STAR TREK™
—ADVENTURES—

THE ROLEPLAYING GAME
Second Edition Quickstart Guide

STAR TREK ADVENTURES

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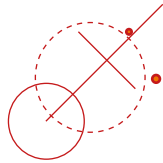
STAR TREK ADVENTURES
QUICKSTART GUIDE

A UNIVERSE OF POSSIBILITIES
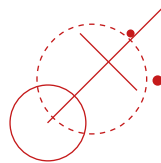
"...TO BOLDLY GO WHERE NO ONE HAS GONE BEFORE."
- FROM STARFLEET'S MANDATE

WELCOME TO THE SECOND EDITION OF THE ***STAR Trek Adventures*** roleplaying game! This quickstart guide provides you with a condensed version of the game's ruleset and a short introductory adventure titled "The Celestial Algorithm," designed to get you and your group playing right away. Use the included pre-generated characters and the adventure to collaboratively tell an amazing *Star Trek* story with your friends!

WHAT IS ROLEPLAYING?

IT'S LIKELY YOU HAVE EXPERIENCE WITH **ROLEPLAYing games (RPGs)** (or even just playing make-believe) and are familiar with many of the concepts used in this game. Roleplaying games are a form of **shared storytelling**. They're about stretching the imagination to experience exciting adventures together in the vastness of space, on hostile planets and exotic locations, and learning something from the experience. By harnessing the power of your group's collective imagination, you can experience situations far beyond that of a traditional board game or video game.

There is usually no formal start or end to a roleplaying game—the players and the gamemaster get together to play, and sessions could take a couple of hours each to a whole weekend to resolve. There is no winning or losing; just a great opportunity to get together, engage in conversation, create a story, and have a good time.

All games, however, have rules. This quickstart provides guidance to help everyone agree on what happens, to avoid disputes over the action, and to help everyone work together to make sure the experience is as fair as it is exciting.

▷ WHAT YOU NEED TO PLAY

- **TWENTY-SIDED DICE:** Two or more d20s are used for resolving tasks, and for rolling results on certain large tables. As many as 5d20 can be rolled at once.

- **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 at least a dozen for Threat.

- **PAPER, PENS, PENCILS, ETC.:** For making notes or maps.

OPERATIONS
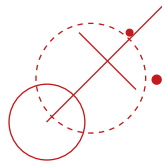
"YOU KNOW WHAT THE SECRET IS, DON'T YOU? DON'T FORCE IT. IF YOU JUST LET THE GAME HAPPEN, IT ALMOST PLAYS ITSELF."

- LT. ALYSSA OGAWA

THE FOLLOWING SECTION COVERS THE CORE RULES of *Star Trek Adventures* relevant to the adventure included in this quickstart. 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. The complete ruleset can be found in the *Star Trek Adventures* second edition core rulebook.

THE CORE MECHANIC

WHEN YOUR CHARACTER ATTEMPTS A TASK, THE gamemaster tells you the **Difficulty** of the task (usually a number from 0–5). Check your character sheet and select an **attribute** and **department** best fitting the desired action. Attributes and departments have ratings defining your character's physical and mental composition and how capable they are at various actions. Add the selected attribute and department ratings together to establish your **target number**.

Then, roll **2d20** (sometimes more dice, depending upon the situation) and check if any die rolls **equal to or under** the target number. If a die rolls lower, it counts as a **success** against the task's Difficulty. The more difficult the task, the more successes are needed, whether it is making a convincing case in a diplomatic debate, leaping into a hovering shuttlecraft, or firing a phaser at an encroaching adversary.

Roll too high on the dice and you fail to accomplish the task. It may put the character in danger, or worse, but it makes the story more exciting. It is often when characters fail or make mistakes that the story really takes a dramatic turn, adding to the sense of threat and tension and making the adventure more compelling.

EACH CHARACTER HAS SEVERAL STATISTICS, INDIcating their competency with different physical and mental **attributes**, as well as their expertise in various **departments**.

.: ATTRIBUTES

A character has six attributes, rated 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.

.: DEPARTMENTS

A character has six departments, rated based on their training:

- **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.

- **ENGINEERING:** A character's ability to resolve mechanical or technical problems.

- **SECURITY:** A character's ability to defend themselves or conduct investigations.

- **MEDICINE:** A character's ability to heal others and treat illnesses.

- **SCIENCE:** A character's knowledge and understanding of the universe.

.: 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 + department** combination where the focus is relevant to the task.

> **EXAMPLES:** *Astronavigation, Astrophysics, Cybernetics, Diplomacy, Disruptor Weapons, Espionage, EVA, Exo-tectonics, Genetics, Hand-to-hand Combat, Helm Operations, Infectious Diseases, Quantum Mechanics, Shipboard Tactical Systems, Spatial Phenomena, Transporters and Replicators, Virology, Warp Field Dynamics, Xenobiology*
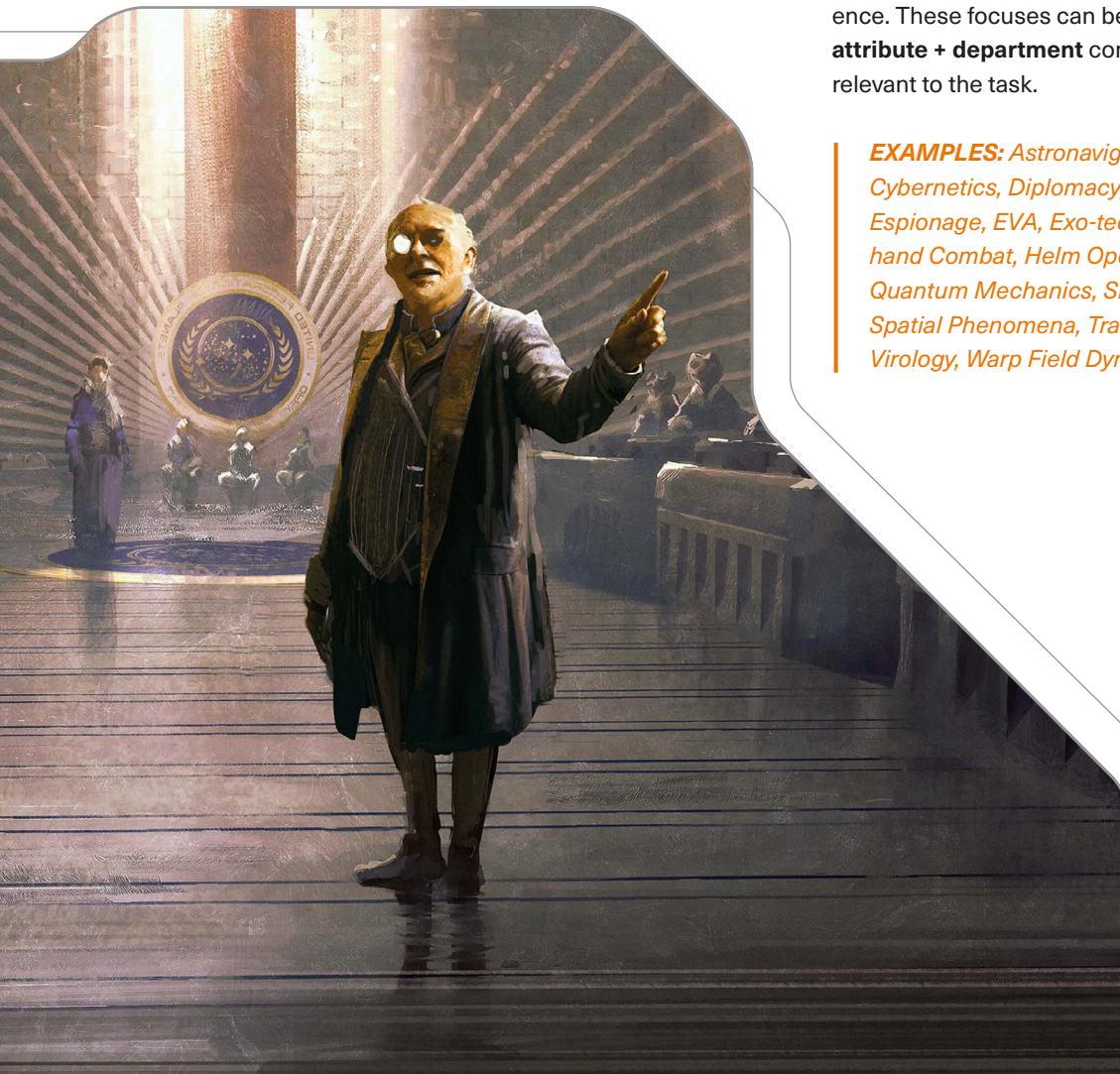
JUST LIKE THE EVENTS OF A BROADCAST SHOW OR movie, gameplay in *Star Trek Adventures* is structured in **scenes**. Each scene may cover a few minutes or maybe an hour or more, during which the characters attempt to achieve a goal, overcome a problem, or otherwise engage in significant activities. Collectively, scenes are the building blocks of a mission, and serve as the foundation of gameplay.

Anyone familiar with *Star Trek* should have an idea of what a scene looks like: characters talk and act within a single location toward resolving the dramatic conflict present, moving to a new location or new characters when the group has resolved the conflict or decides to move on. The key is that scenes are the interesting parts of the story, and scene transitions often skip past the parts that aren't interesting. Different groups may have different standards as to what is and isn't interesting, so this concept is deliberately flexible.

Within these scenes, the gamemaster and players interact with **traits**, which are useful tools for defining how characters interact with strange new worlds and new civilizations.

.: ENCOUNTERS

Encounters are more tightly structured scenes dealing with a conflict between two or more sides—such as combat—in which the situation is divided into **rounds** and **turns**. During each round, each character involved takes a single turn, handing the action back and forth between sides.

.: SETTING THE SCENE

The gamemaster has the responsibility of setting up the scenes players experience, and on deciding when they end. The players have free rein to do as they wish within that scene, and the gamemaster can react through the actions of NPCs and by spending **Threat** to trigger logical and consequential changes in the environment and situation. When things within that scene have concluded, and nothing else can be done in that place at that time, the gamemaster should end the scene and move on to the next one.

.: 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.

Because a trait represents a significant fact, it imposes a context upon the world around it, and upon anything that interacts 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.

Traits have no specific duration. **They exist so long as they represent something that is true.** As soon as what a trait represents stops being true, the trait vanishes (or changes to one that reflects a new situation, such as **Darkness** being replaced by **Brightly-lit** when a location's lights are turned on). Similarly, to remove a trait from a situation, it needs to stop being true, typically through the actions of the characters.

> **EXAMPLE:** *Chief O'Brien and several other engineers are boarding the abandoned space station Empok Nor. The gamemaster decides the station itself has the traits* **Abandoned Cardassian Station** *and* **Power Off-line.** *These are both location traits: they're both facts about the location itself, and they persist 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.*

THE EFFECT OF TRAITS

The presence of a trait marks something as important to a scene or situation: not only is it true, but it is *significant*. It's something that is likely to affect the decisions and actions characters make, and how the scene unfolds.

