

STAR TREK ADVENTURES DLC

ALTERNATE STARFLEET REPUTATION

Astute readers may notice that the reputation system in *The Klingon Empire* core rulebook is different to that found in the original core rulebook for *Star Trek Adventures*. This system is designed to be more practical and impactful upon play than the original version, partly to reflect the great emphasis that the Klingons place on honor and renown, and partly to provide extra opportunities in campaign play, with friendships and rivalries building up through player actions.

If you're playing a Starfleet campaign, and want to use these rules, that requires only a few changes, detailed as follows.

WHAT REPUTATION MEANS

For a Starfleet character, replace the normal Reputation table with the table below.

POSITIVE AND NEGATIVE INFLUENCES

The biggest difference between using these rules for Klingons and using them for Starfleet is in the questions asked to determine positive and negative influences.

Answering yes to the following questions are considered positive influences.

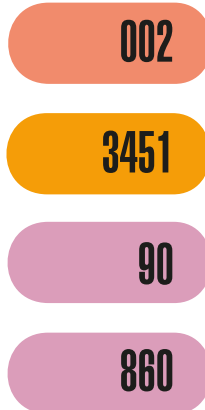
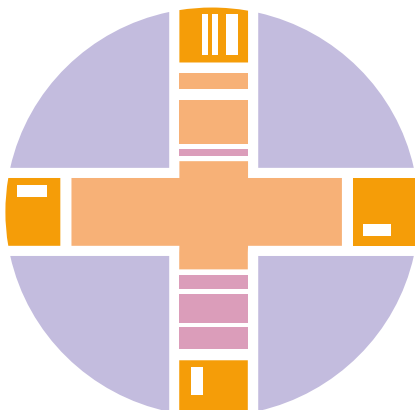
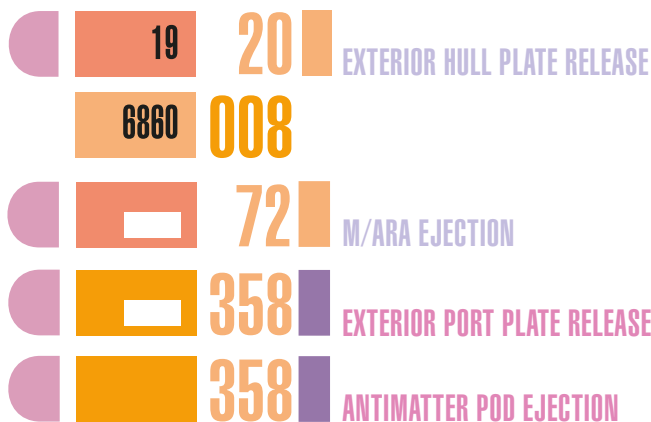
- Was your mission successful?
- Did you positively use one or more of the adventure's Directives?
- Did you obey the orders given to you by your superiors?
- Did you prevent combat from occurring, or avoid escalating hostilities?
- Did you establish common ground or peaceful cooperation with those who were newly encountered or who were previously hostile to you?
- Did you directly contribute to saving the lives of innocent people or your fellow crew?
- Did you take all reasonable action to render aid to those in urgent need or distress?

ALTERNATE REPUTATION TABLE

REPUTATION	INFLUENCE
0	The character is barely fit to be called a Starfleet officer, and they have few, if any, chances left to redeem themselves and salvage their career. Further problems may see them discharged from the service or worse.
1	The character's record is poor, and their future in Starfleet is questionable. They are viewed as dangerously prone to disobedience, insubordination, and needless recklessness. Further problems may result in significant disciplinary action.
2	The character's record is somewhat uncertain, and their performance is questionable. They are viewed as being too quick to disregard Starfleet's rules and regulations, occasionally insubordinate, or they have gained a reputation for unnecessary recklessness.
3	The character's record is solid, and their performance is satisfactory. This is the default state for a new character's Reputation.
4	The character has a fine record, including a few commendations for exceptional performance. They are viewed as good and dutiful officers, and their expertise and perspectives are worthy of consideration.
5	The character has an exemplary record, including numerous commendations and decorations for acting above and beyond the call of duty. They are the finest that Starfleet has to offer, and they are given greater discretion in how they carry out their duties.

Answering yes to the following questions is considered a negative influence on the character's Reputation.

- Was your mission a failure?
- Did you challenge one of the adventure's Directives?
- Were you disobedient to your superiors?
- Were personnel under your command killed during the mission?
- Did you employ force to any ends other than the defense of self, ship, crew, or innocent life?
- Did you employ lethal force during the mission?
- Did you take any unnecessary risks during the mission?
- Did you cause, or allow through inaction, innocent lives to be lost during the mission?
- Did you lie, cheat, threaten, or coerce others in order to achieve objectives during the mission?
- Did you permit a colleague or subordinate to act unethically or illegally during the performance of their duties?



