

STAR TREKTM

ADVENTURES



THE ROLEPLAYING GAME
QUICKSTART GUIDE



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QUICKSTART RULES

INTRODUCTION

"TO EXPLORE STRANGE NEW WORLDS, TO SEEK OUT NEW LIFE AND NEW CIVILIZATIONS, TO BOLDLY GO WHERE NO ONE HAS GONE BEFORE."

— CAPTAIN JEAN-LUC PICARD

Welcome to the Final Frontier. You are about to embark as a Starfleet officer on a Federation starship headed for the unknown, to boldly go where no one has gone before. As a Starfleet officer you are among the best and brightest in the Federation – commanders, pilots, scientists, engineers, and doctors. Your starship, a vessel of great speed and power, is the pinnacle of space exploration technology allowing you and your crew to investigate new spatial anomalies and support Federation worlds through the Galaxy.

Star Trek takes place in a future in which Humans have formed an alliance with hundreds of other worlds to support one another and explore the Galaxy, pushing the boundaries of both known space and knowledge. Scarcity of resources is no longer an issue: replicators synthesize meals and

equipment. Peoples of all worlds travel faster than light between systems, at warp, crossing whole sectors of space in days or weeks. Away teams are teleported instantly to the surface of a planet or between starships. Energy weapons are used by both security personnel and starships, and energy shields protect vessels from damage.

The United Federation of Planets is surrounded by potentially hostile powers on all sides. In the Alpha Quadrant, the Cardassian Union and the Federation enjoy a tenuous peace as their border is hit by militant colonists calling themselves the Maquis. In the Beta Quadrant, the allied Klingon Empire is a powerful militarist civilization spanning hundreds of light years. The Romulan Empire, further toward the center of the Galaxy, has been an adversary for centuries, indeed

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 six tokens, beads or chips for Momentum, and around a dozen for Threat.
- **Paper, pens, pencils, etc.:** For making note of Traits, or making maps.





since before the Federation was formed. The Neutral Zone is a buffer between the Federation and the Romulans. And through a wormhole to the Gamma Quadrant thousands of lightyears away, the Dominion poses a new threat to everyone in the Alpha and Beta Quadrants.

STARFLEET NEEDS A NEW CREW

Star Trek Adventures is a roleplaying game using the **2d20 System**. This quick start 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. The mission itself introduces key concepts as you play through the encounter.

The next section addresses all the rules needed to play this mission, beginning with a description of how Starfleet officers are constructed and how Tasks are resolved.

CHALLENGE DICE

The third type of dice used are **Challenge Dice**, 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, and two faces showing the Starfleet insignia, 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.

CHALLENGE DICE RESULT TABLE

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

Example: Lieutenant Commander Data hits a Borg Drone with a blast from his Phaser, and rolls **6▲** for the damage. He rolls 1, 2, and an Effect, and three blank faces for a total score of 4 and he can activate an Effect.

QUICKSTART RULES

BASIC OPERATIONS

The following section covers the core rules of *Star Trek Adventures*, which will be used throughout the rest of the game. 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 starship 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, Espionage, EVA, Exo-tectonics, Genetics, Hand Phasers, Hand-to-hand Combat, Helm Operations, Infectious Diseases, Quantum Mechanics, Shipboard Tactical Systems, Spatial Phenomena, Transporters and Replicators, Virology, Warp Field Dynamics, Xenobiology

TASKS

Whenever a character attempts to complete an activity where the outcome is in doubt or failure is interesting, the character attempts a **Task**.

ATTEMPTING A TASK

A Task involves a character's Attributes, Disciplines, and Focuses, and requires rolling two or more d20s.

1. **The Gamemaster chooses which Attribute and which Discipline are appropriate for the Task being attempted.** They also consider whether any of the character's Focuses are applicable. Add together the Attribute and the Discipline chosen. This is the Target Number for the Task.
2. **The Gamemaster then sets the Difficulty of the Task.** This is normally between 0 and 5, but can go higher. The Difficulty is the number of successes the Player must roll on their d20s to successfully complete the Task.



3. **The Player rolls their dice pool.** The Player takes two d20s, and may choose to purchase up to three additional d20s by spending Momentum, adding to Threat, or using Determination (see “**Improving the Odds**”, p.10). Once additional dice – if any – have been purchased the Player rolls their dice pool.
4. **Each die that rolls equal to or less than the Target Number scores a single success.**
 - A. If there is an applicable Focus, then each die that rolls equal to or less than the Discipline being used scores two successes.
 - B. Each die that rolls a natural 1 scores two successes.
 - C. Each die that rolls a 20 causes a Complication (see “Complications”, later)
5. **If the number of successes scored equals or exceeds the Difficulty of the Task, then the Task is completed successfully.** If the number of successes is less than the Difficulty of the Task, then the Task fails. Any successes in excess of the Difficulty of the Task become Momentum (see “**Momentum**”, p.11).
6. **The Gamemaster describes the outcome of the Task.** If the Task was successful, the Player may spend Momentum to improve the result further. After this, the effects of any Complications are applied.

***Example:** Scotty is attempting to squeeze additional power out of the Enterprise’s engines. His Target Number is his Control Attribute (11) and Engineering Discipline (4), for a target of 15, and he has a Focus in Starship Propulsion, and the Task has a Difficulty of 2. He rolls two d20s, rolling a 4 and a 19: the 4 scores two successes (thanks to his Focus in Starship Propulsion), while the 19 scores no success. With a total of two successes, Scotty succeeds at his Task.*

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.

COMPLICATIONS

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

***Example:** Dr. McCoy is attempting to perform complex heart surgery on Ambassador Sarek. This has a basic Difficulty of 2, but there are other factors. Firstly, Sarek is Vulcan, and McCoy's knowledge of Vulcan physiology is limited, which increases the Difficulty by 1. Secondly, without a Vulcan blood donor, the operation can't be performed at all; this Complication is overcome by having Spock donate blood to the procedure, however. Thirdly, the Enterprise is Under Attack, which is obviously disruptive, increasing the Difficulty by 1. Together, these increase the Difficulty to 4. Fortunately, McCoy has the Enterprise Sickbay and Nurse Chapel to assist him.*

IMPROVING THE ODDS

Star Trek Adventures provides several ways for characters to improve their chances of success by buying additional d20s to roll on a Task:

- **Assistance:** One or more characters may assist the Task. Each character attempting to assist rolls 1d20, using a Target Number of their own Attribute + Discipline combination. Any successes they score are added to the Task's success, providing the main character attempting the Task scores 1 success.
- **Momentum:** The spend *Create Opportunity* allows characters to buy additional dice, representing coordination, teamwork, and building upon prior successes.
- **Threat:** The *Create Opportunity* spend can be paid for by adding to Threat instead of spending Momentum. This represents taking risks or acting recklessly.
- **Determination:** A character may spend Determination to buy a single bonus d20 for the Task. This die is considered to have already rolled a 1, and therefore scores two automatic successes. Determination may only be spent in certain circumstances, as described on pages 12-13.
- **TALENTS:** A few Talents that a character may have grant them bonus d20s in specific circumstances. This costs nothing but it must be the correct situation for use and they still count towards the number of bonus d20s that can be purchased.

For the Gamemaster buying bonus d20s for Non-Player Characters there are fewer options. The Gamemaster may spend points of Threat to add dice to a Non-Player Character's Task roll. Typically, Non-Player Characters do not have Determination.

DIFFICULTY ZERO TASKS

Circumstances can reduce the Difficulty of a Task, even down to zero. At other times a Task may be so simple that it does not require dice to be rolled at all. These are Simple Tasks. If a Task is Difficulty 0, it does not require dice to be rolled. It is automatically successful with zero successes and with no risk of Complications. However, because no roll is made, it does not generate Momentum of any kind, even bonus Momentum from Talents, particularly advantageous situations, and the like. A character also cannot spend Momentum on the result.