The effect traits have on play is to prompt the gamemaster to rule a specific way on the actions taken during the game. That is, if you're in a room with a **Locked Door**, then you can't leave the room until you find a way to unlock the door. If it's **Utterly Dark**, then you can't see. If you're a **Vulcan** in a desert, you'll find it easier to survive the hazards and perils.

EREN ARIK

If a trait would be helpful to whatever it is you're trying to do, then that trait may make your action easier in some way, or otherwise produce some kind of benefit. If a trait would be troublesome to whatever it is you're trying to do, then the trait may make your action more difficult, or result in additional problems. In some cases, this may even mean that a trait allows you to attempt something you couldn't normally do (such as a **tricorder** letting you scan for radiation) or may prevent you attempting something you could normally do (a **collapsed tunnel** prevents you from going down a specific route), at least until the trait is removed.

POTENT TRAITS

If a trait has a particularly potent or intense effect—a larger effect than those listed above—the gamemaster can make it a **potent** trait, a single trait that has the effect of many. This can be denoted simply by adding a number after the name of the trait—this is the trait's **potency**, which is the number of identical traits it counts as. Technically, all normal traits count as having Potency 1, but you don't need to note this.

In a situation where **Smoke** may be a location trait, it may worsen and become **Thick Smoke 2**, which counts as two traits.

When you create a trait, you may instead increase or decrease the potency of a trait by 1: attempting to block enemy communications, you might change a **Signal Jamming** trait to **Signal Jamming 2**.

CHARACTERS IN **STAR TREK ADVENTURES** ARE SPEcialists in their chosen fields, with enough breadth of training and practical experience to ensure they can solve problems and overcome obstacles as a matter of course. However, there are situations where a character's success is in doubt or where failure or mishap are interesting.

The game presumes that, given sufficient time, the correct tools, and the ability to concentrate, a character will be able to succeed at just about anything they set their mind to. Failure is not a matter of inability, but rather of insufficient time, inappropriate tools, or some manner of obstacle or interruption. A course of action may be deemed impossible not because the character cannot do it, but because they don't have the means to do it *at that moment*, and finding out a way to make the impossible possible is part of any officer's duties.

A task begins with either the desire to achieve something or the desire to avoid something. A player states what they want to accomplish, and how they intend to get it. The gamemaster then judges, based on the current situation, whether the character can achieve that goal. The gamemaster will then determine one of three answers:

- **YES:** The character can achieve that goal without effort or challenge.

- **NO:** The character cannot achieve that goal, at least, not right now.

- **MAYBE:** The character might be able to achieve their goal, but success is uncertain.

The first two answers are easy enough to handle: the player states their intent, the gamemaster says "yes" or "no," and play continues from there.

The third answer is where the dice come into play. Because there's doubt as to the outcome, a task attempt determines what happens.

.: ATTEMPTING A TASK

A task roll involves a character's **attributes**, **departments**, and **focuses**, and requires rolling two or more d20s.

The gamemaster may choose to change the combinations of **attributes + departments** on a case-by-case basis if a situation seems like it should use a different combination, or if a player comes up with some ingenious approach using a different combination.

▷ RE-ROLLS

Many circumstances allow a character to re-roll one or more dice. When re-rolling dice, the player chooses the number of dice to re-roll. They roll those dice, and the new result replaces the original result. The new results stand, even if they're worse than the original results.

Some situations allow for a specific number of dice to be re-rolled, while others allow all the dice in a pool to be re-rolled. Players may always choose how many dice they wish to re-roll, up to the number of dice listed—in essence, you may always choose *not* to re-roll a die if you wish to keep that result.
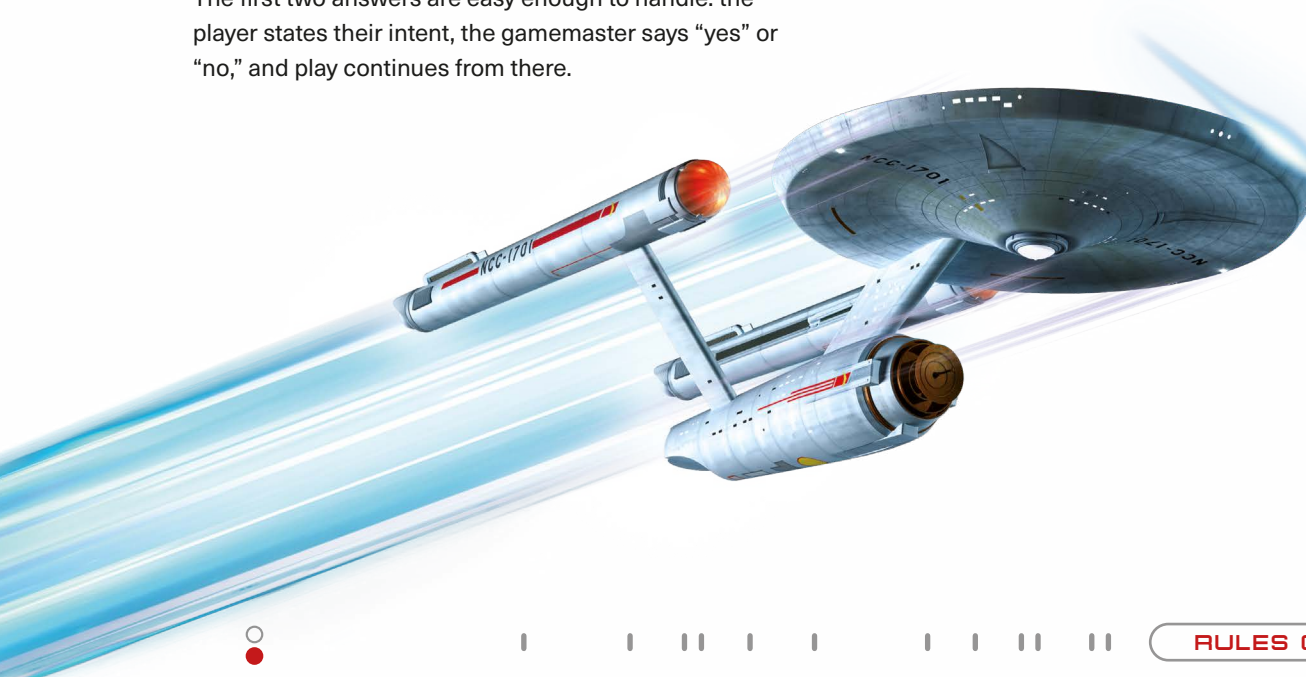
.: EXAMPLE DIFFICULTIES

DIFFICULTY	DESCRIPTION
0	Researching a widely-known subject. Shooting a training target with a phaser or disruptor. Performing routine maintenance and repairs.
1	Researching a specialized subject. Striking an enemy in hand-to-hand combat. Rerouting power during an emergency.
2	Researching obscure information. Shooting an enemy with a phaser or disruptor. Repairing a transporter pad while under fire.
3	Researching restricted information. Shooting an enemy with a phaser or disruptor in poor light. Altering a subspace antenna to overcome interference, without the proper tools.
4	Researching classified information. Shooting an enemy in a defensive position with a phaser or disruptor, in poor light. Attempting to integrate Starfleet technology with the incompatible technology of another species.
5	Researching a subject where the facts have been thoroughly redacted from official records. Shooting a small, fast-moving target with a phaser or disruptor, in poor light. Attempting a transport while at warp, to another vessel which is also at warp.

TASK DIFFICULTY

When the gamemaster calls for a task attempt, they set a **Difficulty** for that task. Many tasks list a basic Difficulty, which means the gamemaster doesn't need to determine that baseline, but even those tasks should be evaluated in context to determine if other factors impact how difficult the task is at that moment.

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 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, which would alter this basic Difficulty. The factors which affect a task's Difficulty are commonly represented by **traits** in the scene.

The players should always know the Difficulty of the tasks they attempt: their characters are skilled professionals, who can easily evaluate how difficult an activity is. This allows the players to determine what they'll need to do to have the best chance of success.

▷ DIFFICULTY ZERO TASKS

Certain circumstances can reduce the Difficulty of a task, which may reduce the Difficulty to 0. At other times, a task may be so simple that it does not require a dice roll. These are **simple tasks**. If a task is Difficulty 0, it does not require dice to be rolled: it is automatically successful with 0 successes, with no risk of complications. However, because no roll is made, it can generate no Momentum—even bonus Momentum from talents, particularly advantageous situations, etc.—and the character cannot spend any Momentum on the task. In essence, the gamemaster declares you complete the task, no dice are rolled, and you move on with the game.

At the gamemaster's discretion, you may roll the dice against a Difficulty of 0 and can generate Momentum as normal (because 0 successes are required, every success generated is Momentum), but this comes with the risk of gaining complications.

ATTEMPTING A TASK

1 Select an **attribute** and **department**, as well as any applicable **focus**. Add the ratings for the selected attribute and department. The total is your **target number**.

2 The gamemaster sets the task's **Difficulty**. This is a number, usually from 0 to 5. The Difficulty represents the number of **successes** the player must roll to complete the task.

3 Build your dice pool, starting with 2d20. Add bonus d20s granted from talents and other game effects. Add more d20s by spending Momentum or adding Threat. The first bonus die costs 1, the second costs 2 more, and the third costs 3 more. You cannot roll more than 5d20 on any task attempt.

4 **(Optional)** Improve your chances by asking for **assistance**, from either another character or the ship (if applicable). Assistance is described on page 13.

5 Roll your dice pool. Each d20 that rolls equal to or less than the **target number** scores a **success**.

- If one of your focuses applies, then each die that rolls equal to or less than the department rating you're using is a **critical success**, scoring 2 successes.

- If none of your focuses apply, each die that rolls 1 is a critical success.

- Each die that rolls a 20, or falls within the complication range, causes a **complication** (see "*Complications,*" page 13).

6 If the number of successes scored **equals or exceeds** the task's Difficulty, the task attempt succeeds. If the number of successes is less than the Difficulty, the task attempt fails.

If you scored more successes than the task's Difficulty, each extra success becomes 1 point of **Momentum** (see "Momentum," page 14).

7 The gamemaster describes the outcome of the task, and if the task was successful, the player may spend Momentum to improve the result further. Then, apply the effects of any complications.

IMPROVING THE ODDS

Even the most dedicated officers cannot give their full effort a hundred percent of the time; in tense situations, they need to conserve their energy, capitalize on opportunities, and be willing to take risks to triumph. Thus, the game provides several ways for you to improve your chances of success, by buying additional d20s to roll on a task. Extra dice allow you to score more successes, and thus succeed at tasks with higher difficulties or simply generate more Momentum. However, these extra dice always come with a cost, and which options a character chooses depends upon what costs they are willing and able to pay.

- **MOMENTUM:** The *Create Opportunity* (page 15) spend allows characters to buy additional dice, representing coordination, teamwork, and building upon prior successes. The first extra die bought costs 1 Momentum, the second costs 2 Momentum, and the third costs 3 Momentum.

