way the weapon functions, some in positive ways, others by applying restrictions.

- **Accurate:** The weapon is especially precise, often incorporating sights that allow increased accuracy. If you perform the Aim minor action before making an attack with this weapon, then you can re-roll any d20s in your dice pool.

- **Charge:** The weapon has an adaptable energy supply, allowing its potency to be scaled to different levels. If you perform the Prepare minor action before attacking with this weapon, you may add one of the following effects to the attack: Area, Intense, Piercing 2, or Vicious 1.
- **Cumbersome:** The weapon takes patience and precision to use effectively. You cannot attack with a cumbersome weapon unless you take the Prepare minor action.
- **Deadly:** The weapon is designed to be lethal. When you make non-lethal attacks with this weapon the Difficulty increases by 1.
- **Debilitating:** The Difficulty to stabilize or to heal injuries caused by this weapon are increased by 1.
- **Grenade:** The weapon is an explosive or energy device that can be thrown. You can attack a target up to Medium range and have enough grenades for 3 attacks.
- **Hidden X:** You can use a minor action to conceal this weapon. Any search for the weapon requires an **Insight + Security** or **Reason + Security task** with a Difficulty of X.
- **Inaccurate:** The weapon is imprecise and clumsy, and very little can be done to change that. You do not benefit from the Aim minor action when making an attack with this weapon.
- **Non-lethal:** The weapon is debilitating, rather than deadly. When you make lethal attacks with this weapon the Difficulty increases by 1.

Combat Momentum Spends

Momentum is a key tactical resource during combat. When you generate Momentum in combat you have numerous options available to achieve victory over your enemies, empower your fellow warriors, and bolster your own glorious acts!

You have all the normal Momentum options available to you in a combat scene, with additional options that relate directly to combat. As normal, spends listed as Repeatable means they can be repeated as many times as you have Momentum to pay for them, and spends listed as Immediate can be played at any time during your turn (and can be paid for by generating Threat). If a Momentum spend is neither Immediate nor Repeatable, you can only use them once per turn.

CHAPTER 02.10

KLINGON QUICKSTART

THE TIP OF THE BAT'LETH

INTRODUCTION

This scenario is designed for gamemasters and players who are new to ***Star Trek Adventures*** and are interested in experiencing the *Star Trek* universe from the perspective of Klingon warriors. This text is written for the gamemaster, who should read the entire scenario ahead of time. Players should not read the scenario but rather experience the story as it plays out at the table.

SYNOPSIS

This scenario takes place in the year 2373. The Dominion War is going badly for the Klingon Empire and its allies. The player characters are sent on a crucial covert mission behind Dominion lines to shut down a tachyon emitter within an enemy outpost on an icy moon orbiting the planet Tylannis VII. The outpost forms part of a tachyon defense grid capable of detecting cloaked vessels. If the player characters shut down the emitter, a fleet of cloaked Klingon ships can mount a successful offensive in the Tylannis Sector.

The player characters must ride in modified photon torpedo casings to the moon and brave the frozen conditions on the surface. They must infiltrate the outpost, which is defended by Jem'Hadar troops and a Founder. Finally, they must shut down the emitter and find a way off the moon.

PREPARING FOR PLAY

This scenario is designed for 4-6 player characters. However, it can work for smaller groups as well. If there are fewer than four players in a group, the gamemaster might consider reducing the number of Jem'Hadar soldiers that patrol the outpost to keep the combat encounters balanced. For instance, reducing the number of Jem'Hadar inside the hangar from six to four may be warranted.

This text addresses many of the choices the players might make during the course of this scenario, but it doesn't cover every possible situation that could arise. Accordingly, gamemasters should be ready to improvise and tailor this scenario to make it the best possible experience for the group.

At the start of play, the gamemaster should explain to the players that they have been ordered by the Klingon High Command on a covert mission during the Dominion War. Each player should choose from among the pregenerated characters at the end of this scenario and introduce their character to the rest of the group. Once everyone is ready to begin, the gamemaster should read the mission briefing material to the group.

MISSION BRIEFING

MISSION BRIEFING FROM THE KLINGON HIGH COMMAND – CLASSIFIED: TOP SECRET

The war does not go well for the Empire, but we have developed a plan that could reverse our fortunes against the Dominion. A cloaked fleet stands an excellent chance of routing the Dominion forces in the Tylannis Sector. From there, we could stage raids on several critical ketracel-white facilities in adjacent sectors. However, the Dominion has erected a tachyon grid in the Tylannis Sector capable of detecting our cloaked ships. Luckily, our allies in Starfleet Intelligence believe they've found a vulnerability in the detection grid. Shutting down the tachyon emitter on a remote and icy moon orbiting Tylannis VII would create a gap for our fleet to pass through undetected.

Your squad will travel covertly to the moon outpost in modified photon torpedoes. From there, you must find a way to infiltrate the Dominion outpost and shut down the tachyon emitter. The torpedo tubes are too small to allow for high-yield explosives or any other gear beyond your standard equipment, so you'll have to devise your own method for disabling the emitter. You'll also have to find a way off the moon because sending a bird-of-prey to pick you up would undoubtedly tip the Dominion off that we intend to attack the sector.

This is a dangerous mission, but your success will earn you great glory and potentially turn the tide of war in our favor. *Qapla'*!

The scenario makes use of text to "set the scene" for the players at various junctures. The gamemaster can read this text aloud to the players or paraphrase the information.

The main objective for this mission is to disable the Dominion tachyon emitter on the moon orbiting Tylannis VII.

The gamemaster begins this scenario with 2 points of Threat for each player character in the group.