At the Gamemaster's discretion, a character can roll the dice against a Difficulty of 0 and generate Momentum as normal. Zero successes are required in this case so every success generates Momentum, but this comes with the normal risk of Complications as well. This sort of Difficulty 0 Task is useful if it's important to see how well a character does something, but there's no real chance of failure.

MOMENTUM

Whenever a character attempts a Task and scores a greater number of successes than the Difficulty, these extra successes become Momentum, a valuable resource that allows characters to complete Tasks more quickly or more thoroughly than normal, or otherwise gain additional benefits. Each success above and beyond the Difficulty of a Task becomes one point of Momentum, which the character may immediately use or save for later. Each point of Momentum can be used or saved separately.

The Player group may only ever have a pool of 6 Momentum at any one time.

THREAT

While not something that the Players interact with directly, **Threat** is an integral part of *Star Trek Adventures*.

The Gamemaster makes uses of Threat to alter scenes, empower Non-Player Characters, and generally make things increasingly perilous and exciting. Players can add points of Threat to the Gamemaster's pool instead of spending Momentum.

DETERMINATION

Determination can be used by any Player citing one of their Values. The Player must justify how the Value applies to the current situation. A point of Determination spent provides one of the following benefits:

EXAMPLE USES FOR MOMENTUM

The most common ways to use Momentum are listed below.

Immediate Momentum spends can happen at any time. Repeatable Momentum spends can be done more than once in succession.

- **Create Advantage:** spending two Momentum establishes some new Advantage in addition to whatever effect the successful Task had, or removes a Complication from the scene.
- **Create Opportunity (Immediate, Repeatable):** add additional d20s to a Task. These dice must be purchased before any dice are rolled for the Task. The first die purchased costs 1 Momentum, the second one costs 2 Momentum, and the third die costs 3 (for a total of 6 Momentum).
- **Create Problem (Immediate, Repeatable):** a character can choose to make things more difficult for an opponent, increasing the Difficulty of a single Task by 1 for every two Momentum spent. *Create Problem* must be done before any dice are rolled for a Task.
- **Obtain Information (Repeatable):** each point of Momentum can be spent to ask the Gamemaster a single question, answered truthfully, about the current situation.



- **Perfect Opportunity:** a point of Determination may be spent to grant the character a single bonus d20. This bonus d20 is different because it is considered to have resulted in a 1, giving two automatic successes. The limit for additional d20s bought for a Task still applies.
- **Moment of Inspiration:** a point of Determination may be spent to re-roll all the character's dice in their dice pool.
- **Surge of Activity:** the character may immediately perform another Task as soon as the current one has been resolved.
- **Make It So:** the character immediately creates an Advantage that applies to the current scene.

*Example: Spock is attempting to uncover the truth behind a conspiracy. Suspecting that the Enterprise's computers have been tampered with, he sets about testing his hypothesis. This is a **Reason + Engineering Task**, using his **Computers Focus**, with a **Difficulty** of 3. Given the **Difficulty**, and the **urgency**, Spock buys an additional d20 for the Task. As Spock is motivated by his **Value**, "Logic is the Beginning, not the end, of Wisdom", Spock may spend one **Determination** to aid in his Task, which he does to buy an extra d20. This die is considered to be a roll of 1, giving two successes.*

THREAT

Throughout a game session, the Gamemaster will collect Threat, and spend it to create problems for the Player Characters. In this way, Threat creates tension that builds throughout a story, eventually culminating in an exciting finale that exhausts the Threat pool.

The Gamemaster begins each session with 2 points of Threat for every Player in the group. They gain Threat in the following circumstances:

- **Immediate Momentum:** whenever a character uses an Immediate Momentum Spend, such as buying bonus d20s, they can do this by adding to the Gamemaster's Threat pool, point for point.
- **Complications:** when a character suffers one or more Complications on a Task they or the Gamemaster may choose not to have the Complication take effect, but this is in exchange for adding two points to the Threat pool.
- **Threatening Circumstances:** the environment or circumstances of a new scene may be threatening enough to warrant adding one or two points of Threat to the pool.
- **Non-Player Character Momentum:** Non-Player Characters with unspent Momentum cannot save it like Player Characters because they do not have a group Momentum pool. Instead, a Non-Player Character adds unspent Momentum to the Threat pool.

In return, the Gamemaster can spend Threat in a few ways. Examples of these can be found in the mission that accompanies these rules:

- **Non-Player Character Momentum:** Non-Player Characters may use Threat in all the ways that Player Characters use group Momentum.
- **Non-Player Character Threat Spends:** for any action that would add one or more points to Threat, a Non-Player Character performing the same action or choice must spend an equivalent number of points of Threat.
- **Non-Player Character Complications:** if a Non-Player Character suffers a Complication, the Gamemaster may prevent the Complication by spending two Threat.
- **Complication:** the Gamemaster may create a Complication by spending two Threat.
- **Reinforcements:** the Gamemaster may bring in additional Non-Player Characters during a scene. Minor NPCs cost one Threat apiece, while Notable NPCs cost two.
- **Environmental Effects:** the Gamemaster may trigger or cause problems within the environment by spending Threat.

TOXICOLOGY

END 122	567-28 2037	
EXO 110	3077 3108-44 1045	
RAD 55	33 2795-72 5100	
	302 4300-26 0066	
ORG 17	378-33 0235	37947
	11-40 3016	300369
	202-12 7734	6411
		340

12-3788	12-3788	17-2880
19-3300	19-3300	21-5540

QUICKSTART RULES

CONFLICT

ENCOUNTERS

Starfleet officers always do their utmost to avoid violence and conflict, seeking a diplomatic resolution wherever possible. There will always be times, however, when diplomacy breaks down and Starfleet personnel must defend themselves.

ROUNDS AND TURNS

Combat is played out in Rounds and Turns.

Within each Round each character in a conflict encounter takes one Turn. At the start of a conflict, the Gamemaster determines a single character to take the first Turn. This is normally a Player Character unless there is a story reason for a Non-Player Character to go first.

Order of play goes back and forth from Player Characters to Non-Player Characters until everyone has had a Turn. The next Round begins with the first Turn going to the side that did not act last.

ZONES AND DISTANCES

Zones are defined by the terrain around the characters, and tracking a character can be a matter of simple description. An enemy might be “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 fiddly distances when there are many characters present.

Movement and ranged attacks need some sense of distance to make them meaningful. In combat, the relative placement of zones determines this distance. To keep things simple and fluid, range is measured in one state and four categories:

- The state of **Reach** is when an object or character is within arm's length of the character. It's necessary to be in Reach of a character to make a melee attack. Being within Reach of an enemy is quite disruptive and distracting, adding +1 to the Difficulty of any Task other than a melee attack.

- **Close range** is defined as the zone the character is within at the time. Moving within Close range is a trivial affair. Close range is, in essence, a distance of 0 zones.
- **Medium range** is defined as any zone adjacent to the character's current zone. Medium range is a distance of 1 zone.
- **Long range** is defined as objects and creatures two zones away from a character's current zone. Long range is a distance of 2 zones.
- **Extreme range** is any creatures and objects beyond Long range. Extreme range is a distance of 3 or more zones.

CONFLICT ACTIONS

During a Turn in combat a character can attempt one **Task** and several **Minor Actions**. A character can perform one Minor Action for free. Each additional Minor Action costs Momentum (Immediate) equal to the number of Minor Actions already performed that Turn. Each Minor Action can only be attempted once per Turn.

MINOR ACTIONS

- **Aim:** the character may re-roll a single d20 made on an attack during this Turn.
- **Draw Item:** the character may pick up an item within Reach, draw a weapon or pull out another item carried on their person or stowed in their gear.
- **Drop Prone:** the character immediately drops to the ground, making them a smaller target. A character may not *Drop Prone* and *Stand* in the same Turn.
- **Interact:** the character interacts with an object in the environment. Complex interactions may require a Task instead.
- **Movement:** the character moves to any point within Medium range. This Minor Action cannot be carried out if the character performs any movement-related Tasks.