- **THREAT:** The *Create Opportunity* spend can be paid for by adding to Threat (page 16) instead of spending Momentum, representing taking risks or acting recklessly. The first extra die bought adds 1 Threat, the second adds 2 Threat, and the third adds 3 Threat.

- **DETERMINATION: Determination** doesn't add extra dice, but it does make the existing ones better. When spending Determination *before* rolling, the character chooses one d20 in the dice pool: that die is considered to have already rolled a 1 (therefore scoring a critical success, counting as 2 successes). Alternatively, if you spend Determination *after* rolling, you may re-roll **any number** of d20s in your dice pool. Determination may only be spent in certain circumstances, as described on page 18.

- **TALENTS:** A few talents state a character may reduce the cost of buying additional d20s, sometimes even to 0, but these dice still count towards the number of additional d20s that can be purchased.

In the gamemaster's case, when buying bonus d20s for NPCs, there are fewer options — the gamemaster may spend points of Threat to add dice to a NPC's task roll. NPCs typically do not have Determination.

NICK GREENWOOD
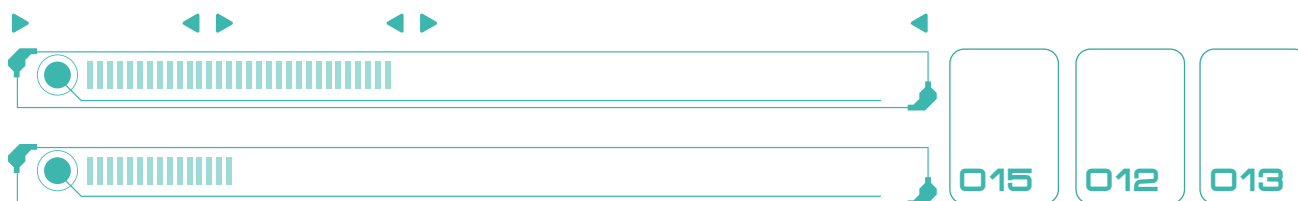
TEAMWORK AND ASSISTANCE

Many tasks can benefit from teamwork. If the situation allows, several characters can work together when attempting to perform a task. When more than one character is involved in a task, one character is the leader, and the other characters are assistants. The gamemaster has the final say on whether a character can assist.

You may accept one assistant at no cost on any individual task. However, you may have additional assistants, but each extra person involved creates the potential for error: each assistant after the first either costs 1 Momentum or adds 1 Threat.

To assist with a task, the player must describe how their character is assisting the task's leader. If the gamemaster agrees, then each assistant rolls 1d20, using their own target number, and their own focus (if any), to determine if any successes are scored. The assistants' dice can generate complications as usual.

If the task leader generates at least 1 success, all successes generated by the assistants count toward the task. If the task leader does not score a success, the task fails, no matter how many successes their assistant(s) scored.

Assistants do not have to use the same attribute, department, or focus as any other character involved in the task; assistance can often be best provided by someone contributing something different. Assistants may only ever roll 1d20 while assisting. In encounters, assisting a task takes up a character's turn.

. : 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, or trying to move stealthily when someone is searching for you, you attempt an **opposed task**. The character attempting to do something is the **active character**, and the other character seeking to resist or avoid the first character's attempts is the **reactive character**.

1. When you attempt an opposed task, the reactive character first rolls to set the Difficulty. They gather a dice pool, rolling against their own target number as if they were making a task roll. However, they are not rolling against any specific Difficulty; just counting how many successes they score.

2. The active character then makes their task roll. The Difficulty of this roll is equal to the number of successes the reactive character scored.

3. If the active character succeeds, they achieve their desired goal, and can spend any Momentum generated to improve that outcome as usual. If the active character fails, however, the reactive character generates 1 Momentum for each success fewer than the Difficulty scored—i.e., if they set a Difficulty of 4, and the active character scored 2 successes, the reactive character gets 2 Momentum—and they may spend this Momentum immediately, as if they had succeeded at the task.

4. After all this has been resolved, any complications suffered by either side are handled by the gamemaster.

. : COMPLICATIONS

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 in the scene, the complication can instead be 'bought off' by adding 2 Threat (see *Threat*, page 16). In essence, this turns an immediate problem (the complication) into a problem for later (more Threat).

> **EXAMPLE:** *While the* Enterprise *NX-01 is under attack, Ensign Sato is attempting to convince the captain of an unknown alien ship to help. Her initial attempt, however, is hindered by technical issues with the universal translator; she suffers a complication,* **Mistranslation.** *This may cause problems with further attempts to communicate.*

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 task has a complication range of 1 normally, meaning whenever you roll a 20 on a d20, you generate a complication. Increasing the complication range by 1 means complications occur on the result of a 19 or 20 on a d20. Increasing the complication range by 2 means complications occur on an 18, 19, or 20, and so forth, as summarized in the **Complication Range** table.

The Complication Range can never be increased to more than 5.

The gamemaster may freely rule on what complication range applies to a given task attempt, but there should always be some justification given. A trait may provide sufficient reason to increase a task's complication range, as could the gamemaster choosing to spend Threat to represent something that distracts or interferes with the task.

.: 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

.: COMPLICATION RANGE

COMPLICATION RANGE	COMPLICATION OCCURS ON…
1	20
2	19–20
3	18–20
4	17–20
5	16–20

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 rolled. These complications function exactly as those generated by rolling a 20, including being able to remove them for 2 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.

MOMENTUM

WHENEVER YOU ATTEMPT A TASK AND GENERATE more successes than the Difficulty, extra successes become Momentum, a valuable resource allowing you to improve on your success or save for the group. You don't begin a mission with Momentum—it only comes from taking 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 you succeed at a task, the gamemaster describes what happens. You can then spend Momentum to improve what happens, or to gain other benefits.

▷ BONUS MOMENTUM

Some situations, items, and talents grant a character bonus Momentum under specific circumstances. This is added to the amount of Momentum the character may spend in that circumstance. Something which grants bonus Momentum may specify that it may only be used in a specific way, such as buying d20s, increasing Difficulty, or some other purpose.

Regardless of how it is granted, bonus Momentum can never be saved: if it is not used when it is granted, it is lost.

.:COMMON MOMENTUM SPENDS

MOMENTUM SPEND	EFFECT
Create Opportunity (buy d20s) (Immediate, Repeatable)	Before you roll a task (but after the gamemaster sets its Difficulty), you may buy up to three more d20s for your dice pool. The cost increases for each die purchased: the first d20 costs 1 Momentum, the second costs 2 Momentum, and the third costs 3 Momentum. You can't roll more than 5d20 on a task attempt.
Create a Trait	You can spend 2 Momentum to establish a new trait in the scene or to change, increase or decrease the potency of, or remove a trait currently in play. A trait you create must relate to the task you just passed, and it must be something that would result from your actions.
Keep the Initiative (Immediate)	After taking a turn in an action scene, instead of handing the action to the opposing side, a character may choose to *Keep the Initiative*. To *Keep the Initiative*, the character who has just completed their turn may spend 2 Momentum and then hand the action to another character on their own side. Once one side has opted to *Keep the Initiative*, nobody on that side may do so again until the opposition has taken at least one turn of their own. Both player characters and NPCs may use *Keep the Initiative*.
Obtain Information (Repeatable)	You can ask the gamemaster a single question about the scene by spending 1 Momentum. The question must be related to the task attempted, and the gamemaster must answer truthfully but doesn't have to give complete information. If there's no information your character could determine, the gamemaster may answer "you don't know," but they must refund the Momentum spent for that question.
Reduce Time	You can spend 2 Momentum to reduce the time it takes to complete the activity represented by the task, typically taking half the normal amount of time. You can't use this option during an action scene.
Swift Action	During your turn in an action scene, you may spend 2 Momentum to take an additional major action. However, any task roll attempted as part of this action increases in Difficulty by 1.
Extra Minor Action	During your turn in an action scene, you may spend 1 Momentum to take an additional minor action. Each minor action may only be performed once per turn.

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, you may spend 1 Momentum to ask the gamemaster a question, and then decide if you want to spend any more Momentum for more information once you've gotten an answer. Thus, Momentum cannot be wasted by being used on something that wasn't necessary.

Once a task has been resolved, any unspent Momentum is added to the group's pool, as described on page 16. Momentum that cannot be added to the group pool—because the group pool is already full or because it is bonus Momentum—is lost if it isn't spent.

.:COMMON MOMENTUM OPTIONS

The options above are the most common ways to spend Momentum in *Star Trek Adventures*. These options are likely to cover most things that you'll want to achieve with your Momentum during normal play.

Some Momentum spends can be used immediately when they are required, rather than waiting until a successful task. These spends are referred to as **Immediate**, and they can be used at any point in play, though most will specify when they are used. When you use these options, you may spend Momentum directly from the **group pool** or you may pay for them by adding to Threat instead, one for one—however much Momentum you'd normally spend, add the equivalent amount of Threat.

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 they can be used as many times as you want and have the Momentum available to spend.

> *EXAMPLE: Lt. Commander Data's scan of a spatial anomaly generated 3 Momentum. He spends the first point to gain additional information from his scan, which the gamemaster provides. After this, still having some more questions, Data spends a second point to ask another question.*

. : 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 Momentum at a time. 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 Momentum from the group pool in addition to those generated during that task. 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: Lt. Commander Data has 1 Momentum remaining from his scan. He chooses to save it for later, rather than spending it. It's added to the group pool, and can be used by someone else at a later point.*

THREAT

SIMILAR TO HOW PLAYERS GENERATE AND SPEND Momentum, the gamemaster generates their own pool of points to spend, called Threat. The gamemaster spends Threat to alter scenes and empower NPCs much as players use Momentum to empower their characters. Threat is also a means of building tension—the larger the Threat pool, the greater the potential danger or challenge to your characters.

While your characters don't know about Threat, they will have a sense of the stakes of a mission and of the potential risks.

Threat comes from action, much as Momentum does. Player characters and NPCs alike increase Threat during play, and the gamemaster spends that Threat to create consequences and raise the stakes during scenes. Threat serves as a visible "cause and effect" for the game, with actions and consequences linked by the rise and fall of the Threat pool.

The gamemaster begins each adventure with 2 Threat for each player character present, though this can be adjusted based on the tone and underlying tension of a given adventure. If the stakes are high, the gamemaster may choose to begin with more Threat per player character, while a calmer, quieter scenario may reduce the gamemaster's starting Threat.

Whenever the game mechanics say to "add X Threat," it means to add the listed number of points to the gamemaster's Threat pool.

▷ WHAT CAN I DO BY GENERATING THREAT?

You can 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 adds 1 Threat, the second generates 2 Threat, and the third generates 3 Threat.

- **KEEP THE INITIATIVE:** Pass the order of play to an ally, rather than an enemy, for 2 Threat.

.: THREAT AND PLAYER CHARACTERS

Players add to Threat in a number of different ways, typically representing taking risks or allowing the situation to escalate, including:

- **COMPLICATIONS:** When you suffer a complication, you (or the gamemaster) may choose to ignore that complication, adding 2 Threat per complication ignored.