ACT 1: INFILTRATION

To begin play, the gamemaster should read or paraphrase the following:

A bird-of-prey launched each of your torpedoes into Dominion-controlled space eight hours ago. It's been a smooth ride, but the cramped accommodations have tested your patience and caused some muscle cramps. Your torpedoes begin to buck as they rocket into the atmosphere of the Tylannis VII moon. Alarms sound as the exterior temperature spikes dangerously. You notice your torpedo guidance mechanisms need to be recalibrated or you'll miss the intended landing zone.

Call for a **Control + Conn** roll with a Difficulty of 2 as the player characters attempt to recalibrate the guidance mechanisms of each of their torpedoes. Success means a player character's torpedo skids safely to a stop near the intended rendezvous point on the moon's surface. Failure means the torpedo plummets out of the sky and crash-lands several kilometers away.

Characters who miss the landing zone emerge from their torpedoes into a frozen wasteland.

A shrill wind whistles in your ears and stings your eyes. Blinding sunlight reflects off the frozen landscape, forcing you to squint to see anything. You'll have to locate the rendezvous location and make the journey on foot.

Player characters who miss the landing zone must attempt a Difficulty 2 **Reason + Science** or **Security** roll to navigate to the rendezvous location and meet up with their comrades. A failed roll means the character gets lost along the way and spends too long exposed to the frigid conditions. These characters take on the **Frostbite** trait, which adds 1 to the Difficulty of any task that requires physical action – such as firing a weapon, sprinting, or lifting heavy objects. This trait can be removed by receiving medical attention in a starship

medical ward, the outpost infirmary, or from a character who has an emergency surgical kit. The task to heal the frostbite is Difficulty 1.

Once all the player characters arrive at the rendezvous point, read or paraphrase the following:

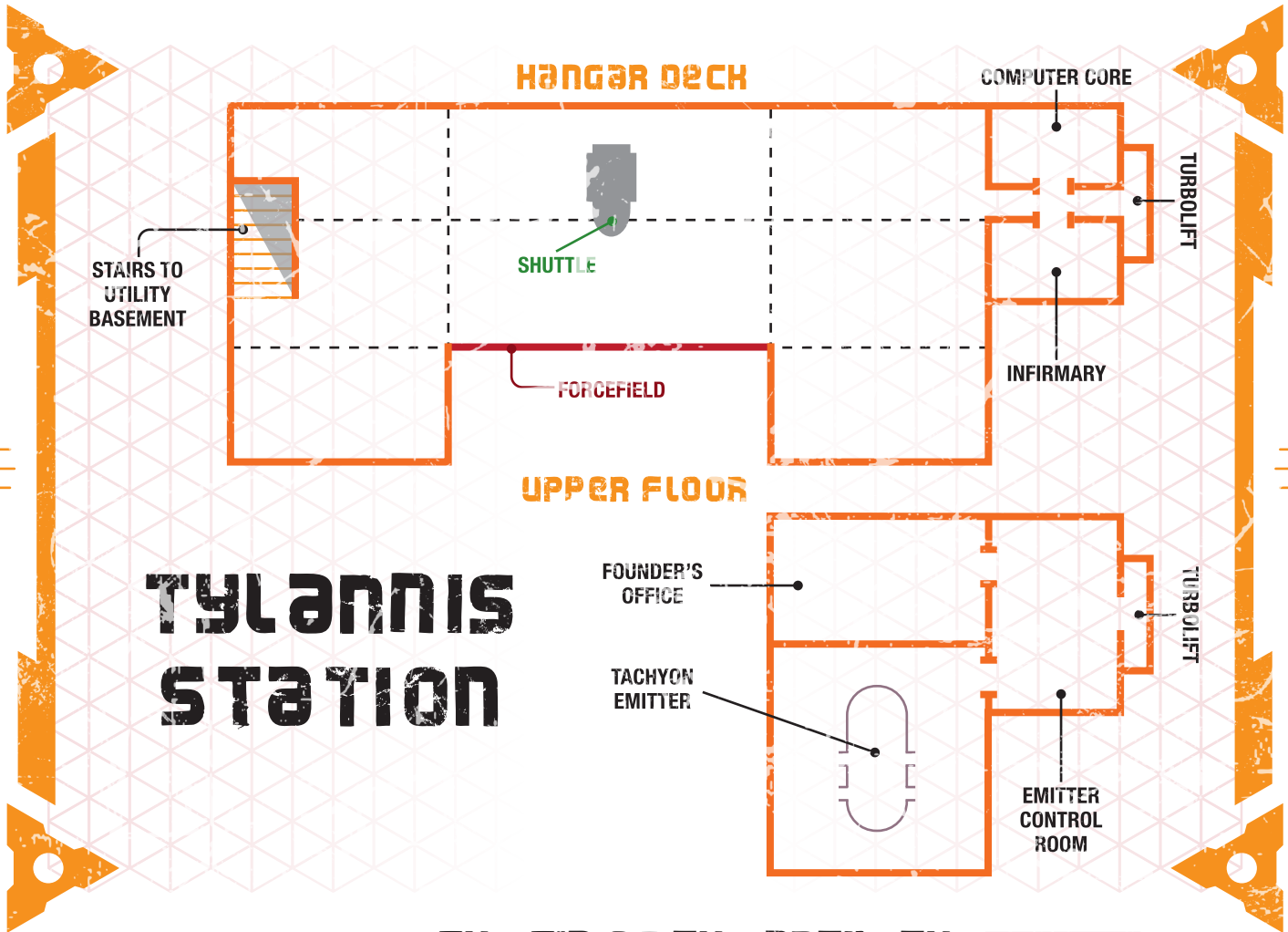
The Dominion outpost stands along the edge of a frozen lake. The near side of the outpost leads into a large hangar, but the entrance is blocked by a shimmering forcefield. You notice no signs of patrols along the exterior of the outpost.