- **Prepare:** the character prepares for, or spends time setting up, a Task. Some Tasks require a Minor Action to be taken before the Task can be attempted, or the Minor Action gives a bonus.
- **Stand:** if the character is prone they may use a Minor Action to stand, removing all the benefits and disadvantages of being prone. A character may not *Stand* and *Drop Prone* in the same Turn.

COMBAT TASKS

- **Assist:** the character performs some activity that will grant an ally an advantage. The character nominates a single ally with whom they can communicate and assists their next Task.
- **Attack:** the character attacks an enemy or another viable target.
- **Create Advantage:** the character creates some beneficial circumstance or removes a Complication.
- **Direct:** this action is only available for commanding officers. The character nominates a single other character present who may immediately attempt a single Task, assisted by the commanding character.

- **Guard:** the character finds some defensible position, focuses on their surroundings, or otherwise gains additional readiness for an attack.
- **Pass:** the character chooses not to attempt a Task.
- **Ready:** the character declares that they are waiting for a specific situation or event to occur before attempting a Task.
- **Recover:** the character gets behind cover, and attempts a **Fitness + Command Task** with a Difficulty of 2. They gain one additional Resistance for each Effect rolled on Cover Dice and regain the ability to *Avoid an Injury*. (Regain 2 Stress per Momentum spent.)
- **Sprint:** the character attempts to move further and more quickly. This is a **Fitness + Security Task**, Difficulty 0. Success means you move one zone, one additional zone per Momentum spent (Repeatable).
- **First Aid:** the character attempts to treat the injury of a character within Reach.
- **Other Tasks:** a range of other Tasks can be performed during combat. The Gamemaster can use their discretion in setting limits on these tasks.

ATTACKS AND DAMAGE

The process for making an attack is as follows:

- 1. The attacker chooses a weapon for the attack.** This can be a ranged weapon, a melee weapon, or attacking with no weapon (an Unarmed Strike).
- 2. The attacker then nominates a viable target for that weapon.** A melee weapon (or an Unarmed Strike) can only be used to attack enemies and objects within Reach. A ranged weapon can be used to attack enemies that are visible to the attacker.
- 3. The character declares whether the attack is intended to be Non-lethal or Lethal.** If the character intends to make a Lethal attack, add a single point to the Threat pool.
- 4. The attacker attempts a Task, determined by the type of attack:**
 - A. For a melee attack,** the attacker attempts 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. For a ranged attack,** the attacker attempts a **Control + Security Task** with a Difficulty of 2. This is not an Opposed Task. The 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 the other, nearby creatures is struck by the attack.
- 5. If the attack is successful the attacker inflicts damage.** Roll the number of ▲ for the attack or hazard's damage rating. The total rolled is amount of damage the attack or hazard inflicts.
- 6. If the target has any Resistance Dice ▲ (from Cover and the like), roll those dice, and add the total rolled to the character's static Resistance, if any.** The total is the character's total Resistance for that attack.
- 7. Reduce the total damage rolled by one for each point of total Resistance.** If there's one or more damage remaining after this reduction, the character loses one point of Stress for each point of remaining damage. The character may also suffer an Injury if one or more of the following conditions occurs:
 - A.** If the character suffers five or more damage from a single attack or hazard, after reduction from Resistance, the character suffers an Injury.

- B.** If the character is reduced to 0 Stress by that attack or hazard, they suffer an Injury.
- C.** If the character had 0 Stress before the attack or hazard, and the attack or hazard inflicts one or more damage, the character suffers an Injury.

If two of the conditions occur the character suffers two Injuries, resolved one at a time.

When a character suffers an Injury they are incapacitated. They cannot carry out any Minor Actions or attempt any Tasks for the remainder of the scene. A character that suffers a second Injury when already suffering from a Non-lethal Injury now suffers from a Lethal Injury instead. A character that suffers an Injury while already suffering from a Lethal Injury is dead.

When a character suffers an Injury, they have the option to avoid it as they can dive aside at the last moment, duck into cover, or otherwise dodge out of the way. *Avoiding an Injury* in this way has a price: it costs 2 Momentum (Immediate), or requires that the character suffer a Complication (minor injury, collateral damage, etc.). A character may only *Avoid an Injury* once per scene, though they may regain the ability (up to one use) by taking the *Recover Task*.

A character who succeeds at a melee attack whether they were the attacker or the target can immediately leave their enemy's Reach instead of inflicting damage. The character fends off their opponent instead of attacking.

INJURY AND HEALING

If the Injury came from a non-lethal attack, the character recovers from their Injury — though not any Complications — at the start of the next scene automatically. The character regains consciousness, though they might be a little dizzy or disoriented for a few moments.

If the Injury came from lethal attack, then they die at the end of the scene unless they receive first aid. Another character may provide First Aid on a single Injured character within Reach. This is a **Daring + Medicine Task with a Difficulty of 1**; if successful, the Injured character is stabilized. The Gamemaster is encouraged not to end scenes before characters have had a chance to attempt first aid. The Injured character still requires proper treatment to fully recover, and is 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.

An injured character may spend a point of **Determination** to ignore the effects of an Injury for the remainder of a scene which doesn't require a Value appropriate for the situation. However, another lethal Injury suffered before treatment is 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 later increases in Difficulty by +1.

Proper treatment to remove an Injury cannot be done during combat. This requires a **Control + Medicine Task, with a Difficulty of 2**, though factors such as the tools 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. Success on this Task removes the Injury completely, as well as all related Complications.

COMBAT MOMENTUM SPENDS

Momentum is a key tactical resource during combat. When a character generates Momentum in combat, they have numerous options available to overcome their enemies, empower their allies, and bolster their own prowess.

The table below provides additional options available to a character when they generate one or more Momentum in combat. These are in addition to the normal uses of Momentum, and any others that Players or the GM creates.

Under Cost, where a spend is listed with an “R”, it is Repeatable. Where the spend is listed with an “I”, it means the spend is Immediate. If neither are present, then the Momentum spend may only be used once per Round at most.

TYPES OF ATTACK

Weapons and other forms of attack, as well as the damage caused by hazards, have a few common traits and values that determine the specifics of how they function. The key elements of a weapon are what type of weapon it is, its damage rating, the weapon’s size, and any Qualities it possesses that influence how it is used.

- **Type:** this will either be Melee or Ranged, determining how the weapon is used.
- **Damage Rating:** this will be a number of ▲, and possibly one or more Damage Effect(s) that trigger when Effects are rolled. All weapons gain additional ▲ to their damage rating equal to the Security Discipline of the character.
- **Size:** weapons will either be one-handed (1H) or two-handed (2H). A 2H weapon can be used in one hand to make an attack, but the Difficulty increases by 1.
- **Qualities:** these are any additional rules, setting out restrictions or benefits that apply to the weapon’s use.