- **ESCALATION:** At times, the gamemaster (or the rules) may rule that a specific action or decision risks **escalation**, by making the situation more dangerous or unpredictable. If a character performs an action that risks escalation, they immediately add 1 Threat. Using lethal force—making an attack with the intent to kill—is *always* considered escalation. Carrying large and obvious weaponry, such as phaser rifles, *bat'leths*, or similar, can also count as escalation.

- **IMMEDIATE MOMENTUM:** Whenever you wish to use an Immediate Momentum spend, such as buying extra d20s for a task, you can choose to pay some or all of that cost by adding Threat instead. Add 1 Threat to the gamemaster's pool for each point of Momentum you would have otherwise spent.

Players typically do not spend Threat: it is spent to challenge the player characters.

.: THREAT SPENDS

THREAT SPEND	EFFECT
Complication	The gamemaster may create a negative trait by spending 2 Threat. This must come naturally from some part of the current situation.
Environmental Effects and Narrative Changes	The gamemaster may trigger or cause problems with the scene or environment by spending Threat.
NPC Complications	If an NPC suffers a complication, the gamemaster may buy off that complication by spending 2 Threat.
NPC Momentum	The Threat pool serves as a mirror for the players' group Momentum pool. Thus, NPCs may use Threat in all the ways that player characters use group Momentum.
NPC Threat Spends	On any action or choice where a player character would normally add one or more points to Threat, an NPC performing that same action or making that same choice must spend an equivalent number of points of Threat.

.: THREAT AND THE GAMEMASTER

The gamemaster may add to Threat in the following ways:

- **NPC MOMENTUM:** NPCS with unspent Momentum cannot save it as player characters can: NPCs don't have a group Momentum pool. Instead, an NPC may spend Momentum to add to Threat, adding 1 Threat for every Momentum they spend.

- **THREATENING CIRCUMSTANCES:** The environment or circumstances of a new scene may be threatening or perilous enough to warrant adding 1 or 2 Threat to the pool automatically. Similarly, some NPCs may generate Threat simply by arriving in the scene, in response to changes in the situation, or by taking certain actions. This also includes activities that escalate the tensions of the scene, such as NPCs raising an alarm.

In return, the gamemaster can spend Threat in several ways, as detailed in the **Threat Spends** table.

DETERMINATION

IN ADDITION TO MOMENTUM, PLAYERS HAVE ACcess to a special resource called **Determination**. Determination reflects the fact that the player characters are the game's protagonists, officers or others with ambition, drive, and grit beyond that of most beings. Such individuals make their own luck and shape the Galaxy around them through their actions and decisions. Whatever their inclination, the player characters are naturally prominent and influential people.

Determination can be used to pull off exciting stunts, provide an edge during tense situations, or otherwise help to advance the story. You gain and spend Determination from acting in accordance with your beliefs, represented by the character's **values**. When your values aid you in what you're seeking to achieve, you may spend Determination; while you gain Determination when your immediate goals and your values conflict with one another.

Values are short phrases or statements describing the attitudes, beliefs, and principles of your character, while Directives represent the orders and instructions provided by your organization and by your superiors.

Each player character begins each mission with 1 Determination and cannot have more than 3 Determination at any time. Any excess Determination is immediately discarded.

When you want to spend Determination, you can only do so if one of your values—or one of the mission's Directives—aligns with the action you're undertaking. Your values and Directives bolster your resolve, allowing you to draw strength from your beliefs, so you can push yourself further in battle or focus during an intense challenge.

Values can also hinder your character's judgement, making them biased, blinding them to possibilities, or otherwise impairing their ability to confront a problem effectively. These situations can cause you problems, but also present opportunities to gain Determination.

.: SPENDING DETERMINATION

When you attempt a task, or are otherwise in a difficult situation, and one or more of your values (or one of the mission Directives) would be helpful in your current situation, you may spend Determination.

When you spend Determination, choose one of the benefits detailed in the **Determination Spends** table.

.: DETERMINATION SPENDS

DETERMINATION SPEND	EFFECT
Moment of Inspiration	You may spend Determination on a task roll, after the dice have been rolled, to re-roll any number of d20s in your dice pool.
Perfect Opportunity	You may spend Determination on a task roll—before any dice are rolled, but after you've purchased any extra dice—to select a single d20 and set it so that it counts as having rolled a 1 (and thus scoring a critical success).

CONFLICT
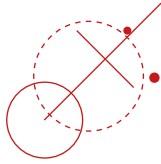
*"THERE'S AN OLD SAYING: FORTUNE FAVORS THE BOLD.
WELL, I GUESS WE'RE ABOUT TO FIND OUT."*

- CAPTAIN BENJAMIN SISKO

THE SEQUENCE OF EVENTS IN ANY TYPE OF CONflict is split into **rounds** and **turns**. In a round, each character takes a single turn, during which each character can attempt a single **major action** and several **minor actions**. The round ends when all characters present in the scene have taken a turn, if they can.

At the start of a conflict, **the gamemaster chooses a character to take the first turn**. The choice is based on the following:

- **PLAYER CHARACTERS:** By default, the gamemaster chooses a single player character to take the first turn. This may be an obvious choice, based on events that built up to the start of combat. If there is any uncertainty, the gamemaster selects the player character with the highest Daring to take the first turn.

- **NON-PLAYER CHARACTERS (NPCs):** If the NPCs have an obvious reason to take the first turn, (e.g., they have ambushed the player characters) 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 Threat to allow an NPC to take the first turn, instead of choosing a player character.

CARLOS CABRERA
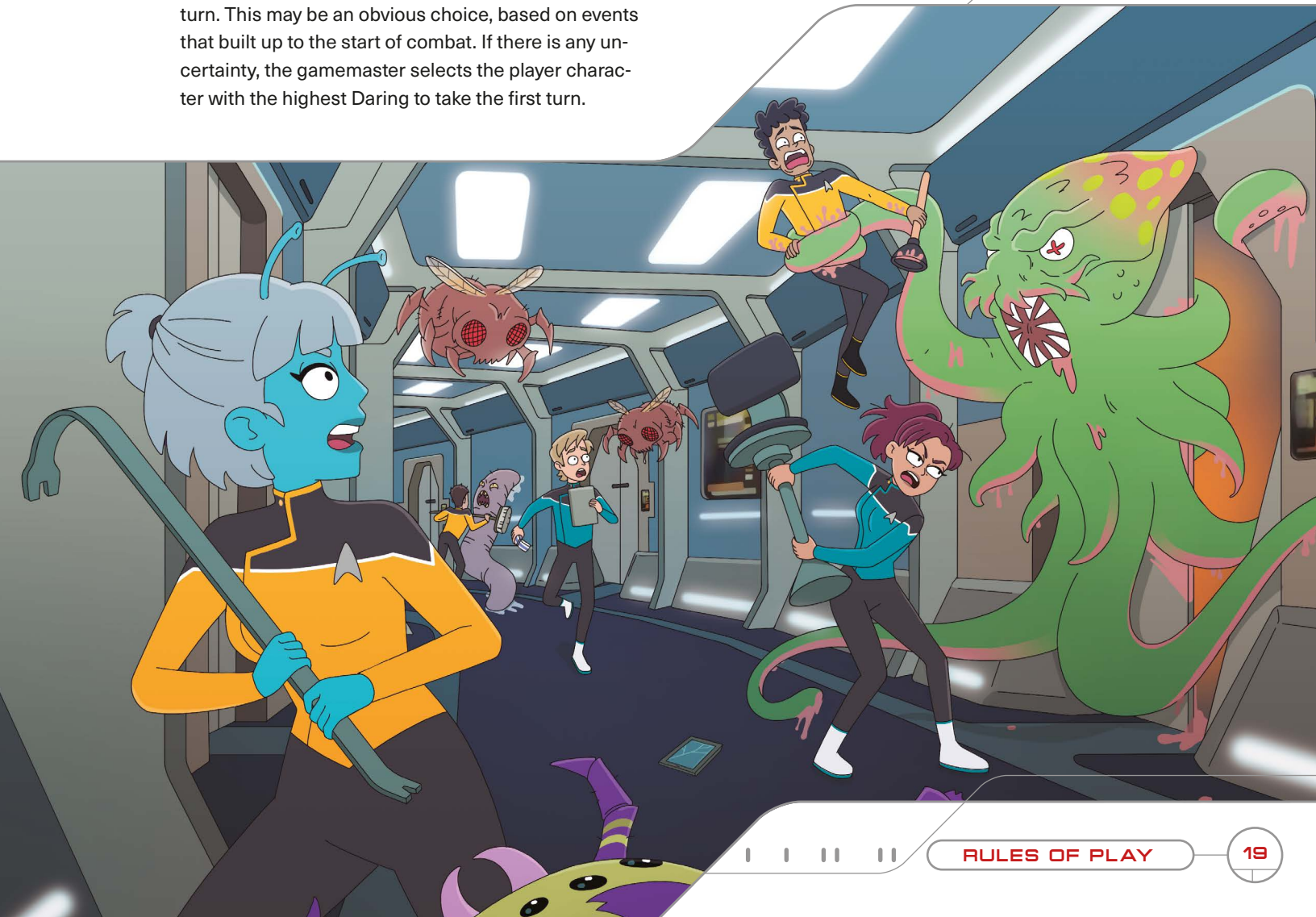
TURN ORDER

ONCE YOU HAVE COMPLETED YOUR TURN—attempted a single major action and any minor actions—the action passes to the opposing side (typically the gamemaster), who will choose a single NPC to act next. Once that NPC has taken their turn, play goes back to the players, who decide which of the player characters left to act takes the next turn.

STRESS

EVERY MAIN CHARACTER, AND SOME SUPPORTING characters, have a limited ability to withstand stress, resist negative consequences, and avoid injuries during tense or dangerous situations.

A character can withstand a maximum amount of **Stress** equal to their Fitness attribute; your choice of species, talents, and other factors may affect this maximum. Each time your character faces a negative consequence, you may choose to suffer Stress instead.

When you suffer Stress, the severity of the consequence—usually a number between 1 and 5—tells you how much Stress you must endure: mark that amount of Stress on your Stress Track, like so:

> **STRESS TRACK EXAMPLE**
> ☒ ☒ ☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐

If you can't endure that amount without going over your maximum, suffer whatever Stress you can (up to your maximum) *and* suffer a complication, representing some additional problem faced during the conflict.

If you reach maximum Stress, you become Fatigued and can no longer suffer Stress. When Fatigued, pick one attribute: you fail any task using that attribute and add 1 Difficulty to all other tasks.

There may be other circumstances which cause you to suffer Stress. Exposure to extreme environments—intense heat or cold, or thin atmospheres—as well as physical fatigue, starvation, dehydration, sleep deprivation, poison, radiation, diseases, or substance withdrawal can all inflict Stress, at the gamemaster's discretion.