The player characters must find a way into the Dominion outpost. Scanning the area with a tricorder or similar device requires a Difficulty 0 **Reason + Engineering** task. Such scans reveal a series of large pipes connecting the underside of the outpost with the bottom of the lake. These pipes provide the outpost with a source of freshwater, and it's possible to enter the substructure of the outpost by swimming through the pipes. This course of action requires the player characters to penetrate the ice on top of the lake and swim in the frigid water. This is a Difficulty 3 **Fitness + Security** task. Success allows a character to dive below the lake's surface and enter one of the pipes, eventually emerging into the **utility basement** of the complex, which is described in the next section.

HIGH ALERT

Whichever means the players choose to infiltrate the outpost, they run the risk of alerting the Dominion forces within. Doing so introduces the **High Alert** trait for the rest of the scenario. This means the player characters cannot rely on the element of surprise to complete their mission. All Jem'Hadar soldiers inside the outpost activate their shroud ability and take a defensive posture, making it impossible for the player characters to move stealthily inside the compound.

If any player causes a complication by rolling a 20 while attempting a task to gain entrance to the outpost, they trip a silent alarm that activates this trait. You do not have to inform the players if this occurs. Other actions can activate the High Alert trait as well. If the player characters discharge energy weapons outside the compound, cause an explosion, or take any other actions that might reasonably attract the attention of the Dominion forces, you can assign the High Alert trait to any scene at their discretion. If you wish to change the focus of this scenario from stealth to combat, spend 2 Threat to activate the trait at any time, even if the player characters take no actions to cause the trait.



The player characters also can attempt to gain entry by shutting down the forcefield protecting the hangar entrance. Doing so requires a Difficulty 3 **Daring + Engineering** task to move in closely to the outpost and hack the forcefield by removing a panel from the outpost's exterior, exposing the forcefield generator. They can also shut down the forcefield by dealing a total of 15 Stress to the forcefield with energy weapons in a single round. In this case, the sound of weapons fire alerts the Jem'Hadar soldiers inside the hangar, activating the **High Alert** trait as described in the accompanying sidebar.

ACT 2: CARRYING OUT THE OBJECTIVE

The player characters might enter the compound through the subbasement or enter directly into the hangar if they manage to shut down the forcefield. In any case, they will have to make their way to the turbolift in the northeastern corner of the hangar to access the emitter control room on the upper floor. The hangar deck also has a small infirmary and a computer core, and each room is described in its own section below.

Six Jem'Hadar warriors await in the hangar, and it's likely that a combat situation will break out. If the High Alert trait is activated, the soldiers are shrouded and await the player characters. If the High Alert trait is not activated, two of the Jem'Hadar patrol the hangar in a routine pattern while the other four work on the shuttle and engineering equipment scattered throughout the hangar. You should allow the player characters to come up with a plan to reach the turbolift.

Utility Basement: If the player characters swam into the water pipes in the lake, they emerge into this room, which is filled with machinery and is not routinely guarded. Analyzing the machinery with a successful Difficulty 1 **Reason + Engineering** task allows a player character to deduce that the machinery pumps freshwater from the lake and also harnesses geothermal energy from the moon's core to power the outpost. The power conduits lead upward, an indication that most of the outpost's heavy equipment resides aboveground. A metal stairway leads upward into the hangar.

Hangar Deck: A single shuttle rests in the center of an expansive hangar deck. Engineering equipment and shuttle components lie scattered throughout the deck, and a large doorway in the south wall allows small craft to enter and exit the hangar. A forcefield protects the hangar from the icy conditions outside. Two automatic doorways line a short corridor in the northwestern corner of the hangar. At the end of the corridor is a set of turbolift doors.

The six Jem'Hadar in the hangar will fight to the death to stop the player characters from reaching the turbolift. If the outpost has not gone to high alert, it's possible for the player characters to attempt to sneak past the patrolling Jem'Hadar. This requires each player character to attempt a Difficulty 1 **Daring + Security** task opposed by a Difficulty 1 **Insight + Security** roll by the Jem'Hadar. You can roll for each Jem'Hadar soldier individually or just make a single roll. If the player characters' lowest roll generates a number of Momentum points equal to or greater than the highest roll of the Jem'Hadar, then the player characters can move anywhere within medium range without being detected. If the Jem'Hadar win the opposed roll, they spot the player characters and attack.

If combat occurs, you might consider using Threat in several different ways to make the fight more dynamic. Spending 1 Threat pays the escalation cost to allow a Jem'Hadar to carry a *Kar'takin* blade. This might make for a more dramatic confrontation if the player characters choose to use daggers or *bat'leths*. You can also spend Threat to bring more Jem'Hadar soldiers into the fight at a cost of 1 Threat per Jem'Hadar. These Jem'Hadar warriors drop their shroud in any zone you choose.

Player characters who examine the shuttle in the center of the hangar and successfully complete Difficulty 2 **Insight + Engineering** task realize the shuttle's warp core has been shut down and several of the components for its warp nacelles have been removed for maintenance. More information on repairing the shuttle can be found in the next act.

A computer console in the southeastern corner of the hangar controls the forcefield, which can be activated or deactivated with a Difficulty 2 **Control + Conn** roll.

Infirmary: The doors along the southern edge of the corridor open into an infirmary. Player characters can find basic medical equipment here with which to treat any injuries they may sustain during the course of this scenario. Any player characters suffering from frostbite can remove the trait with a successful Difficulty 1 Control + Medicine roll.