DAMAGE EFFECTS

The following abilities provide additional benefits whenever an Effect is rolled on the ▲ (see Challenge Dice on page 7). When one or more Effects are rolled, all Damage Effects that apply to that attack are used:

- **Area:** the attack covers a wide area and can affect several targets at the same time. The attack automatically affects any character or damageable object within Reach of the initial target. It also affects one additional target within Close range of the initial target for each Effect result on the ▲, starting with the closest as determined by the Gamemaster. If one or more Complications are rolled when using an Area attack, the Gamemaster may choose to use Complications to have the attack apply to an ally in the area of the attack. A target cannot be hit if it would have been more difficult to hit than the initial target.
- **Intense:** the attack is designed to inflict massive harm on a target, incapacitating them far more effectively. The

COMBAT MOMENTUM SPEND TABLE

MOMENTUM SPEND	COST	EFFECT
Bonus Damage	1 (R)	A character can increase the damage inflicted by a successful attack, regardless of the type of attack. Each Momentum spent adds +1 damage.
Disarm	2	One weapon held by the target is knocked away and falls to the ground within Reach.
Extra Minor Actions	1 (I, R)	Take additional Minor Actions.
Keep the Initiative	2 (I)	Pass the action order to another ally instead of the enemy; may only be done once before the enemy has taken at least one Turn.
Penetration	1 (R)	The damage inflicted by the current attack ignores two Resistance for each Momentum spent.
Re-Roll Damage	1	The Player may re-roll any number of ▲ from the current attack
Avoid an Injury	2 (I)	Avoid suffering a single Injury. The cost may be paid by suffering a Complication instead. Other factors may increase the cost further. May only be used once per scene, though additional uses can be obtained.
Secondary Target	2	A second target within Reach of the attack’s target is also affected by the attack, and suffers half the attack’s damage, rounding down.
Swift Task	2	The character may attempt one additional Task, increasing the Difficulty by 1 over what the Task would normally require.



Cost to *Avoid an Injury* caused by an Intense weapon increases by one for each Effect rolled.

- **Knockdown:** if one or more Effects are rolled on this attack, then the target is knocked prone. The target may resist this effect by adding a number of points to Threat equal to the number of Effects rolled. For Non-Player Characters, the Gamemaster spends points from Threat instead of adding to Threat.
- **Piercing X:** the attack ignores X points of the target's total Resistance for each Effect rolled.
- **Vicious X:** the attack inflicts X additional damage for each Effect rolled.

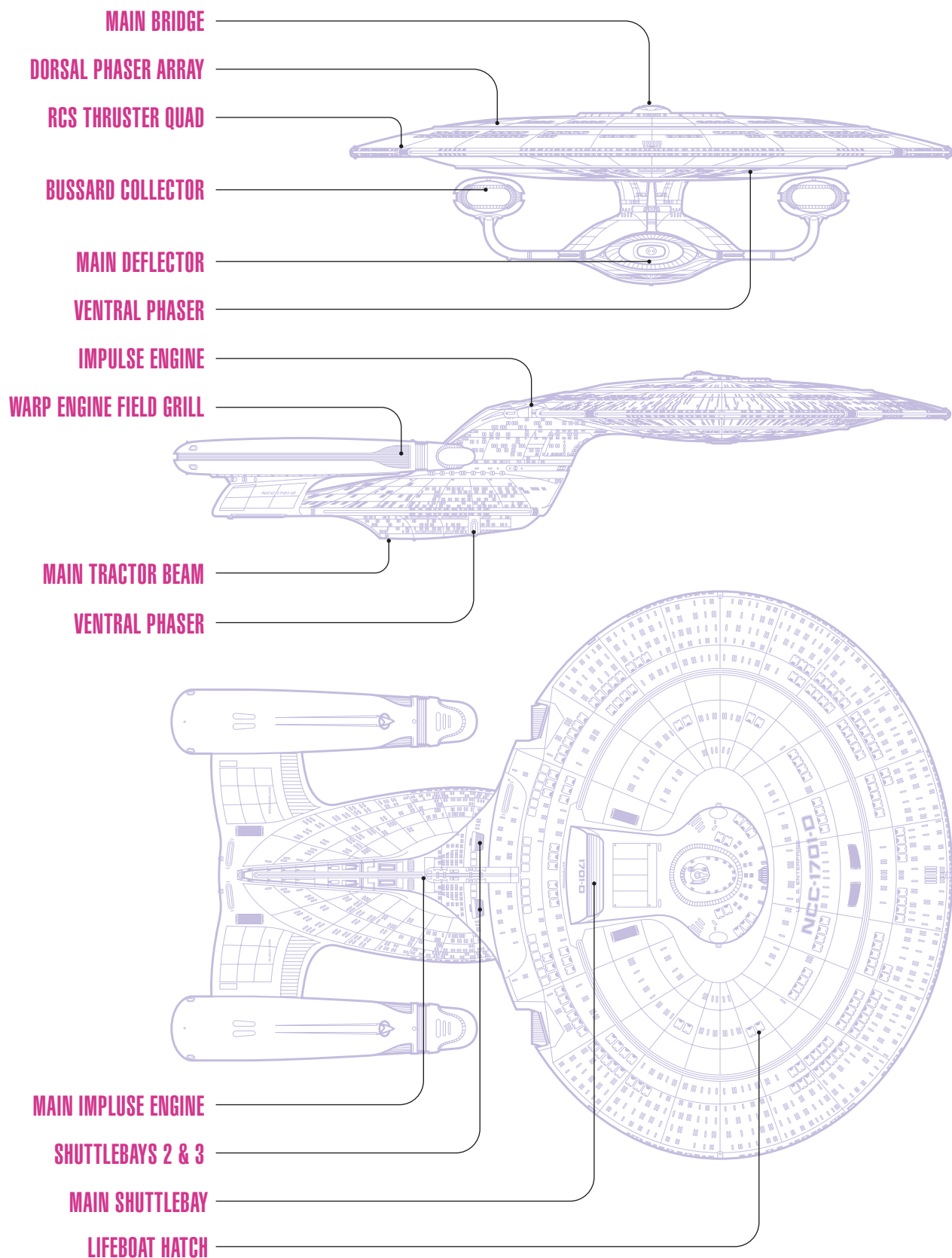
QUALITIES

The following additional Qualities alter the way a weapon functions in a variety of ways:

- **Accurate:** the weapon is especially precise, often incorporating additional sights. If the character performs the *Aim* Minor Action before making an attack with this weapon then any number of d20s may be re-rolled, instead of the normal benefits of aiming.
- **Charge:** the weapon has an adaptable energy supply, allowing its potency to be changed to different levels. If the character performs a *Prepare* Minor Action before attacking with this weapon, one of the following weapon

Damage Effects may be used in the attack: Area, Intense, Piercing 2, or Vicious 1.

- **Cumbersome:** the weapon takes patience and precision to use effectively. The weapon cannot be used to attack unless a *Prepare* Minor Action is performed during the same Turn.
- **Deadly:** the weapon is designed to kill; if the character attempts to make a Non-lethal attack with this weapon, the Difficulty of the attack increases by 1.
- **Debilitating:** Medicine Tasks to perform *First Aid* on characters injured by this weapon, or to heal Injuries from this weapon, increase in Difficulty by 1.
- **Hidden X:** the weapon is easy to conceal, or disguised as something else. When the weapon is hidden any search of the owning character requires an **Insight + Security** or **Reason + Security Task** with a Difficulty of X to find the weapon. A character may use a Minor Action to conceal a Hidden weapon.
- **Inaccurate:** the weapon is imprecise and clumsy, and very little can be done to change that. The *Aim* Minor Action gives no benefit when making an attack with this weapon.
- **Non-Lethal:** The weapon is debilitating rather than deadly; if the character attempts to make a Lethal attack with this weapon, the Difficulty of the attack increases by 1.



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02.10 SIGNALS

18

AWAY MISSION

SIGNALS

"FOR THAT ONE FRACTION OF A SECOND, YOU WERE OPEN TO OPTIONS YOU HAD NEVER CONSIDERED. THAT IS THE EXPLORATION THAT AWAITS YOU. NOT MAPPING STARS AND STUDYING NEBULAE, BUT CHARTING THE UNKNOWABLE POSSIBILITIES OF EXISTENCE."

— Q

INTRODUCTION

"Signals" is a mission that serves as a great introduction to **Star Trek Adventures**. This mission is meant to be played by a Gamemaster and 3-6 Players, and has been designed to demonstrate the core mechanics of the game.

To run this mission, you will need to be familiar with the mission itself and the **Star Trek Adventures** quick start rules in the previous chapter of this booklet.

You will need:

- At least two 20-sided dice (d20) per Player, and several 6-sided dice (d6) to serve as Challenge Dice
- A set of six chips or tokens for Momentum
- A set of twenty chips or tokens for Threat
- The pre-generated characters found in the back of this booklet.