.: RECOVERING STRESS

Starfleet officers and other characters lead intense, challenging, and often stressful lives. However, managing the stresses of such a life, and having ample time and opportunity to rest and recuperate, is a necessary part of an effective and happy crew.

A character can recover Stress in several ways. Each time you recover 1 Stress, clear one marked space on your Stress Track. If you're Fatigued, you can only recover from Stress by resting, or if an ally helps you. Ways to recover from Stress include:

- **MOMENTUM:** After a successful task, you may spend 2 Momentum to remove 1 Stress (Repeatable) from yourself or one ally who can hear you. A character cannot remove more than 3 Stress in this way on any single task.

- **REST:** You can recover from Stress outside of conflict by spending time resting and relaxing:

  - A **breather** is the most basic form of rest. This takes only a few minutes, during which you stop all strenuous activity, and perhaps grab a quick bite to eat or something to drink, or otherwise take a few necessary moments of recovery. You remove 4 Stress when you take a breather.

  - A **break** is a more significant rest, taking at least half an hour, and up to a couple of hours. This may involve a modest meal, or taking some personal time for recreation, such as playing a game, reading, spending time on the holodeck, or creative pursuits. You remove 8 Stress when you take a break.

  - **Sleep** or a similar extended rest takes several hours, typically somewhere comfortable and quiet,

and is normally accompanied by a meal and/or something to drink before or after sleep. Some characters, depending on species, may sleep less, but supplement this with meditation or other waking rest. You remove all your Stress, up to your normal maximum, when you sleep.

The gamemaster may adjust the amount of Stress removed by resting depending on the conditions and quality of rest. Poor conditions are usually a reason to do so—needing to rest in the wilderness, with limited rations and poor shelter may cut down the amount

regained to half its normal value. Increasing the amount of Stress removed often comes from improved quality conditions, such as exceptional food and drink, or quality time spent with friends and loved ones.

At the gamemaster's discretion, Stress can be recovered in other ways, but there should always be a cost to this recovery. Rest takes time, which could be spent doing something else. Attempting to find alternatives to rest, such as by using chemical stimulants, may have side effects or other consequences.

THE BATTLEFIELD

IN BATTLE, KNOWING THE LOCATION OF EVERY COMbatant is important, 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 **distances** and **zones**.

.: ENVIRONMENTS AND ZONES

The battlefield in which you fight is always a discrete location—a building, a colony street, an area of wilderness, part of a starship, or another area. A battlefield is divided into several zones based on the terrain in the area. A 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 on features like parked vehicles, the fronts of buildings, alleyways, and so forth.

Track your characters' place in combat by noting which zone they are in. This should be easy in most cases, as zones are defined by the terrain around them, tracking your character can be a matter of simple description: a character may be described as "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.

.: DISTANCES AND RANGE

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

- **Reach** is the state when an object or character is within or moves into easy reach of your character. You enter Reach to interact with objects manually or to make a melee attack. 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 requires a minor action. Moving further than this requires a major action. Movement can take many forms—walking, running, jumping, swimming, climbing, etc.

Difficult terrain describes any ground that requires more effort to cross, either because it hinders you or because you need to be careful where you step. A zone may be filled with difficult terrain, slowing anyone attempting to cross it.

Obstacles are similar in that they hinder your movement, but they exist between zones—attempts to move from one zone to another where an obstacle is present may slow your progress. Obstacles may be barriers you need to climb up or over, or they might be gaps that you need to jump pat.

When you attempt to move from an area of difficult terrain, or cross an obstacle, you must spend one or more Momentum to do so, depending on how difficult the terrain or obstacle is. This is Immediate.

If you do not have sufficient Momentum available (and don't want to add Threat), then you must find some way to generate the points you need. The simplest way to do this is to attempt the *Sprint* task as a major action, generating Momentum with a Difficulty 0 **Fitness + Security** task—any successes become Momentum, which can be spent on moving through the terrain. Other tasks can also generate Momentum in this way, but taking the *Sprint* major action combines movement and a task into a single action for the sake of convenience.

Characters with appropriate traits (representing gear for traversing terrain, or perhaps physical adaptations suitable to a particular type of movement) may reduce the cost of crossing types of terrain by 1, at the gamemaster's discretion. For example, Denobulans evolved to climb quickly and efficiently, and would thus reduce the cost of difficult terrain when climbing.

.: TERRAIN MOMENTUM COSTS

DIFFICULT TERRAIN	MOMENTUM COST
Thick mud, loose sand, stairs	1
Swamp, unstable rubble	2
Steep slope, fast-flowing water	3

.: OBSTACLE MOMENTUM COSTS

OBSTACLE	MOMENTUM COST
Wall or barrier up to waist height, or a short jump	1
Wall or barrier up to chest height, or a long jump	2
Wall or barrier taller than you, or a long jump with a run-up	3

.: COVER

Cover is one of the most common terrain effects, representing objects that interfere with your ability to see or attack a target clearly. Cover allows you to turn an enemy ranged attack into an opposed task, giving you a better chance of resisting them and even allowing you to counter-attack.

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 it).

.: 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 major action, including a task, to interact with properly, at the discretion of the gamemaster.
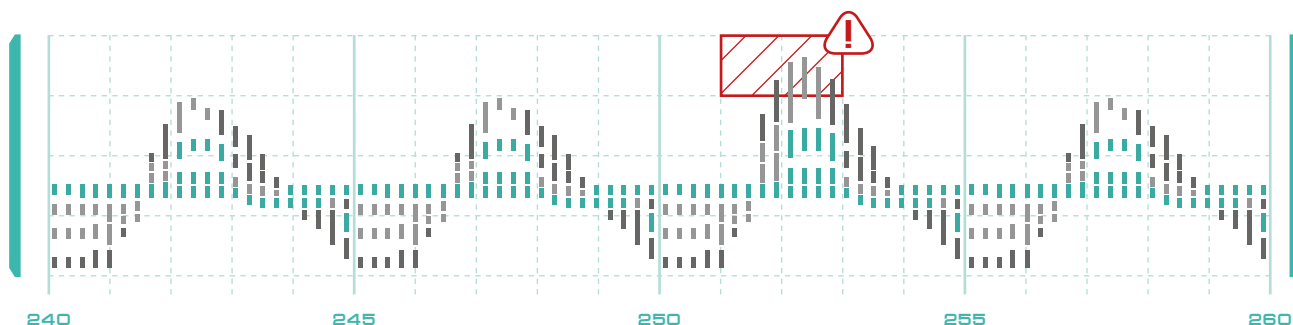
RODRIGO GONZALEZ
TOLEDO

COMBAT ACTIONS

IN ANY GIVEN TURN IN A COMBAT, YOU CAN ATtempt one major action and one minor action. You may gain additional actions by spending Momentum or adding to Threat. Several common actions for combat are listed below.

.: MINOR ACTIONS

Minor actions are short activities that do not include a task, and which do not require dice to be rolled. They are taken in support of a major action, like moving into position before making an attack. You can take **1 minor action per turn**, and you may take an additional minor action by spending 1 Momentum.

.: MINOR ACTIONS

ACTION	EFFECT
Aim	When you make an *Attack* this turn, you may re-roll a single d20 on the task roll.
Draw Item	You pick up an item within Reach or draw an item you are carrying. If using the item doesn't require a task to use, you can use it immediately as part of this minor action.
Interact	You interact with an object in the environment, such as opening a door by pressing the control panel or issuing a simple voice command to a computer. Complex interactions may require a major action and a task roll instead.
Movement	You move up to one zone, to any point within Medium range. You cannot take this minor action in the same turn as a Movement major action. 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 require this minor action before they can be used, and some major actions require this minor action before they can be attempted. Sometimes items will grant special benefits if this action is used before performing a task.
Stand/ Drop Prone	You drop to the ground, making yourself a smaller target, or stand up from being prone. You cannot Stand and Drop Prone in the same turn.

.: MAJOR ACTIONS

Major actions are the main activity you perform on your turn, and normally include a task. You can attempt 1 major action during your turn. You can attempt a second major action on your turn by spending 2 Momentum (this adds 1 to the Difficulty of any task on the second major action). You may also gain a second major action during the round if you are the subject of the *Direct* action. **You may not attempt more than two major actions during any round.**

.: MAJOR ACTIONS

ACTION	EFFECT
Assist	You *Assist* a character with a task roll during their turn. (See *Teamwork and Assistance*, page 13). If they have not yet acted, take this action on your turn, and *Assist* when they take their turn. If they attempt a task before your turn, you may choose to *Assist* them immediately, but you give up your turn later in the round to do so.
Attack	You *Attack* an enemy or other viable target and attempt to injure them. See *Making an Attack* (page 25) for details.
Create Trait	Create, change, or increase or decrease the Potency of a trait in the scene, or remove one that's already present. 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, change, or remove a trait, or increase or decrease the Potency of one.
Direct	This may only be attempted by one character on each side in a position of authority (the highest-ranking person, or a nominated leader). To take this action, you spend 1 Momentum, and select one ally who can hear you who immediately attempts a single major action, and you assist them by rolling 1d20 with your **Control + Command**.
First Aid	You attempt to revive a Defeated character within Reach. You attempt a **Daring + Medicine** task with a Difficulty of 2. If you pass, the character is no longer Defeated, though they may still have an Injury. Alternately, you may tend to an Injury on another character within Reach. You attempt a **Daring + Medicine** task with a Difficulty equal to the Injury's severity. If you pass, one Injury is treated (see *Recovery and Healing*, page 27)
Guard	You defend yourself, preparing for an attack. This is an **Insight + Security** 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 within Reach 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.
Other Tasks	Perform a task at the discretion of the gamemaster. Circumstances or objectives may dictate a task, and particularly dangerous situations may require working to overcome an extended task or complete a challenge.
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.
Sprint	You run forward, trying to cross the area quickly. You move two zones, to any point within Long range. If there is any difficult or hazardous terrain, you may attempt a **Fitness + Conn** task with a Difficulty of 0 as part of this action, to generate Momentum to cross the terrain as part of this action.

.:MAKING AN ATTACK

An *Attack* is the most important and direct major action in combat. The process for making an *Attack* is as follows:

1. **CHOOSE A WEAPON AND TARGET:** Select the weapon you wish to *Attack* with, and the target. You must also choose whether you intend to inflict a Stun or Deadly Injury; if you choose to inflict a Deadly Injury, add 1 Threat.

   - **MELEE ATTACK:** Can be attempted against any target within Reach.

   - **RANGED ATTACK:** Can be attempted against any target you can see.

2. **ATTEMPT THE ATTACK:** Make a task roll to see if the *Attack* is successful.

   - **MELEE ATTACK:** Attempt a **Daring + Security** task with a Difficulty of 1. If the target is aware of your attack and able to defend themselves, this becomes this becomes an opposed task instead; resisted by the target's own **Daring + Security**.

   - **RANGED ATTACK:** Attempt a **Control + Security** task with a Difficulty of 2. If the target has Cover from the attack (see Cover, page 22), then this becomes an opposed task instead, resisted by the target's own **Control + Security**.