Computer Core: The doors along the northern edge of the corridor open into a room crammed with computer equipment. The computer core receives and sorts all of the coded transmissions sent and received at the outpost. Player characters who examine the computer core suspect they might be able to extract valuable intelligence if they manage to overcome the security measures the Dominion uses to protect sensitive data.

A successful Difficulty 4 **Daring + Engineering** task allows the player characters to overcome the security lockout and access **Dominion fleet deployment data** for the entire Tylannis Sector. Failing the task activates a security subroutine that shuts the computer core down and activates the High Alert trait if it has not already been activated.

Jem'Hadar Warrior [Minor]

TRAIT: Jem'Hadar

Attributes

CONTROL 10	FITNESS 12	PRESENCE 07
DARING 11	INSIGHT 10	REASON 07

Disciplines

COMMAND 01	SECURITY 02	SCIENCE –
CONN 02	ENGINEERING01	MEDICINE –

STRESS: 14 **RESISTANCE:** 2

ATTACKS:

- Unarmed Strike (Melee, 3, Knockdown, Vicious 1, Size 1H)
- Blade (Melee, 4, Vicious 1, Size 1H)
- **Escalation** *Kar'takin* (Melee, 5, Vicious 1, Size 2H)
- Plasma Rifle (Ranged, 6, Vicious 1, Size 2H, Accurate, Debilitating)

SPECIAL RULES:

- **Immune to Fear**
- **Immune to Pain**
- **Brute Force:** Jem'Hadar add the Vicious 1 effect to their unarmed strike, and remove the non-lethal quality.
- **The Shroud:** A Jem'Hadar may spend 2 Threat as a minor action to become virtually invisible, increasing the Difficulty of all tasks to observe, locate, or target the Jem'Hadar by 3. This effect ends when the Jem'Hadar makes an attack, or takes a minor action to end the effect. The Jem'Hadar loses this ability when deprived of ketracel-white.

If the player characters successfully mine the fleet deployment data and deliver it to their superiors, the Klingon fleet can use it to great advantage in the battle to conquer the sector.

Emitter Control Room: Riding the turbolift to the upper level of the outpost deposits the player characters in the emitter control room. This is a relatively small room filled with computer consoles where three Jem'Hadar soldiers operate and oversee the tachyon emitter. A window above the main computer console grants a view of the emitter, which is an enormous machine that takes up most of the space on the upper floor of the outpost. A second doorway on the opposite side of the control room opens into an office space where the Founder who commands the outpost spends most of their time.

The Jem'Hadar soldiers defend the emitter with their lives, and they cannot be surprised. The gamemaster should consider spending 2 Threat at the start of this scene to allow the Jem'Hadar to set up an ambush in the control room. This means the Jem'Hadar have taken a defensive posture and await the player characters. In this case, the initiative begins with the Jem'Hadar, and they do not waste time with negotiation.

However, as combat breaks out, the player characters hear the sound of someone yelling for help from the office on the far side of the control room. Player characters who enter the office to investigate discover a bruised and beaten Klingon general tied to a chair. This Klingon general is actually the Founder attempting to deceive the player characters and infiltrate the Klingon Defense Force.

Gamemaster Note: *The player characters may have to deal with two separate situations on the upper floor of the outpost. The first is shutting down the tachyon emitter. The other is*

dealing with the Founder masquerading as a Klingon general. You can handle these situations one at a time in separate scenes or allow the scenes to play out simultaneously by "cutting" back and forth if the player characters decide to split up.

SHUTTING DOWN THE TACHYON EMITTER

Shutting down the emitter permanently and safely will require the player characters to complete a series of tasks in a particular order known as a **linear challenge**. In this case, there are two tasks that must be completed. The first task is a Difficulty 3 **Insight + Engineering** roll to analyze the tachyon emitter to discover an exploitable weakness in its design. Success means the player characters determine that overloading the emitter with too much energy from the geothermal power relays in the subbasement will fuse many of the emitter's components. Carrying out the plan requires the second part of the linear challenge, a Difficulty 3 **Control + Engineering** task. Success means the plan works and the emitter machinery whirs to a halt and will take weeks to repair. Failing either of the tasks in the linear challenges means the Dominion security lockouts prevented the player characters from sabotaging the emitter.

If the player characters fail the linear challenge, they still have a last-ditch option. Firing a disruptor directly into the tachyon generator will cause an explosion that will destroy the emitter. However, any character remaining on the top level of the outpost will take 6 damage from the explosion.

THE FOUNDER

The Founder tells the player characters that he is General Glug and that he was taken prisoner in a recent starship battle and brought to this outpost where he was interrogated and beaten by the Jem'Hadar. This is, of course, a lie intended to gain the sympathy of the player characters.

The player characters can discern the Founder's true identity with a tricorder scan, which requires a Difficulty 5 **Insight + Science** task. The Founder does not resist such scans but refuses to take a blood test.

Player characters can expose the Founder's ruse through social conflict as well. The Founder will not respond to attempts at intimidation or negotiation, but the player characters can attempt deception or provide evidence that the Founder is not who they say they are. Deception might involve tricking the Founder with information only a real Klingon general could know. Evidence might include asserting that a high-value prisoner is unlikely to be imprisoned in an office next to a strategically important tachyon emitter. If the player characters use either of these strategies, they can attempt a Difficulty 3 **Presence + Command** Persuasion task. A success forces the Founder to admit their true identity. In this case, or if the player characters insist on taking a blood sample, you can spend 1 Threat to turn the Founder into a Cardassian vole that scurries from the room and escapes. The Founder may try to mount an assault on the player characters later or simply hide out until the player characters leave.