SCENE 1: BEAMING DOWN

Once your Players have sat down and you're ready to begin, read them the Captain's log aloud (see below left).

The Captain's log is used to set the mood of a mission, just like the beginning of a *Star Trek* episode, and this is the beginning of the first scene. The Player Characters are the members of an away team that have beamed down to the surface of the planet Seku VI.

When you're ready, set the scene by reading the following aloud:

"The broken and barren volcanic landscape of Seku VI lies before you. The terrain is mostly volcanic rock, ash, and sand. Some sparse vegetation, lichen and pale grass, clings to life. Sharp, rocky ledges and deep ravines will make traversing this terrain slow and tortuous. You have traced the signal of a Starfleet combadge to this location and have beamed down to the planet surface, but no wreckage of a runabout nor any artificial structures or facilities are visible."

At this point, ask a member of the team to scan the area, using a tricorder, for the origin of the signal. Ask them to attempt an **Insight + Science Task** with a Difficulty of 1. To do this, they add their Insight Attribute and their Science Discipline scores together for their Target Number. They need to roll equal to or below this number on each d20 to score a success. By default, the Player will roll 2d20, checking the result on each d20 to see how many successes they score.

If they succeed, read the following aloud:

"You get a fix on a location of two combadges, about 100 meters from your current location, down in the valley. As you proceed, out of the corner of your eye, Security Officer, you

CAPTAIN'S LOG

STARDATE 48311.3

We've received a message from Narendra Station that a runabout called the *Susquehanna* has gone missing in the Carina Nebula, deep within the Shackleton Expanse. The *Susquehanna* was investigating an unusual alien signal that originated from the nebula when all contact was lost. We have been ordered to enter the nebula, find the runabout, and determine the origin and cause of the alien signal. Starfleet has also advised that Romulan and Ferengi ships have been sighted in the region, so we should exercise caution since they may well have detected the alien signal as well.



notice a figure lean around a corner, firing a line of green disruptor energy in your direction, narrowly missing the away team. You get into defensive positions and set your phasers to stun..."

If they fail, read the following aloud:

"You cannot get a fix on a location. Security Officer, you notice a figure duck behind a rock above you... You are surrounded, with only enough time to draw your phasers before the first disruptor shot is fired toward you!"

This is your first conflict encounter. Two Romulans are hiding at the beam down site, hoping to ambush anyone beaming

down to the location of the Starfleet combadges. The Romulans attack without hesitation and will not listen to any negotiations.

If the scanning Task succeeded let the Players make the first move, allowing them to decide which away team character will take the first Turn. If the scanning Task failed, and the away team was ambushed, one of the Romulans will take the first Turn.

ENCOUNTER: ROMULANS

Following the conflict rules, characters attempt Minor Actions and Tasks and then hand over to the opposing side. With only two Romulan Non-Player Characters, the Players will

ROMULAN UHLAN [NOTABLE NPC]

TRAITS: Romulan

VALUE: I Will Not Fail in My Duty to the Empire

ATTRIBUTES

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

DISCIPLINES

COMMAND	01	SECURITY	02	SCIENCE	—
CONN	02	ENGINEERING	01	MEDICINE	—

FOCUSES: Paranoid, Guerilla Tactics

STRESS: 11

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Dagger (Melee, 3▲ Vicious 1, Size 1H, Deadly, Hidden 1)
- Disruptor Pistol (Ranged, 5▲ Vicious 1, Size 1H)

SPECIAL RULES:

- Guile and Cunning:** when attempting to remain hidden or unnoticed, a Romulan may spend one Threat to increase the Difficulty by 1 of any enemy Tasks to detect them.
- Wary:** whenever a Romulan attempts a Task to notice or detect an enemy or hazard they may re-roll one d20.



take a few Turns before starting a new Round. Use the following Non-Player Character statistics, using actions and Tasks to attack the Player Characters with the *uhlans'* disruptor pistols.

Once the Romulans have either been stunned by the away team or retreated from their ambush (at the Gamemaster's discretion), allow the Player Characters to recover any Injuries if this is needed then read the following aloud:

*"Your combadges bleep with a communication from your starship. As you respond, the captain's voice tells you, 'We've picked up a new distress signal from the *Susquehanna*. She's still out there, and someone is alive and transmitting. Unfortunately, we've lost contact, but at least we have something to go on. We're departing to intercept, but we need to you investigate the planet. Remain in contact and we'll rendezvous shortly.'*

"As you continue your scans of the area, your tricorders still receive the alien signal coming from several kilometers to the east, and two Starfleet combadges register as being nearby. To the north, you see a thin pillar of smoke. Where would you like to go first?"

At this stage, the Players could follow three avenues of investigation: the alien signal, the combadge signals, or the smoke. You will find information about each of these scenes below.

SCENE 2: THE COMBADGE SIGNALS

Not far from the landing or beam down location and hidden behind a ledge, the away team discovers the two Starfleet officers who attempted to beam down from the *Susquehanna*. The electromagnetic interference had apparently lead to a fatal miscalculation. Both officers are partially buried in the ground with looks of pain and horror on their faces. Describe the scene to the Players and allow them to investigate the officers' corpses. To get information about the dead officers the Players will need to attempt more Tasks, using whichever Attribute and Discipline combination that seems most relevant to their actions. If a character has a Focus of Transporter Technology or Replicator Technology then it would apply, and any result on a d20 equal to or less than their Discipline scores 2 successes.

If they succeed in an investigation Task then tell them the following information:

"Both officers are partially buried in the ground, which means that they were transported here and there was an accident. They died from materializing inside the scrub floor."

If the Players gained any Momentum, tell them they can spend some of it immediately to *Obtain Information*, learning more about the scene. They can ask you any question about

the scene, although it must be specific to the situation not open ended. For each point of Momentum they spend, they can ask one question. Possible answers are below:

- The electromagnetic interference apparent in the atmosphere and on the surface caused the transporter systems to miscalculate the rematerialize point on the planet.
- Both officers died of severe shock and trauma, as their bodies were effectively dismembered from below the stomach.
- The two officers were members of the *Susquehanna* crew.

SCENE 3: THE ROMULAN CRASH SITE

The plume of smoke in the distance is the crash site of a Romulan shuttle. The Romulans crash-landed just a few kilometers north, and there is nothing of use there.

When the Players arrive at the site, read the following aloud:

"Several dead Romulans litter the ground around their wrecked shuttlecraft. Tracks lead off to the east, and there are several footprints."

Allow the Players to investigate the site if they wish. Ask them to attempt Tasks with appropriate Attributes, Disciplines and Focuses, with a base Difficulty of 1. If you think circumstances would make the way the characters are investigating the scene more difficult then feel free to increase the Difficulty. If they are successful then read the following aloud:

"It appears the systems of the Romulan craft suffered some form of overload, probably from the fluctuating energy readings in the atmosphere. The pilot would have lost control and crashed with some force by the look of the impact."

Any *Obtain Information* Momentum spends can be used to confirm that the engine did indeed receive an energy strike, overloading it. The piloting controls did not respond and the shuttle crashed as a result. Around half of the personnel aboard survived and made their way to the east.

The most important piece of information to convey to the Players is that the surviving Romulans moved off eastwards, towards the alien signal.

SCENE 4: THE ALIEN SIGNAL

It takes a couple of hours for the away team to travel across the terrain and reach the alien signal. The going is not easy. You may wish them to carry out some Tasks using appropriate Attributes, Disciplines and Focuses with a base Difficulty of 1 while crossing deep crevices or treacherous steep slopes. When they arrive, read out the following:

"Cresting a ridge, you see a small settlement, a home for about three dozen individuals, in the valley below. The settlement lies at the base of a high ridge and consists of several camouflaged dwellings. They also appear to have dug into the cliff face. Two shuttle-sized ships are also parked and obscured under camouflage netting. The netting is made of a material that deflects sensor scans, which would explain why you didn't detect the ships or the buildings from orbit. At least a couple of dozen figures move around among the buildings."