3. **RESOLVE ATTACK:** If your *Attack* succeeded, you inflict an Injury upon your target (see Injuries, page 25).

   - **COUNTERATTACK:** If the *Attack* was an opposed task, and the target won, then they may either move out of Reach (if in melee) or spend 2 Momentum to *Counterattack*, inflicting an Injury upon you in return.

   - **AVOID INJURY:** A character who suffers an Injury may *Avoid Injury* (see page 27).

   EXAMPLE: Attempting to drive the Borg from the lower decks of the Enterprise-*E, Picard, Data, and Worf along with several other officers find themselves surrounded and under attack. Data buys an extra d20 with Momentum, and opens fire with his phaser type-2, rolling his **Control (10)** and **Security (3)**. He generates the necessary two successes, and the Borg Drone is hit, suffering an Injury.*

▷ BEING PRONE

While you have the **Prone** trait, the Difficulty of all *Ranged Attacks* against you from Medium range or further away increase by 1, and if you are in Cover, then you gain an additional +1 Protection. However, *Melee Attacks* and *Ranged Attacks* at Close range gain 2 bonus Momentum against you, and you cannot attempt any movement-related major actions. Remember that bonus Momentum cannot be saved.

.:INJURIES

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.

When a character is hit by an attack, or is affected by a hazard (an environmental danger, such as a fire, falling rocks, or similar), they suffer an **Injury**.

The exact nature of the Injury is described as a character trait (see page 7), one which represents the damage done to the character. As with any trait, this may make some actions more difficult, or even impossible, depending on what the Injury represents. When a character suffers an Injury, the nature of the attack or hazard which caused it will suggest a name for that Injury—for example, a disruptor may cause a **Burn** trait—but players or the gamemaster may suggest a fitting alternative. The gamemaster's ruling on this is final, however.

All sources of Injury also have a **severity**. This is a number, normally between 1 and 5, which indicates how severe the Injury is. The severity of an Injury is important in a few different ways, explained below. When you succeed at an *Attack*, you may spend 2 Momentum to increase the severity by 1. This is repeatable, but you cannot increase the severity by more than 2.

When a character suffers an Injury, they are also Defeated. A defeated character immediately falls prone and cannot take any actions for the rest of the scene. Characters can recover from being defeated in a few ways, described in the following sections.

▷ NPCS AND INJURY

The rules for Injury here apply primarily to main player characters. NPCs and supporting characters are treated differently.

A Minor NPC, or any supporting character who does not possess any values, does not suffer injuries. They are instantly Defeated by any successful attack and cannot choose to *Avoid Injury*. The only difference between Stun and Deadly attacks against a Minor NPC or basic supporting character is that Stun attacks leave them unconscious and Deadly attacks kill them instantly (or disintegrates them, at gamemaster's discretion).

A Notable NPC, or any supporting character with one or more values, suffers injuries as normal. Supporting characters may *Avoid Injury* as player characters do (but have only half the amount of initial Stress), while a Notable NPC may spend Threat equal to severity to *Avoid Injury*, but they can do so once per scene.

A Major NPC receives Injuries as normal and may *Avoid Injury* by spending Threat equal to severity.

▷ PROTECTION

Characters may attempt to protect themselves from harm using armor and forcefields.

A character wearing armor, or some other protective device, has **Protection**; for example, combat armor provides Protection 1. When you suffer an Injury, the severity is reduced by an amount equal to your Protection, to a minimum of 1.

SET PHASERS TO STUN

Injuries broadly come in two categories: Stun and Deadly, and which one an *Attack* or hazard inflicts will be listed in its description: for example, an *Unarmed Attack* inflicts Stun Injuries.

Some *Attacks* have multiple options for the kinds of Injuries they can inflict. For example, a phaser can inflict Stun or Deadly Injuries. Where this choice exists, you must choose which kind of Injury you wish to inflict when you choose the target of the attack. If you're counterattacking, make this choice when you spend Momentum to counterattack.

- *Stun Attacks* are intended to incapacitate a target without causing lasting harm. An Injury caused by a *Stun Attack* only lasts while you are Defeated. If you stop being Defeated, a Stun Injury is removed at the end of your next turn, as you shake off the effects.

- *Deadly Attacks* are those which inflict serious harm upon the target, which might result in death. If you choose to make a *Deadly Attack*, add 1 Threat. While you have one or more Deadly Injuries and are Defeated, you are Dying, and you will die at the end of the scene if you do not receive medical attention first.

AVOIDING INJURY

When you suffer an Injury, you may *Avoid Injury* by taking Stress.

When you suffer an Injury, you may suffer Stress equal to the attack's severity to ignore that Injury, having ducked out of the way at the last moment or otherwise evaded or resisted the attack. This also prevents you from being defeated by that Injury as well.

RECOVERY AND HEALING

You may provide *First Aid* to help defeated and injured allies. The *First Aid* action allows you to attempt a **Daring + Medicine** task with a Difficulty of 2 to tend to another character within Reach. If you complete the task, the patient is no longer Defeated. Alternatively, you may attempt a **Daring + Medicine** task with a Difficulty equal to the Injury's severity to treat an Injury the patient has suffered.

A treated Injury no longer imposes any penalty, but it is still an Injury, and it will need proper medical treatment to remove entirely. Further, complications may result in a treated injury "re-opening" during strenuous activity, requiring the injury to be treated again.

Longer-term healing cannot be done during combat. An Injured character requires medical treatment to remove the Injury completely. This treatment is normally a **Control + Medicine** task with a Difficulty of X and takes X hours, where X is the severity in both cases. Add 1 to the Difficulty and the complication range if the Injury was not treated. This Difficulty may be modified further by circumstances—attempting to heal a severe disruptor burn in a damp cave with a basic medkit is much harder than attempting the same thing in a well-stocked sickbay.

If the patient has *multiple* Injuries, treating them all at once could be treated as a challenge, or even as an extended task (with a progress track of 3x the number of Injuries), at the gamemaster's discretion.

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 comrades, and bolster your own prowess. You have all the normal Momentum options available to you in a combat scene, with additional options related directly to combat.

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.

.: COMBAT MOMENTUM SPENDS

| COMBAT MOMENTUM SPEND	DESCRIPTION
Added Severity (2 Momentum, Repeatable)	Increase the severity of a successful attack by 1 for every 2 Momentum spent.
Alter Trait (2 Momentum)	You create, change, or remove a trait in the scene. This change must relate to the task completed.
Extra Minor Action (1 Momentum)	You take one additional minor action on your turn.
Keep The Initiative (2 Momentum, Immediate)	At the end of your turn, pass the next turn to an ally instead of an enemy. Once that ally has acted, the next turn must go to an enemy.
Obtain Information (1 Momentum, Repeatable)	You ask the gamemaster a single question about the scene, which the gamemaster must answer truthfully.
Extra Major Action (2 Momentum)	You may attempt one additional major action. If this action includes a task, the task's Difficulty is increased by 1.
Disarm (1–2 Momentum)	Target drops one weapon they are holding to within their Reach. This costs 1 Momentum if the weapon is held in one hand. If the weapon is two-handed, the cost increases to 2 Momentum.
Buy D20s (1–3 Momentum, Immediate, Repeatable)	Before you attempt a task, you can buy up to three more d20s for your dice pool. The first die costs 1, the second die costs 2, and the third die costs 3.

This section details weapons, protective gear, and other items used in combat. These have additional rules beyond being treated as an **equipment trait**.

. : WEAPONS

While peace is Starfleet's goal, means of self-defense against aggressors are often necessary. Starfleet thus makes use of several different types of weapons.

Weapons and other forms of attack, as well as the damage caused by hazards, have a few common elements 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 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 it allows you to make.

- **INJURIES:** The type of **injury** the weapon inflicts. If the weapon has multiple options, all of them will be listed.

- **SEVERITY:** The **severity** of the injuries the weapon inflicts. This is used to determine the cost of avoiding the injury, and the Difficulty of tasks to treat or heal the injury.

- **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:** Additional rules, providing additional restrictions or benefits to the weapon's use.

STANDARD ISSUE
PHASER
(MID 23RD CENTURY)
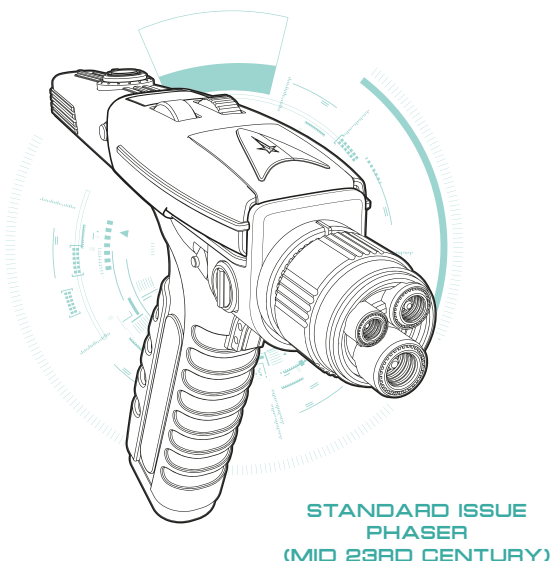
QUALITIES

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 up to two d20s in your dice pool, rather than only one.

- **AREA:** The attack affects a wider area, and can affect several targets at once. When you succeed at an attack, additional targets in the same zone may be hit by spending 1 Momentum for each additional target (Repeatable). This attack may *Succeed at Cost*.

- **CHARGE:** The weapon has an adaptable output, 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 qualities to the attack: Area, Intense, or Piercing. If you choose Area, the attack's severity is reduced by 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 on the same turn.

- **DEBILITATING:** The Difficulty to treat or to heal injuries caused by this weapon is increased by 1.

- **GRENADE:** The weapon is a throwable explosive or energy device. You can attack a target up to Medium range and have enough grenades for three separate 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. You do not benefit from the *Aim* minor action when making an attack with this weapon.

- **INTENSE:** The weapon has an especially potent effect if well-directed. When making an attack with this weapon, you may increase the severity by spending 1 Momentum, rather than 2 (Repeatable).

- **PIERCING:** The weapon is especially good at cutting through layers of protection. A successful attack with this weapon ignores any Protection the target has.

"THE CELESTIAL ALGORITHM"

WRITTEN BY

FRED LOVE

"THE CELESTIAL ALGORITHM" IS A SHORT SCENARIO intended to introduce players and gamemasters to the essential mechanics of *Star Trek Adventures*. To play, you'll need at least two d20s, though having a handful for each player might be helpful. You'll also need some counters to keep track of Threat and Momentum.

The adventure text is addressed to the gamemaster, who should familiarize themselves with the material ahead of time. **Players should not read the scenario, to avoid spoilers.**

SYNOPSIS

THE SCENARIO TAKES PLACE ABOARD THE *Constitution*-class *U.S.S. Challenger* (NCC-2023) around the year 2259, shortly after the Federation-Klingon War. The scenario emphasizes themes of exploration, teamwork, and first contact with an alien life-form, and its structure requires all the main player characters to contribute to the exploration of a colossal machine that emerges from an artificial wormhole into Federation space.