FOUNDER [NOTABLE]

TRAIT: Changeling

VALUE: Never trust a solid.

ATTRIBUTES

CONTROL 07	FITNESS 08	PRESENCE 11
DARING 08	INSIGHT 10	REASON 10

DISCIPLINES

COMMAND 03	SECURITY 02	SCIENCE 02
CONN 01	ENGINEERING01	MEDICINE –

FOCUSES: Military Tactics, Politics, Deception

STRESS: 10 **RESISTANCE:** 2

ATTACKS:

- Unarmed Strike (Melee, 3, Knockdown, Size 1H)

SPECIAL RULES:

- **Manipulative:** If the Founder purchases one more d20s when attempting a task to deceive or intimidate another, they may reroll their dice pool.
- **Ruthless:** The Founder may re-roll any d20s in their dice pool when making an attack against an enemy that was not aware of or prepared for an attack, or against an enemy that is defenseless.
- **Morphogenic Matrix:** The Changeling may spend 1 Momentum as a Minor Action once per Turn to assume a different form, gaining an additional Trait to reflect whatever form they have chosen. They must return to a liquid state for a few hours of rest every 16 hours. While in an alternate form, it is a Difficulty 5 task to discern their true nature.

ACT 3: ESCAPE

Once the mission objective has been completed, the player characters will probably turn their attention to escaping the outpost. The most obvious way off the Tylannis VII moon is to steal the Dominion shuttle on the hangar deck. However, the shuttle was undergoing maintenance, and the player characters will have to complete a repair task to get the ship in running order. This will allow any remaining Dominion forces one last chance to stop the player characters. If the Founder is still at large, they might take

the form of a piece of equipment inside the shuttle and try to surprise the player characters.

Repairing the shuttle requires a Difficulty 2 task. If this task occurs in the middle of combat, call for a **Daring + Engineering** task. If the task occurs under normal circumstances, the gamemaster should call for **Reason + Engineering**. Once the shuttle is repaired and the hangar's forcefield is down, the player characters are free to pilot the shuttle away from the moon and back to Klingon-controlled space.

Conclusion

A successful mission allows the cloaked Klingon fleet to move undetected through the tachyon grid and mount a successful attack against the Dominion fleet in the Tylannis Sector. If the player characters managed to extract the fleet deployment data from the outpost's computer core, the Klingon fleet routes the Dominion forces with few losses, truly a glorious victory in the Empire's war effort. If the player characters failed to recover the data, the Klingon fleet suffers heavy losses in a grueling battle before the Dominion finally abandons the sector.

If the player characters don't find a way to shut down the tachyon emitter, they fail their mission completely. In this case, the cloaked Klingon fleet is detected, allowing the Dominion to turn back the Klingon assault and maintain control of the Tylannis Sector.

This scenario can provide a starting point for an ongoing Klingon campaign as the Empire tries to turn the tide of the Dominion War. Player characters who survive this might receive a post on a bird-of-prey. Characters that earn great glory for themselves may even receive posts as commanding or senior officers.

Player characters who dishonor themselves during this mission might be drummed out of the defense force or even banished from the Empire altogether. In this case, further adventures might center on restoring their lost honor or seeking refuge in distant corners of the Galaxy. Whatever the case, if you and your players enjoyed this experience, consider picking up a copy of ***The Klingon Empire*** core rulebook and use the full ***Star Trek Adventures*** ruleset to continue their glorious journey!

Doranesh

Commander Doranesh, daughter of Tofgar, grew up in the House of Palkar, a minor House on an isolated Klingon colony. She's a veteran command officer who has seen extensive action during the Dominion War, though she has never risen above the rank of first officer. Early in her career, she discovered a finely-crafted bat'leth among an ancient ruin, which has become her prized possession. During a Cardassian ambush, Doranesh hacked her foe's transporter buffer to send a team of warriors onto the Cardassian bridge to take command of the enemy ship. The episode likely would have earned her the rank of captain and her own bird-of-prey had she been born into a major House.

TRAIT: Klingon **RESISTANCE:** 1 (Armor)

Attributes

CONTROL 10	FITNESS 09	PRESENCE 09
DARING 11	INSIGHT 09	REASON 08

Disciplines

COMMAND 04	SECURITY 04	SCIENCE 02
CONN 03	ENGINEERING 02	MEDICINE 01

Focuses

- Composure
- Disruptors
- Endurance
- Infiltration
- Klingon History
- Survival

Values

- Meditation hones a warrior's instincts
- When in doubt, attack!
- Honor the dead – and learn from their mistakes
- A warrior must be prepared to improvise

Determination

Stress

Injuries

Weapons

NAME/TYPE	Unarmed Strike	5
QUALITIES	Melee, Knockdown, Size 1H, Non-Lethal	

NAME/TYPE	*Bat'leth*	7
QUALITIES	Melee, Vicious 1, Size 2H	

NAME/TYPE	Disruptor Pistol	7
QUALITIES	Ranged, Vicious 1, Size 1H	

Talents

- **Brak'lul:** Resistance is increased by 2 against non-lethal attacks. In addition, whenever Doranesh is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Warrior's Spirit:** When Doranesh attempts a melee attack, and purchases one or more additional dice with Threat, she may re-roll any number of d20s.
- **Veteran:** Whenever Doranesh spends a point of Determination, roll 1. If an effect is rolled, immediately regain that spent point of Determination.
- **Follow My Lead:** Once per scene, when Doranesh succeeds at a task during combat or another perilous situation, she may spend one Determination. When she does so, she may choose a single ally. The next task that ally attempts counts as having assistance from Doranesh, using her Presence + Command.