"As you are examining the settlement, the rock in front of you explodes from a phaser blast. Someone calls out from a rocky outcropping nearby, 'Hands up! That's the only warning you're getting!'"

The Players have two options here: they can try to persuade the colonist who fired that their away team is no threat, or they can fight their way out. Remind them that, as Starfleet officers, they have a duty to resolve matters as peaceably as possible.

DREV KATEL — SNIPER [NOTABLE NPC]

TRAITS: Human

ATTRIBUTES

CONTROL	12	FITNESS	09	PRESENCE	09
DARING	10	INSIGHT	08	REASON	07

DISCIPLINES

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

FOCUSES: Guerrilla Tactics

STRESS: 12

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Non-lethal)
- Disruptor Rifle (Ranged, 7▲ Vicious 1, Size 2H, Accurate)

PERSUADING THE AMBUSER

The person who ambushed the away team is human and wearing civilian mining overalls, but is carrying a disruptor rifle. To persuade them to stand down the team has to negotiate using social conflict rules. This Task is called a Persuade Task, and is a perfect moment for the first officer to shine. This Persuade Task uses **Presence + Command** with a Difficulty of 1. This is a challenging Opposed Task that only has a slim chance of success with 2d20, so other Players may want to assist. To do this, anyone assisting the character attempting the Task rolls 1d20 against their own **Presence + Command or Security**. The assisting characters add any successes they generate to the character attempting the Task, so long as that character scores at least one success. Only two Players can assist the Task, because too many people talking at once will confuse and trouble the ambusher.



The character attempting the Persuade Task may wish to buy more dice, up to a maximum of 5. They can do this by either spending Momentum or adding to the Threat pool. The first die costs 1 point of Momentum/Threat, the second costs 2 points, and the third additional die costs 3 points.

This is an Opposed Task, which means the Non-Player Character who jumped them will roll as well. Take 2d20 and attempt the same Task using the Sniper's stats below. Their **Presence + Command** gives you a Target Number of 10. You may wish to buy more dice, to raise the tension and provide yourself with a better chance of success. You can do this with Threat using the same 1-2-3 cost progression as Momentum.

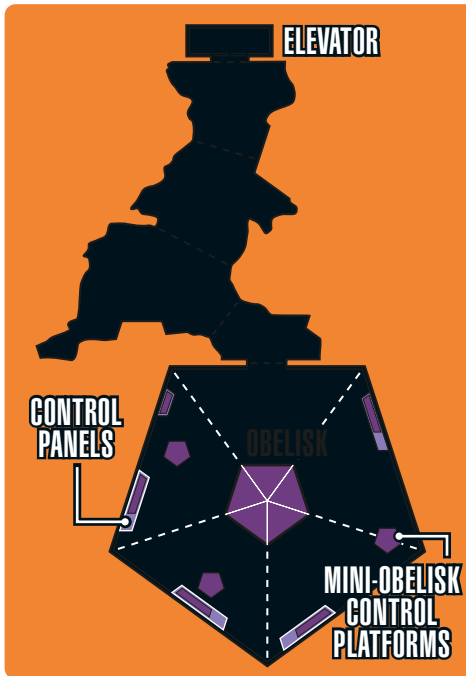
As an Opposed Task with a Difficulty of 1, there can be several possible outcomes. Compare the number of successes the Players score with your own successes for Drev Katel. To succeed either party needs to score 1 success. If both you and the Players succeed, then compare the Momentum scored on each side. The character with the higher Momentum wins and achieves their goal, but loses one point of Momentum for each point of Momentum their opponent scored.

- **PLAYERS SUCCEED:** If the Players succeed Drev is still suspicious of them, but he will stand down and take them to the settlement as a neutral party.
- **NEITHER GROUP SUCCEEDS OR THERE IS A DRAW:** Then begin an armed conflict between the away team and Drev, using the conflict rules from scene 1. Bring on two or three reinforcements, with the same stats as Drev, by spending 4 or 6 Threat in the second Round of combat.
- **YOU SUCCEED:** Describe to the Players how the characters voluntarily hand over their weapons before Drev escorts them to the settlement.

SCENE 5: MEETING THE BOSS

If the Players surrender or are overcome by the snipers they are brought before Ero Drallen, the leader of the settlers. Ero is inclined to keep the crew's weapons and send them back out into the wastes. If asked about the signal, Ero tells the away team that his people discovered a strange pentagonal chamber deep inside the mountain a little over a month ago. When they first entered the chamber, the device activated and the signal has been emanating ever since. If the players can convince him that they can turn off the signal, he will let them into the caves, sending one of his miners along to keep an eye on them. If asked, he will return their weapons.

THE ALIEN DEVICE



MAP

THE ALIEN DEVICE

As the Players go into the mines, read the following aloud:

"The mines cut deep into the cliff face, and then vertical shafts drop several hundred meters. Rickety grav-lifts of uncertain quality allow the miners, and yourselves, to descend into the darkness. After winding through several more caverns, you come to an area where the mine shaft apparently ends at a metal wall. The wall has been cut through, and on the other side is a pentagonal chamber. Several control devices of some kind line the walls. In the center of the room is what looks like a floating pentagonal obelisk, carved from some type of hard stone. Strange sigils, faintly illuminated with a soft blue light, are engraved into the obelisk's facings."

The obelisk resists all attempts to scan it but this is the origin of the alien signal. Anyone touching the obelisk must make a **Control or Fitness + Security Task** with a Difficulty of 3 or take 3▲ Damage (Non-lethal). If they are Injured, by you scoring more than five damage in one roll, they are stunned.

Analyzing the control panels and making a **Reason + Science Task** with a Difficulty of 3 allows the Players to work out they can shut off the signal using these controls, by cutting off the connection from the faint power signature behind the controls. Doing so will cause the blue light within the obelisk to fade out and the control panels will not respond to any further attempt at manipulation.

ROMULAN CENTURION [NOTABLE NPC]

TRAITS: Romulan

VALUE: I Will Not Fail in My Duty to the Empire

ATTRIBUTES

CONTROL 12

FITNESS 09

PRESENCE 09

DARING 10

INSIGHT 10

REASON 10

DISCIPLINES

COMMAND 03

SECURITY 02

SCIENCE 01

CONN 02

ENGINEERING 01

MEDICINE —

FOCUSES: Paranoid, Guerrilla Tactics

STRESS: 11

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Disruptor Pistol (Ranged, 5▲ Vicious 1, Size 1H)

SPECIAL RULES:

- Ambush:** Whenever attacking an opponent who is unaware, the Centurion may spend 2 Threat to allow the Centurion and all Romulans under their command to re-roll any number of d20s on their attack rolls.

ROMULAN UHLAN [MINOR NPC]

TRAITS: Romulan

ATTRIBUTES

CONTROL 11

FITNESS 09

PRESENCE 08

DARING 08

INSIGHT 10

REASON 11

DISCIPLINES

COMMAND 01

SECURITY 02

SCIENCE —

CONN 02

ENGINEERING 01

MEDICINE —

STRESS: 11

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Disruptor Pistol (Ranged, 5▲ Vicious 1, Size 1H)



ENCOUNTER: THE ROMULANS RETURN

The Romulan team that survived the shuttle crash has managed to overpower the settlers above and is heading down to take control of the ancient pentagonal site. When the Players have discovered they can shut down the pentagonal obelisk read the following:

“You hear the distinct sound of disruptor fire, and as you turn to face whatever is coming down the lift shaft, you see the doors swish open and several Romulans step out. Their leader, a male centurion, holding a disruptor pistol, says, ‘Step away from the artifact, Starfleet. We’ve come to take possession of this facility and these priceless archeological finds...’”