GLORY AND SHAME

For Starfleet characters, Glory and Shame are not necessarily the right terms. If you wish, you may replace them with suitable alternatives, but this is purely an aesthetic matter: we suggest Acclaim and Reprimands, respectively, as terms more befitting the Federation. Their function isn't changed.

USING GLORY

Glory – or Acclaim, if you've chosen to rename it – can be spent in the following ways:

- **Gain Favor:** With renown comes the attention of others. You may spend Glory to obtain a favor from an NPC you encountered during the adventure (who cannot be an enemy). This costs 1 Glory normally, but the cost increases by 1 if the NPC is not from Starfleet, by 1 if the NPC commands a starship (or has similar status), or 2 if the NPC is an admiral, general, or other high-ranking figure. These increases in cost can be combined: getting a favor from a foreign ambassador costs 4 Glory, while a favor from the chief operations officer on a Federation starbase only costs 1.
- **Increase Reputation:** You may increase your Reputation by 1, by spending Glory equal to the Reputation you are increasing to (that is, increasing Reputation from 3 to 4 costs 4 Glory). You may only use this at most once per adventure.
- **Commend Another:** If you are the commanding officer, you may spend 1 Glory to commend another main character in the group. This counts as one extra positive influence on the character's reputation roll, and it must be done before that character rolls.
- **Awards:** Glory may be used to purchase awards, which provide limited, but potent benefits to those who achieve them. Each award has a different cost and may have additional requirements. A selection of Starfleet awards is presented in the *Command Division Sourcebook*, and this system has been designed so that those awards can be used in this system without any changes.
- **Status:** With the gamemaster's assistance, create an additional trait for the character, which reflects their achievements, recognition, or special status, or remove a trait which represents something negative or detrimental to the character. If the character is a commanding officer, then they may add a trait to their ship instead. This costs 3 Glory.
- **Elevation:** A character who is a non-commissioned officer may receive a battlefield commission and become an officer, by spending 3 Glory. If the commanding officer refuses, no Glory is spent.














- **Promotion:** A character may be promoted to a higher rank, by spending 3 Glory. If the commanding officer refuses, no Glory is spent. A commander may not promote anyone to commander or above, and a captain may not promote anyone to captain or above.

USING SHAME

Shame – or Reprimands, if you’ve renamed them – can be spent in the following ways:

- **Gain Antipathy:** Poor conduct earns enmity and makes enemies. You may declare that an allied NPC you encountered during the adventure regards you poorly. This uses 1 Shame normally, but the cost increases by 1 if the NPC commands a starship (or has similar status), or 2 if the NPC is an admiral, general, or other high-ranking figure.
- **Reduce Reputation:** You may reduce your Reputation by 1, using Shame equal to the Reputation you previously held (that is, reducing Reputation from 3 to 2 uses up 3 Shame). You may only use this at most once per adventure.
- **Demotion:** You may accept demotion from your current rank, having proven yourself unworthy of the status you attained. Reduce your rank by one step (i.e., from Commander to Lieutenant Commander, or from Lieutenant to Lieutenant, J.G., etc.). This uses 3 Shame.
- **Dishonor by Association:** If you are the commanding officer, you may stain the reputation of others aboard your ship. This counts as one extra negative influence on each other main character’s reputation roll, and it must be done before those characters roll. This uses 2 Shame.
- **Stripped of Glory:** If you have one or more awards, you may remove one or more of them to remove Shame; each award removed uses Shame equal to its cost.
- **Status:** With the gamemaster’s assistance, create an additional trait for the character, which reflects their dishonor, cowardice, or disgrace, or remove a trait which represents something positive. If the character is a commanding officer, then they may add a trait to their ship instead. This costs 3 Shame.
- **Detention:** You are stripped of your duties and locked away for a short duration, stripped of your freedom and forced to contemplate your shame in isolation. A character in detention cannot be used: you must use a supporting character instead during the next adventure. This uses 2 Shame.

CURRENT STARFLEET RANK PINS

	CHIEF WARRANT OFFICER
	ENSIGN
	LIEUTENANT JR GRADE
	LIEUTENANT
	LIEUTENANT COMMANDER
	COMMANDER
	CAPTAIN
	COMMODORE
	FLEET ADMIRAL
	VICE ADMIRAL
	4 STAR FLEET ADMIRAL
	5 STAR FLEET ADMIRAL
	CHIEF OF OPERATIONS

- **Court Martial:** You are arrested and placed on trial for your actions, using 5 Shame. You have the right to legal counsel in your defense, and the court martial proceedings should be played out in-game. The court will determine guilt or innocence, and pass sentence on you, which can include dishonorable discharge from Starfleet and long-term incarceration in a penal facility.