DREG

Lt. Dreg, son of Voraken of the House of Kor, grew up on Qo'noS as a member of a highly influential family. Dreg joined the Klingon Defense Force with the goal of earning enough glory for himself to receive a seat on the High Council. During a planetary skirmish in the earliest days of the Dominion War, Dreg dashed across enemy lines to personally deliver intelligence to a platoon of Starfleet soldiers after communications were jammed by Jem'Hadar. His heroism saved the Starfleet personnel, earning Dreg a commendation and some friends in Starfleet.

TRAIT: Klingon, Ally of Starfleet **RESISTANCE:** 1 (Armor)

ATTRIBUTES

CONTROL 09	FITNESS 12	PRESENCE 09
DARING 10	INSIGHT 07	REASON 09

DISCIPLINES

COMMAND 04	SECURITY 05	SCIENCE 04
CONN 01	ENGINEERING 01	MEDICINE 01

FOCUSES

- Athletics
- Blades
- Etiquette
- Federation Culture
- High Council Politics
- Intimidation

VALUES

- The teachings of Kahless
- Loyalty to the Empire
- It is my destiny to sit on the High Council
- The Empire is stronger with Starfleet as an ally

DETERMINATION

STRESS

INJURIES

WEAPONS

NAME/TYPE	Unarmed Strike	6
QUALITIES	Melee, Knockdown, Size 1H, Non-Lethal	

NAME/TYPE	*D'k tahg* Dagger	6
QUALITIES	Melee, Vicious 1, Size 2H	

NAME/TYPE	*Bat'leth*	7
QUALITIES	Melee, Vicious 1, Size 2H	

NAME/TYPE	Disruptor Pistol	8
QUALITIES	Ranged, Vicious 1, Size 1H	

TALENTS

- **Brak'lul:** Resistance is increased by 2 against non-lethal attacks. In addition, whenever you are the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Advisor:** Whenever you assist another character using your Command discipline, the character being assisted may re-roll one d20.
- **Bold (Security):** Whenever you attempt a task using the Security discipline, and buy one or more d20s by adding to Threat, you may re-roll a single d20.
- **Studious:** Whenever you spend 1 or more Momentum to *Obtain Information*, you may ask one additional question (in total, not per Momentum spent on *Obtain Information*).

KROVEK

Sergeant Krovek, son of Groloth of the House of Grilka, was raised on a Klingon enclave overseeing a conquered world. His upbringing instilled in him an unshakable belief that Klingons must conquer additional systems to ensure the health of the Empire. Krovek has proven himself a fierce warrior in some of the bloodiest planetary battles of the Dominion War, making him the muscle of the Tylannis VII operation. He balances his bloodlust with a passion for Klingon opera and poetry.

TRAIT: Klingon **RESISTANCE:** 1 (Armor)

ATTRIBUTES

CONTROL 09	FITNESS 12	PRESENCE 09
DARING 11	INSIGHT 08	REASON 07

DISCIPLINES

COMMAND 01	SECURITY 05	SCIENCE 02
CONN 04	ENGINEERING 02	MEDICINE 02

FOCUSES

- Blades
- Deception
- Hand-to-hand Combat
- Jem'Hadar Ground Tactics
- Klingon Opera
- Survival

VALUES

- The Empire must expand or it will die
- Never pass up a chance to prove your mettle
- The strength of a warrior; the soul of a poet
- Foes who are without honor deserve no mercy

DETERMINATION

STRESS

INJURIES

WEAPONS

NAME/TYPE	Unarmed Strike	6
QUALITIES	Melee, Knockdown, Size 1H, Non-Lethal	

NAME/TYPE	*D'k tahg* Dagger	6
QUALITIES	Melee, Vicious 1, Size 2H	

NAME/TYPE	*Bat'leth*	7
QUALITIES	Melee, Vicious 1, Size 2H	

NAME/TYPE	Disruptor Pistol	8
QUALITIES	Ranged, Vicious 1, Size 1H	

TALENTS

- **Brak'lul:** Resistance is increased by 2 against non-lethal attacks. In addition, whenever you are the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Killer's Instinct:** When you choose to make a lethal attack, you do not add to Threat for doing so. In addition, whenever an enemy you can see attempts to make a lethal attack against you, you may add 1 to Threat to increase the Difficulty of their attack by 1, as you react to their intent.
- **Warrior's Strike:** Your unarmed strike attack has the Vicious 1 effect.
- **Pack Tactics:** Whenever you assist another character during combat, the character you assisted gains 1 bonus Momentum if they succeed.

LURAL

Bekk Lural, daughter of none, grew up in an orphanage on a Klingon frontier colony under constant threat of Romulan attack. She enlisted in the Klingon Defense Force as a way to get away from the harsh realities of her homeworld. She received a posting as a *bekk* helm officer on a bird-of-prey, but, when several junior officers led a disastrous mutiny against the captain, her expert piloting kept the ship from crashing on the rocky surface of a planet. The mutineers all belonged to noble Houses, so Lural was wrongly convicted for leading the rebellion. She was sentenced to a term on the prison colony Rura Penthe. Accepting this dangerous mission to Tylannis VII might be the only way Lural will ever get out of prison.