The centurion is lying. The Romulans are here because they believe the obelisk is some form of weapon, and that it struck their shuttle and overloaded their engines. The Romulans aren’t in the mood to talk, so if the Player Characters try to persuade them to work together or leave it will not work. Start a normal combat where a Romulan Non-Player Character takes the first turn.

Begin combat, with the Romulan centurion and four Romulan *uhlans*, using the stats on the previous page.

CONCLUSION

If the Romulans overwhelm the away team, end the mission on a cliffhanger, with the away team locked up in Romulan cells without weapons or communicators.

If the Romulans have been stunned, or retreated, then the away team should focus their efforts on shut down the signal. This requires 3 successful **Engineering Tasks** (let the Players describe which Attribute they will use and how their characters act) with a Difficulty of 2.

Once those Tasks are complete, the Players receive a communication from their ship, so read aloud:

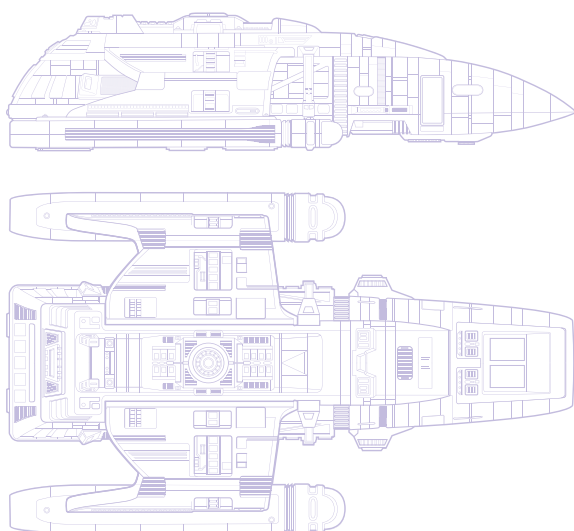
“Come in away team... Commander, do you read me...?”

From here, you are free to improvise a debrief by the captain with the away team, asking them what they found and what they accomplished. Consider these points, as they may inform any missions you want to carry out in future (if you and the group wish to create your own).

- What is this alien obelisk? And what was its purpose?
- Why were the Romulans here and what did they want?
- What will happen now? Will Starfleet order the crew to investigate the planet further? Or will they need to diplomatically resolve this situation with the Romulans?
- What assistance do the miners need?

DANUBE CLASS RUNABOUT

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PREGENERATED PLAYER CHARACTERS



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03.10	FIRST OFFICER	26
03.20	CONN OFFICER	27
03.30	CHIEF OF SECURITY	28
03.40	CHIEF ENGINEER	29
03.50	SCIENCE OFFICER	30
03.60	MEDICAL OFFICER	31

PREGENERATED CHARACTERS

FIRST OFFICER

COMMANDER LENARIS LOS (FIRST OFFICER)

TRAITS: Bajoran

VALUES:

- Eager and Ambitious
- The Thrill of Discovery
- True Liberation for All Species
- A Starship Is a Home, a Crew Its Family

ATTRIBUTES

CONTROL 09

FITNESS 07

PRESENCE 11

DARING 10

INSIGHT 09

REASON 10

DISCIPLINES

COMMAND 05

SECURITY 02

SCIENCE 03

CONN 03

ENGINEERING 02

MEDICINE 01

FOCUSES: Guerilla Tactics, Diplomacy, Survival, Composure, Starfleet Protocol, 3D Chess

TALENTS:

- **Executive Officer:** When another character in communication with you spends Determination, you may spend 3 Momentum immediately to let that character regain their point of spent Momentum.
- **Advisor:** Whenever you assist another character using your Command Discipline, the character being assisted may re-roll one d20.
- **Tough:** Whenever you *Avoid an Injury*, the cost is decreased by 1, to a minimum of 1.
- **Strong Pagh:** You have an unwavering faith in the Prophets. Whenever you attempt a Task to resist being coerced or threatened, you reduce the Difficulty of the that Task by 1.
- **Constantly Watching:** When you attempt a Task to detect danger or hidden enemies, reduce the Difficulty by 1.

DETERMINATION: (Start with 1) ☐ ☐ ☐

STRESS: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

RESISTANCE: 0



ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 5▲, Size 1H, Charge)

EQUIPMENT: Combadge, Tricorder

PREGENERATED CHARACTERS

CONN OFFICER

LT. COMMANDER LIAN ZHANG

TRAITS: Human

VALUES:

- To Fly the Ship, Know the Ship
- The Drive for Discovery
- Always Something to Learn
- Propulsion Is a Science, Navigation an Art

ATTRIBUTES

CONTROL

11

FITNESS

08

PRESENCE

09

DARING

10

INSIGHT

08

REASON

10

DISCIPLINES

COMMAND

01

SECURITY

02

SCIENCE

04

CONN

04

ENGINEERING

03

MEDICINE

02

FOCUSES: Navigation, Propulsion Systems, Shuttlecraft, Subspace Physics, Quantum Mechanics, Avian Breeding

TALENTS:

- **Flight Controller:** When you analyze or repair any technology related to flight or propulsion, you may use the Conn Discipline instead of Engineering.
- **Bold (Conn):** Whenever you attempt a Task involving your Conn skill, and you buy one or more bonus d20s by adding to Threat, you may re-roll a single die in your dice pool.
- **Jury-Rig:** Whenever you attempt an Engineering Task to perform repairs, you may reduce the Difficulty by 2. If you do this, however, then the repairs are only temporary, and will last a single scene, plus one additional scene per Momentum spent (Repeatable) before they fail again. Jury-rigged repairs can only be applied once.
- **Precise Evasion:** Whenever you succeed an *Evasive Action* Task, you may spend two Momentum. If you do, the ship does not suffer the increased Difficulty for attacks normally caused by the maneuver.

- **Computer Expertise:** When you attempt a Task that involves the programming or study of a computer system, you may add one bonus d20 to your pool.

DETERMINATION: (Start with 1) ☐☐☐

STRESS: ☐☐☐☐☐☐☐☐☐☐

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 4▲, Size 1H, Charge)

EQUIPMENT: Combadge, Tricorder



PREGENERATED CHARACTERS

CHIEF OF SECURITY

LIEUTENANT COMMANDER CUELLAS ZHARATH

TRAITS: Andorian**VALUES:**

- Lead by Example
- Fortune Favours the Bold
- Rash and Reckless
- Proud Daughter of Andoria

ATTRIBUTES

CONTROL 08

FITNESS 10

PRESENCE 09

DARING 12

INSIGHT 09

REASON 08

DISCIPLINES

COMMAND 04

SECURITY 04

SCIENCE 01

CONN 03

ENGINEERING 02

MEDICINE 02

FOCUSES: Squad Tactics, Fearless, Hand Phasers, Blades, Starship Internal Security, Klingon Opera

TALENTS:

- **Chief of Security:** When aboard the ship, you have the Advantage “Security Detachment”, which represents the ship’s security personnel.
- **Bold (Security):** Whenever you attempt a Task with Security and buy one or more d20 by adding to Threat, you may re-roll a single die in your pool.
- **Follow My Lead:** Once per scene, when you succeed at a Task during combat or another perilous situation, you may also spend two Momentum. If you do, choose a single ally. The next Task that ally attempts counts as having assistance from you, using your **Presence + Command**.
- **Close Protection:** When you make a successful attack, you may spend one Momentum to protect a single ally within Close range. The next attack against that ally, before the start of your next turn, increases in Difficulty by 1.
- **The Ushaan:** You are experienced in the tradition of honor dueling known as the *Ushaan*; when you make, or defend against, a melee attack, and you buy one or more dice with Threat, you may re-roll your dice pool. Further, you have your own Ushaan-tor.