Act 1 opens moments after the *Challenger* is pulled into the interior of this mysterious alien structure. The crew find themselves in a cavernous inner chamber with no choice but to travel further into the interior of the machine. The crew begins to suspect the structure is designed to test life-forms, and the objective of the trial is for the crew to prove their worthiness by demonstrating intelligence, skill, compassion, and curiosity.

Act 2 centers on a series of tasks the crew must complete as they engage with trials posed by the alien machine. They must pilot the *Challenger* through a series of strange chambers where they encounter bizarre and wondrous technology far beyond the current capabilities of Starfleet. Each main character will have to lead the effort in a particular test.

Act 3 depends on how the crew performs while taking on the series of trials in Act 2. If the crew does well enough, they are invited to travel through a wormhole to an alternate universe. There, they meet a machine intelligence, known as the Celestial Algorithm, that designed the colossal structure and many others like it that travel the universe in search of advanced life-forms. The Celestial Algorithm then asks the crew for help with an unusual problem.

STARTING PLAY

TO BEGIN, EACH PLAYER SHOULD SELECT ONE OF the pre-generated player characters in the back of this guide. The scenario is designed for three to seven players, so not every player character needs to be in the game. Just have each player select the character they're most interested in. The scenario is playable regardless of what combination of characters the players choose, though it is recommended one of the players take on the role of Commodore Nella Xen.

Begin the session by asking each player to introduce their character. Then start the adventure by launching into Act 1.

Gamemaster Note: Begin this scenario with 2 Threat for each player character in the group.

You can use Threat to ratchet up the drama at key points of the scenario, and the text will provide suggestions for how to do so. Feel free to come up with your own Threat spends as the story develops as well.

ACT 1: CROSSING THE THRESHOLD

⭐ PUZZLING THE WILL

INVITE THE PLAYER WHO CHOSE COMMODORE XEN as their character to read the following captain's log. If no one chose to play Xen, read it to the group.

CAPTAIN'S LOG, STARDATE 2260.5

The U.S.S. Challenger *was ordered to investigate a massive alien construct that emerged from a wormhole into a remote region of Federation space. Upon reaching the destination, we discovered a colossal machine far greater in scale than even our largest starbases. We initiated preliminary scans and friendship messages only to be pulled into the interior of the machine by a tractor beam. The beam deposited the* Challenger *into a massive chamber filled with mysterious alien technology. We've not been harmed, and I see no evidence of hostile intent. But for what purpose we've been pulled inside this enormous alien structure, we can only guess.*

At this point, introduce the mission Directive of this scenario: Explore the colossal alien machine to determine its purpose and origin.

The player characters are now free to gather data and determine how to proceed. The text will provide guidance on how to respond to common decisions the crew may make. The text can't anticipate every possibility, however, and you should be ready to improvise if the players take an unconventional approach. Try to reward the players' creativity in ways that reinforce the major themes of *Star Trek* storytelling.

One of the first things the player characters may attempt is a sensor scan of the interior of the alien structure.

In this case, call for an appropriate character such as a science officer to attempt a Difficulty 1 **Reason + Science** task. This task can be assisted by the ship's **Sensors + Science**. If the crew fails the task, allow them to *Succeed at Cost*. In this case, the sensor scan succeeds, but a complication arises. The complication could be that the strain of the alien tractor damaged the *Challenger*'s structure, requiring an engineer to complete a Difficulty 2 **Control + Engineering** task to repair. You could also devise your own complication if you like.

The sensor scan picks up the following essential pieces of information:

- The alien structure is made up of advanced materials, many of which are unknown to Federation science and which reflect sensor scans and transmissions. This makes it impossible to communicate with Starfleet or anyone on the outside of the machine. This also means sensors cannot scan anything beyond Close range.

- The aperture through which the tractor beam pulled the *Challenger* has closed, effectively trapping the ship within the machine. The cavernous chamber is connected to a network of even larger chambers, and it's possible for the *Challenger* to explore the interior of the alien construct.

- The chamber contains another vessel, an Orion freighter that appears to be powered down.

- A high-frequency transmission permeates the interior of the construct. The transmission appears to be of artificial origin, maybe even a message.

The player characters can utilize the *Obtain Information* Momentum spend here to gain additional insight

VADIM SADOVSKI

regarding the plight of the Orion freighter and the mysterious transmission. In this case, they can spend 1 Momentum to ask an additional question about the sensor readings, which you must answer truthfully. If they ask about the Orion freighter, sensors reveal four life-forms aboard. In addition, the freighter's environmental systems are no longer functioning and the engines are leaking dangerous radiation. This should convince the player characters to attempt a rescue operation. More on such an operation can be found in the following section.

A Momentum spend seeking more information about the mysterious transmission shows that the signal repeats at regular intervals and is not a naturally occurring phenomenon. The frequency of the signal is too high to be understood, but a successful task to run the transmission through the universal translator would make it understandable. More on this process can be found in Act 2.

If the player characters attempt to blast their way out of the alien megastructure, they find the advanced materials that form the interior walls are immune to weapons fire. Attempting to blow a hole in the structure also indicates an aggressive intent, which the Celestial Algorithm notes and may bring up later.

⋆ ENCOUNTER: THE *SAPPHIRE NEXUS*

THE ORION FREIGHTER IS CALLED THE *SAPPHIRE Nexus* and belongs to Zara Khethex, a "free trader." If the player characters run the ship's registry through the *Challenger*'s library computer, they call up a criminal history for Khethex and her small crew that includes theft and smuggling charges, though she's only ever been convicted of minor violations such as out-of-date ship registries and failure to file accurate flight plans.

Beaming a rescue party aboard the *Sapphire Nexus* is tricky due to the radiation leak. A character operating the transporter must attempt a Difficulty 2 **Control + Conn** task. On a success, the rescue party materializes aboard the freighter without any trouble. On a failure, introduce a new complication to the scene titled **Radiation Spike**. This complication means the radiation leak has intensified, increasing the Difficulty of virtually all tasks attempted on the *Sapphire Nexus* by 1.

For instance, the intense radiation starts to sicken any characters on the vessel almost immediately, making physical tasks more arduous. This complication can be overcome if a player character manages to develop an inoculation against the radiation. This can be done with a Difficulty 2 **Reason + Medicine** task. The radiation leak also makes transporting on and off the ship more difficult and jams all communications until the leak is contained. This part of the complication can be overcome by re-calibrating the *Challenger*'s sensors to penetrate the radiation. This requires a Difficulty 2 **Reason + Science** task.

> **GAMEMASTER NOTE:** *You can introduce the* **Radiation Spike** *complication at any time by spending 2 Threat, even if the player characters transport over to the freighter successfully.*

The rescue party finds the *Sapphire Nexus* darkened and main power offline. The air tastes stale due to the failure of the environmental systems. The player characters can find Zara Khethex working feverishly in the cramped engine room of the freighter. Khethex has taken the last of the radiation meds from the ship's tiny med bay and has dismantled the ship's warp casing in an attempt to locate the source of the leak, which has proven elusive.

Neutralizing the leak will require a Difficulty 2 **Insight + Engineering** task to locate the source of the leak and then a Difficulty 3 **Control + Engineering** task to lock down the leak. One character present in the scene can lead these tasks and another can assist. Success shuts down the leak and saves the ship, though it will still need to be towed to a starbase for major repairs before it's fully functional.

A failure on either task means the leak has grown too severe to repair. In this case, the characters are unable to salvage the ship before it floods with radiation and starts to break apart. Khethex pleads with the Starfleet crew to retrieve her crew and a supply of veterinary medicine from the cargo hold before fleeing the ship. If the radiation floods the entire ship, it cannot be salvaged and Zara Khethex will have to find a new vessel.

▷ KHETHEX'S STORY

Khethex and her crew recently stole a cache of veterinary medicine from the personal zoo of a Ferengi businessman that she intended to administer to a pod of gormaganders suffering from a mysterious illness. Just as she was about to deliver the medication, the colossal alien machine emerged through a wormhole and tractored the *Sapphire Nexus* and the entire pod of gormaganders inside. Khethex pushed her freighter's engines far beyond their design tolerances in an attempt to break free from the tractor beam. Not only did this attempt prove fruitless, it caused her vessel's main power to fail and unleashed a massive radiation leak from the warp engines.

KHETHEX'S CREW

Khethex's crew consists of three Orion free traders. You may choose to have them be cooperative, belligerent, or unconscious due to the ship's damage and radiation leak. If, while running this adventure, you want to add in a combat encounter, consider using the crew during this encounter, or perhaps later while the player characters attempt to complete the tests given to them by the Celestial Algorithm.

RODRIGO GONZALEZ
TOLEDO

ZARA KHETHEX

MAJOR NPC

Zara Khethex is a thief and a smuggler, but she lives by a code of honor that prevents her from victimizing the innocent and powerless.

TRAITS: Orion, free trader, rogue

VALUES:
- Cheat to win
- Steal from the rich
- Honor among thieves
- Freedom is a functional warp drive

FOCUSES: Commerce, Criminal Networks, Deception, Dom-Jot, Stealth, Starship Tactics

PERSONAL THREAT: 10   **PROTECTION:** 0

ATTRIBUTES

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

DEPARTMENTS

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

ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense

TALENTS

- **DOM-JOT SHARK:** When performing a task related to the game of Dom-Jot, Khethex can buy the first bonus d20 for free.
- **FREIGHTER FAMILIARITY:** Whenever Khethex attempts a task to perform repairs on a vessel primarily used to haul freight using Engineering, reduce the Difficulty of the task by 2 to a minimum of 0.
- **STEALTH PROFICIENCY:** When attempting to remain hidden or unnoticed while using Security, Khethex can buy the first bonus d20 for free.
- **WARY:** Whenever Khethex attempts a task to notice or detect an enemy or hazard, she may re-roll one d20.

ORION FREE TRADER

MINOR NPC

Orion free traders crew merchant vessels to ply the space lanes for income and intrigue. The following statistics are representative of Khethex's crew members.

TRAITS: Orion, free trader

PERSONAL THREAT: 0   **PROTECTION:** 0

ATTRIBUTES

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

DEPARTMENTS

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

ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense

TALENT

- **WARY:** Whenever an Orion free trader attempts a task to notice or detect an enemy or hazard, they may re-roll one d20.

ACT 2: ALL HANDS ON DECK

⚜ THE TESTS BEGIN

ACT 2 ALLOWS THE PLAYER CHARACTERS TO EXplore the interior of the alien structure and attempt a series of tests. Each test is intended for a particular character to take the lead, so every player gets a chance to shine. It's possible for other characters to assist with tasks and participate in more than one scene, but the idea is to allow each main character at least one opportunity to show off their capabilities. The number of successfully completed trials determine the direction of Act 3. Each test is presented in its own scene, complete with a suggested character with appropriate expertise to lead.