TRAIT: Klingon **RESISTANCE:** 1 (Armor)

ATTRIBUTES

CONTROL 11	FITNESS 09	PRESENCE 08
DARING 09	INSIGHT 09	REASON 10

DISCIPLINES

COMMAND 02	SECURITY 04	SCIENCE 02
CONN 04	ENGINEERING 02	MEDICINE 02

FOCUSES

- Astronavigation
- Atmospheric Maneuvering
- Disruptors
- Helm Operations
- Small Craft
- Transporter Systems

VALUES

- The moment you let down your guard could be the moment death strikes
- Any job in the defense force is better than Rura Penthe
- Warrior discipline is overrated
- Never let them see you sweat

DETERMINATION

STRESS

INJURIES

WEAPONS

NAME/TYPE	Unarmed Strike	5
QUALITIES	Melee, Knockdown, Size 1H, Non-Lethal	

NAME/TYPE	*D'k tahg* Dagger	5
QUALITIES	Melee, Vicious 1, Size 2H	

NAME/TYPE	*Bat'leth*	6
QUALITIES	Melee, Vicious 1, Size 2H	

NAME/TYPE	Disruptor Pistol	7
QUALITIES	Ranged, Vicious 1, Size 1H	

TALENTS

- **Brak'lul:** Resistance is increased by 2 against non-lethal attacks. In addition, whenever you are the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Starship Expert:** Whenever you succeed at a Conn task to identify a type of starship, or to try and understand an unknown form of starship, you gain one bonus Momentum, which may only be used on the Obtain Information Momentum spend, or to pay part of the cost of the Create Advantage Momentum spend (where the advantage must represent some form of known or observed weakness in the ship being studied).
- **Untapped Potential:** You may not have or increase any attribute above 11, or any discipline above 4 while you have this talent. Whenever you succeed at a task for which you bought one or more additional dice with either Momentum or Threat, roll 1. You receive bonus Momentum equal to the roll of the and add 1 point to Threat if an effect is rolled.
- **Constantly Watching:** When you attempt a task to detect danger or hidden enemies, reduce the Difficulty by 1.

Karvara

Lieutenant Karvara, Daughter of Hurth, is an experienced engineer and demolitions officer. Growing up on a core world instilled in her a sense of pride in the Empire. She studied cloaking devices and explosives alongside some of the brightest engineering minds in the Empire and was recruited for the mission because of her demonstrated ability to improvise engineering feats under pressure.

TRAIT: Klingon **RESISTANCE:** 1 (Armor)

Attributes

CONTROL 09	FITNESS 08	PRESENCE 08
DARING 10	INSIGHT 09	REASON 12

Disciplines

COMMAND 03	SECURITY 03	SCIENCE 03
CONN 02	ENGINEERING 04	MEDICINE 01

Focuses

- Cloaking Devices
- Composure
- Explosives
- Mechanical Diagnostics
- Structural Engineering
- Warp Field Dynamics

Values

- Blow 'em all to Gre'thor
- For the glory of the Empire!
- A superior warrior requires superior gear
- A cloaking device is often the best weapon

Determination

Stress

Injuries

Weapons

NAME/TYPE	Unarmed Strike	4
QUALITIES	Melee, Knockdown, Size 1H, Non-Lethal	
NAME/TYPE	*D'k tahg* Dagger	4
QUALITIES	Melee, Vicious 1, Size 2H	
NAME/TYPE	*Bat'leth*	5
QUALITIES	Melee, Vicious 1, Size 2H	
NAME/TYPE	Disruptor Pistol	6
QUALITIES	Ranged, Vicious 1, Size 1H	

Talents

- **Brak'lul:** Resistance is increased by 2 against non-lethal attacks. In addition, whenever you are the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Tough:** Whenever you Avoid an Injury, the cost is reduced by 1, to a minimum of 1.
- **Bold (Engineering):** Whenever you attempt a task with the Engineering discipline, and you buy one or more d20s by adding to Threat, you may re-roll a single d20.
- **Jury Rig:** Whenever you attempt an Engineering task to perform repairs, you may reduce the Difficulty by 2, to a minimum of 0. If you do this, however, then the repairs are only temporary and will last only a single scene, plus one additional scene per Momentum spent (Repeatable) before they fail again. Jury-rigged repairs can only be applied once, and the Difficulty to repair a device that has been jury-rigged increases by 1.

HUR'KREL

Lieutenant Hur'Krel, son of K'Chang, is a veteran surgeon in the Klingon Defense Force. He learned at an early age the importance of medicine while growing up on a remote colony world surrounded by unforgiving wilderness. On an earlier duty posting, his ship was destroyed and Hur'Krel and a handful of shipmates spent weeks on a jungle world before they were rescued. Hur'Krel lost his right eye in the explosion, which he replaced with a prosthetic eye of his own design. The prosthetic works exactly as a natural eye and confers no special advantages or disadvantages, though he's quite proud of how well the color matches his natural eye.

TRAIT: Klingon, Prosthetic Right Eye **RESISTANCE:** 1 (Armor)

ATTRIBUTES

CONTROL 10	FITNESS 09	PRESENCE 08
DARING 10	INSIGHT 08	REASON 11

DISCIPLINES

COMMAND 01	SECURITY 03	SCIENCE 04
CONN 02	ENGINEERING 01	MEDICINE 05

FOCUSES

- Battlefield Trauma
- Genetics
- Klingon Philosophy
- Surgery
- Survival
- Virology

VALUES

- Today is a good day to die, but tomorrow is better
- Frontier medicine
- Every battlefield needs doctors
- Wisdom with age