**DETERMINATION:** (Start with 1) ☐☐☐**STRESS:** ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐**RESISTANCE:** 0**ATTACKS:**

- Unarmed Strike (Melee, 5▲ Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 7▲, Size 1H, Charge)
- Ushaan-tor (Melee, 6▲ Vicious 1, Size 1H)

EQUIPMENT: Combadge, Tricorder

PREGENERATED CHARACTERS

CHIEF ENGINEER

LT. (JUNIOR GRADE) HANOR DEL

TRAITS: Trill, Del Symbiote**VALUES:**

- Test Everything to Its Limits
- Four Lifetimes of Adventure
- Always Pad Your Estimates
- Love Your Ship Like You Would Love a Child

ATTRIBUTES

CONTROL 09

FITNESS 08

PRESENCE 08

DARING 09

INSIGHT 10

REASON 12

DISCIPLINES

COMMAND 02

SECURITY 01

SCIENCE 03

CONN 03

ENGINEERING 05

MEDICINE 02

FOCUSES: Astrophysics, Power Systems, Warp Drive, Damage Reporting Procedures, Small Craft, Oenology**TALENTS:**

- **Chief Engineer:** When aboard the ship, you have the Advantage “Engineering Department”, which represents the ship’s complement of engineers and technicians.
- **Joined:** You have a Symbiote. Once per mission, you may declare that a former host had a specific expertise. You gain a single Focus for the remainder of the scene, as you draw upon those memories.
- **Untapped Potential:** Whenever you succeed at a Task where you bought one or more additional dice with either Momentum or Threat, you roll 1▲. You receive bonus Momentum equal to the total on the ▲, or add one to Threat if an Effect is rolled.
- **Testing a Theory:** When you attempt a Task using Engineering or Science, you may roll one additional d20, so long as you have completed a previous Task covering the same scientific or technological discipline earlier in the same game session.
- **In the Nick of Time:** Whenever you succeed at an Engineering or Science Task that is part of an Extended Task, you may ignore up to two Resistance for every Effect rolled.

DETERMINATION: (Start with 1) □□□**STRESS:** □□□□□□□□**RESISTANCE:** 0**ATTACKS:**

- Unarmed Strike (Melee, 2▲ Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 3▲, Size 1H, Charge)

EQUIPMENT: Combadge, Tricorder, Engineering Toolkit

PREGENERATED CHARACTERS

SCIENCE OFFICER

LIEUTENANT NATALA

TRAITS: Denobulan**VALUES:**

- Safety in Numbers
- The First Step to Discovery Is the Theoretical
- Serving Starfleet Is a Family Tradition
- I Am the Voice of the Crew

ATTRIBUTES

CONTROL 09

FITNESS 10

PRESENCE 08

DARING 07

INSIGHT 11

REASON 11

DISCIPLINES

COMMAND 01

SECURITY 02

SCIENCE 05

CONN 02

ENGINEERING 04

MEDICINE 02

FOCUSES: Anthropology, Biology, Quantum Mechanics,
Sensor Operations, EVA, Fencing

TALENTS:

- **Technical Expertise:** Whenever you attempt a Task assisted by the ship's Computers or Sensors, you may re-roll a single die in your dice pool (which may be the ship's die).
- **Studious:** Whenever you spend one or more Momentum to *Obtain Information*, you may ask one additional question (in total, not per Momentum spent).
- **Parent Figure:** When attempting or assisting a Task, and two or more other characters are involved in the Task, the first Complication generated on the Task may be ignored.
- **I Know My Ship:** Whenever you attempt a Task to determine the source of a technical problem with your ship, add one bonus d20.

DETERMINATION: (Start with 1) ☐ ☐ ☐**STRESS:** ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐**RESISTANCE:** 0**ATTACKS:**

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 4▲, Size 1H, Charge)

EQUIPMENT: Combadge,
Tricorder



PREGENERATED CHARACTERS

MEDICAL OFFICER

LIEUTENANT T'PREL

TRAITS: Vulcan**VALUES:**

- To Seek Out New Life...
- Precision and Diligence Are a Doctor's Primary Tools
- Hesitation Is as Bad as Inaction
- The Needs of the Many Outweigh the Needs of the Few

ATTRIBUTES

CONTROL 09

FITNESS 08

PRESENCE 07

DARING 10

INSIGHT 11

REASON 11

DISCIPLINES

COMMAND 02

SECURITY 03

SCIENCE 03

CONN 01

ENGINEERING 02

MEDICINE 05

FOCUSES: Emergency Medicine, Surgery, Vigilance, Virology, Defensive Tactics, Murder Mystery Stories

TALENTS:

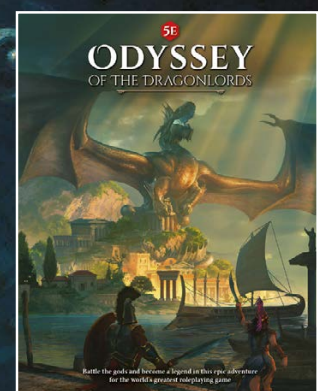
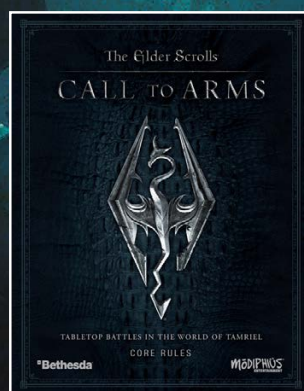
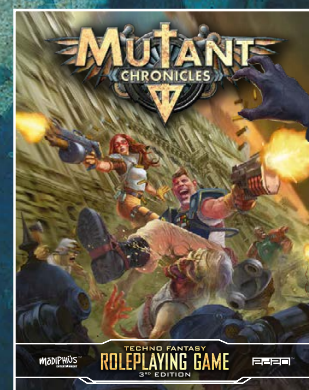
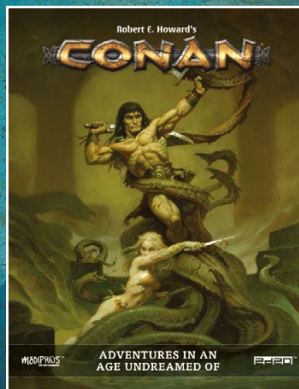
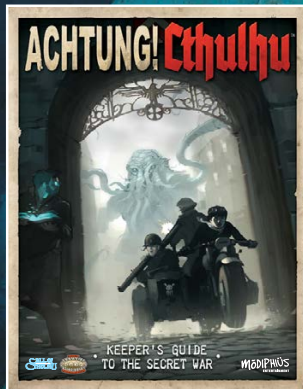
- **First Response:** When attempting the *First Aid* Task during a combat encounter, you gain a bonus d20, and you may always Succeed at a Cost, with each Complication adding +1 to the Difficulty of healing the Injury subsequently.
- **Kolinahr:** You have undergone the ritual journey to purge emotion. You decrease the Difficulty of all Tasks to resist coercion, mental intrusion, pain, and other mental attacks by 2.
- **Quick to Action:** During the first Round of combat, you and your allies may ignore the normal Momentum cost to *Keep the Initiative*.
- **Doctor's Orders:** When you attempt a Task to coordinate others, or to coerce someone into taking or refraining from a specific course of action, you may use your Medicine Discipline instead of Command.

DETERMINATION: (Start with 1) ☐☐☐**STRESS:** ☐☐☐☐☐☐☐☐☐☐**RESISTANCE:** 0**ATTACKS:**

- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 5▲, Size 1H, Charge)

EQUIPMENT: Combadge, Tricorder, Medkit

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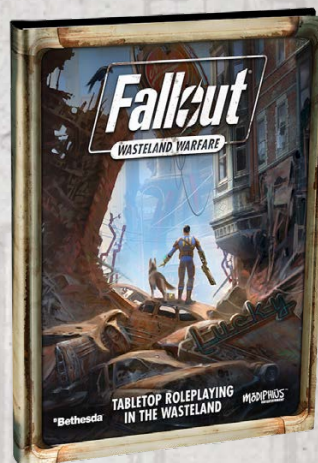
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