DETERMINATION

STRESS

INJURIES

WEAPONS

NAME/TYPE	Unarmed Strike	4
QUALITIES	Melee, Knockdown, Size 1H, Non-Lethal	

NAME/TYPE	*D'k tahg* Dagger	4
QUALITIES	Melee, Vicious 1, Size 2H	

NAME/TYPE	*Bat'leth*	5
QUALITIES	Melee, Vicious 1, Size 2H	

NAME/TYPE	Disruptor Pistol	6
QUALITIES	Ranged, Vicious 1, Size 1H	

TALENTS

- **Brak'lul:** Resistance is increased by 2 against non-lethal attacks. In addition, whenever you are the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Field Medicine:** When attempting a Medicine task, you may ignore any increase in Difficulty for working without the proper tools or equipment.
- **Veteran:** Whenever you spend a point of Determination, roll 1. If an effect is rolled, immediately regain that spent point of Determination.
- **Personal Effects:** Emergency Surgical Kit. This device allows Hur'Krel to attempt Medicine tasks to remove the injured or frostbite trait without the need for a medical ward. However, this device can be used only once.

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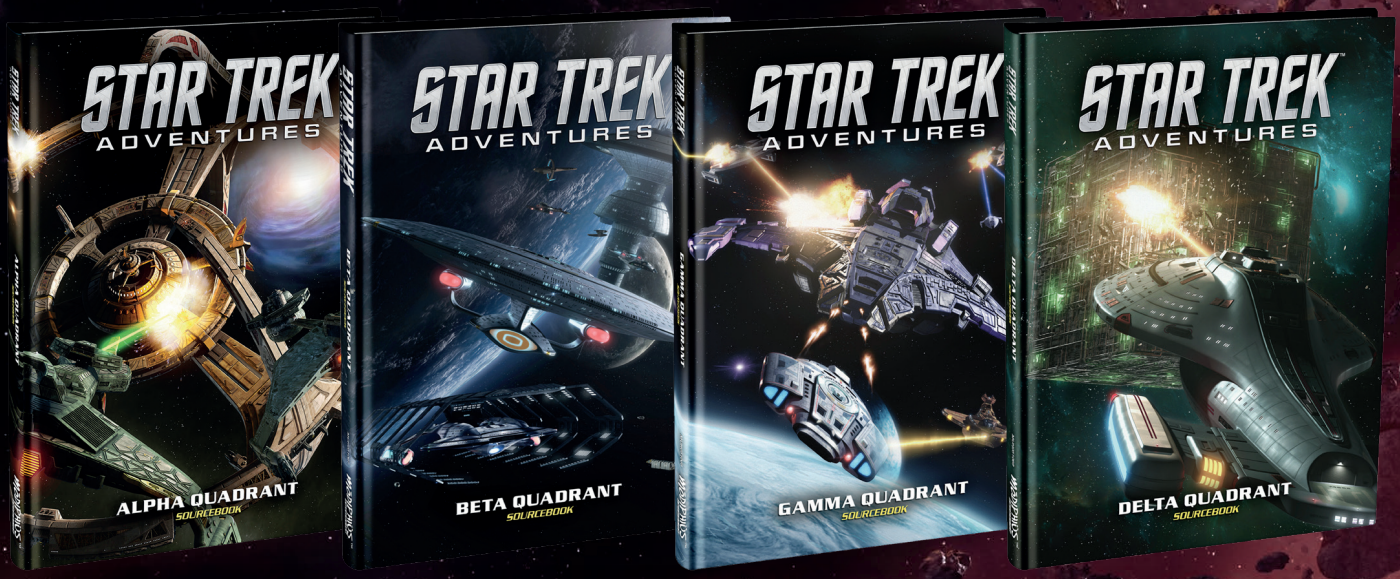

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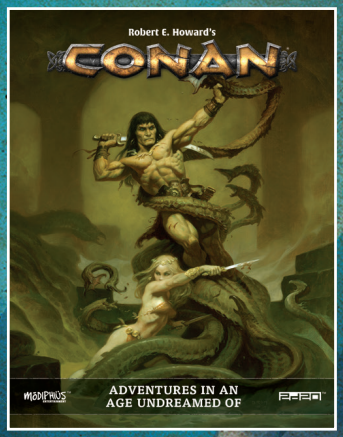

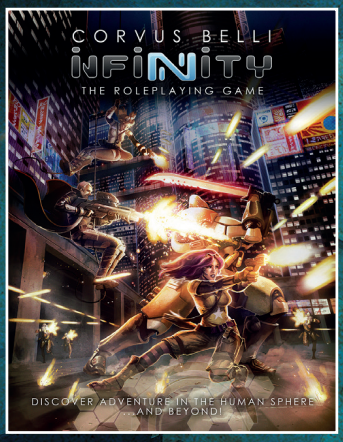

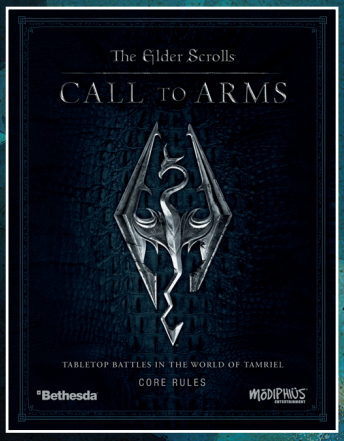

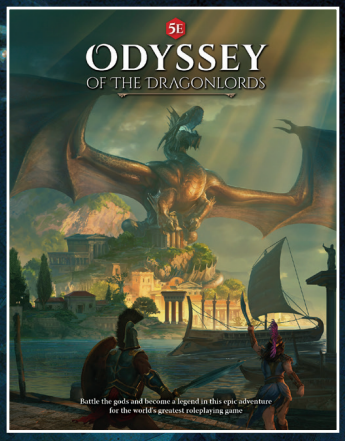

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