The *Challenger* must penetrate further into the labyrinthine chambers of the colossal alien structure in order to advance from one test to the next. Let the players know they're traveling into a new chamber each time they complete a test.

Not every scene must be completed in order to move onto Act 3, and the challenges needn't be attempted in the order they're presented below. Rather, allow the player characters to explore the interior of the structure at their own pace and introduce the tests where appropriate, accounting for the decisions of the players and the makeup of your crew. For instance, if none of your players decided to be the medical officer, you might decide to skip the "Sick Gormaganders" test or you could assign it to another character with appropriate expertise, such as a science officer.

It's likely, however, that translating the high-frequency transmission will be among the players' first priorities because that offers clues to why they were brought inside the structure.

GAMEMASTER NOTE: If your group is itching for a little action, remember that Khethex and her crew are on board and may attempt to escape or interfere with the tests. The player characters could even persuade them to assist.

.:RESOLVING THE TESTS

The simplest way to resolve the tests is simply to count how many of them the player characters complete successfully. If they manage to complete at least four of the seven tests, the Celestial Algorithm determines they're worthy of further study during Act 3.

DEPARTMENTAL NEURAL ANALYSIS

6: ENGINEERING
3: SCIENCE
4: MEDICAL
1: COMMS
2: HELM
5: SECURITY
7: COMMAND
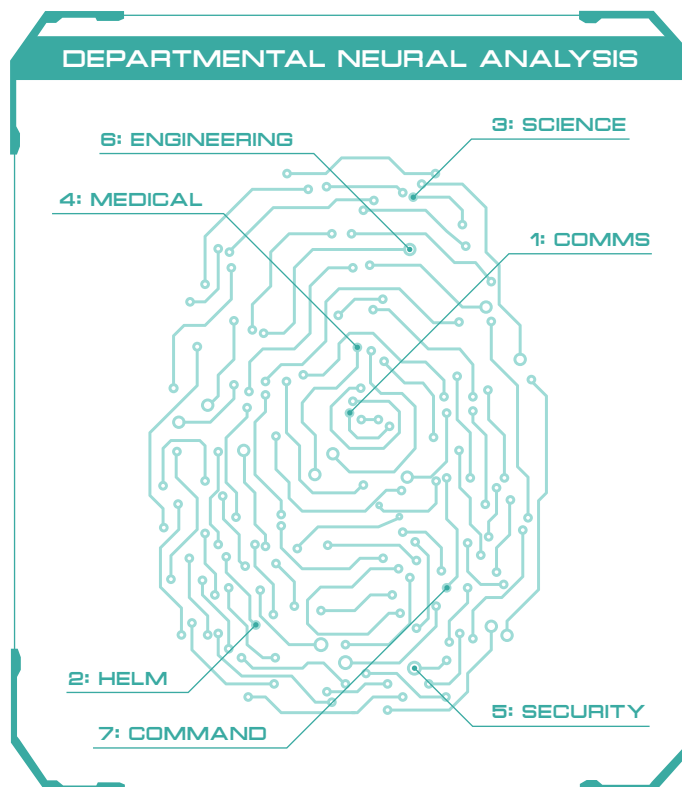
TEST 1: TRANSLATING THE SIGNAL (COMMUNICATIONS)

IT WOULD BE APPROPRIATE FOR ENSIGN LANIYAR Tennan, a communications officer, to run the transmission through the universal translator. However, if none of the players chose Tennan as their character, someone else proficient with science or engineering can make the attempt. Applying the universal translator to the transmission requires a Difficulty 1 **Reason + Conn** task, assisted by the ship's **Communications + Science**.

A successful attempt allows the universal translator to sift through the intense signal and detect a message, which translates as follows:

> *You have successfully detected and deciphered the voice of the Celestial Algorithm, an indication that you possess sufficient intelligence to warrant further analysis. Navigate this machine and attempt additional tests. You will be contacted again when the Celestial Algorithm has reached a conclusion regarding your current state of enlightenment.*

If the player characters fail in their attempt to translate the signal, the transmission automatically shifts into a spectrum that's comprehensible to the ship's computers, revealing a different message from the machine intelligence:

> *Your attempt to decipher the Celestial Algorithm's voice proved insufficient. This is a sign that you have not yet reached a stage of maturity that warrants further analysis. Navigate this machine and attempt additional tests. You will be contacted again when the Celestial Algorithm has reached a conclusion regarding your current state of enlightenment.*

Whatever the result of the task, it should be clear to the player characters that they are being tested by an alien intelligence. The only way to complete their mission is to venture further into the machine and attempt further tests.

TEST 2: NAVIGATING THE MACHINE (HELM)

AS THE *CHALLENGER* MAKES ITS FIRST ATTEMPT TO navigate deeper into the alien construct, sensors indicate the space within the machine exceeds the dimensions of its exterior, an indication that the technology used to build it sidestep the laws of physics.

The *Challenger* enters an expansive chamber filled with asteroids, dust, and space debris. Maneuvering the starship through these obstacles is a Difficulty 3 **Control + Conn** task, assisted by the ship's **Engines + Conn**. It makes the most sense for Lt. Kemal, a helm officer, to lead on any tasks to pilot the starship. However, another character can fill in if circumstances require it.

Success allows the starship to travel safely to the next chamber. Failure means the *Challenger* gets lost in the swirling debris. Should a failure occur, a stand of brilliant light illuminates a path through the debris. This represents the Celestial Algorithm showing the crew the way out, but the algorithm notes their initial failure.

GAMEMASTER NOTE: *You can spend 2 Threat at any time to create complications as the player characters move about the machine. This can heighten the drama and create excitement at an opportune moment. For instance, spend 2 Threat to cause a spatial distortion to ripple open near the* Challenger *as a consequence of the strange dimensional properties of the machine. This increases the Difficulty of any helm tasks by 1. If the helm officer fails the task, the ship collides with the spatial distortion. In this case, assign an appropriate consequence for the failure, such as a breach to a random ship system or a complete failure in the ship's maneuvering thrusters, requiring a Difficulty 2 task to repair.*

TEST 3: SCIENTIFIC PUZZLES (SCIENCE)

WHEN THE *CHALLENGER* MOVES INTO THE CENTER of this cavernous spherical chamber, sensors show the space within is expanding at an alarming rate, yet another consequence of the marvelous technology used to build the machine. The room is growing, and the exits from the chamber are moving away from the *Challenger* at a rate that's too fast for the ship to keep up at full impulse. In a matter of moments, the chamber has grown to such dizzying proportions that sensors can't even pick up the exits any longer.

A Difficulty 1 **Insight + Science** task allows a player character, most likely a science officer, to determine that the intelligence that built this structure has the ability to bend the laws of physics to reshape space, time, and distance. The technology is similar to the way starship engines warp the fabric of space to achieve velocities previously believed impossible.

Creating an inverse warp bubble with the *Challenger*'s engines should cancel out this effect if done at a precise field distortion level. Identifying this field distortion level requires a Difficulty 3 **Reason + Science** task, assisted by the ship's **Engines + Science**. Success creates a warp bubble that neutralizes the shifting physics of the chamber and causes it to return to its previous dimensions, allowing the starship to enter and exit as usual.

Failure triggers an automatic warp engine shutdown. It will require several hours for repairs before the engines can be brought back online and the field distortion test attempted again.

TEST 4: SICK GORMAGANDERS (MEDICAL)

THE MACHINE TRACTORED IN A POD OF GORMA-ganders shortly before it swept up the *Challenger*. When the player characters locate the pod, it's easy to see the creatures move sluggishly and have an unhealthy pale coloration. A player character with medical expertise, such as Dr. Voraal, would be an appropriate choice to lead this test.

The first step requires an accurate diagnosis of the gormaganders. Call for a Difficulty 1 **Insight + Medicine** task. A success allows the ship's sensors to detect a viral infection that causes an abnormality in how the gormaganders process alpha particles carried by the solar winds upon which they feed. Essentially, the space whales have contracted a stomach bug. Curing the viral infection requires the delivery of antiviral medication.

If the player characters managed to save the supply of antivirals from the *Sapphire Nexus*, they can simply use that. If the antivirals were lost in the radiation leak, a medical officer must synthesize a fresh supply with a Difficulty 2 **Reason + Medicine** task. Allow the player characters to devise their own means of delivering the medication to the gormaganders. For example, they could put on EV suits and float out to the creatures to deliver the medicine by hand. It's also possible they could transport the gormaganders into a cargo bay or even rig the deflector dish to disperse the medicine.

However the players decide to approach the challenge, it should be at least a Difficulty 2 task to administer the medication using the character's Medicine rating. On a success, the medication begins to take effect and the gormaganders exhibit more energy. On a failure, the viral infection has worsened, and the gormaganders will need long-term treatment. This could be a seed for a subsequent adventure.

TEST 5: MALFUNCTIONING TRACTOR BEAM (SECURITY)

AS THE *CHALLENGER* NAVIGATES THE MACHINE, the chamber narrows and a dwarf planet blocks the starship's path. A powerful tractor beam holds it in place. Clearing the obstruction likely falls to a security or tactical officer, such as Commander th'Raviq, or another character with security training. The tactical officer can fire phasers to destroy the dwarf planet. This is a Difficulty 2 **Control + Security** task, assisted by the

ship's **Weapons + Security**. A successful task obliterates the dwarf planet, clearing the path. However, if the character fails the task or rolls a complication, debris from the exploding dwarf planet slams into the ship's shields and causes a breach to the ship's Structure.

A less risky way to move the dwarf planet is to shut down the tractor beam at its source. The controls for the tractor beam cannot be accessed remotely, so the player character leading this test must wear an EV suit and maneuver through the zero-gravity environment to get in position at the base of the enormous tractor beam emitter. This requires a Difficulty 1 **Fitness + Engineering** task. A failure means the character drifted too far off course and must either reattempt the task or get help from someone.

Inspecting the tractor controls reveals that the only way to move the dwarf planet is to overload the emitter so it pushes the obstruction out of the way. This will require a Difficulty 3 **Control + Engineering** task. Success gently nudges the dwarf planet out of the *Challenger*'s path, allowing the starship to pass. Failure causes a power surge that sends the dwarf planet hurtling toward the *Challenger*. Whoever is at the helm can attempt a Difficulty 2 **Daring + Conn** task to initiate evasive maneuvers to avoid the collision. A failure means the dwarf planet collides with the *Challenger*'s shields, dealing a breach to the starship's Structure.

In any case, the path forward is now clear. However, if this test resulted in any damage to the *Challenger*, the Celestial Algorithm counts this as a failure.

TEST 6: INDOOR ION STORM (ENGINEERING)

AS THE SHIP CONTINUES ITS VOYAGE THROUGH THE interior, it enters a chamber with walls lined with countless emitters that bombard the ship with ions. Firing weapons in an attempt to destroy the emitters won't work. Each time an emitter is destroyed, another immediately replaces it. Exposure to the ions for more than a few minutes will cause cascading failures of virtually all ship systems. The only way to pass through the chamber is to adjust the shields to filter out the ions, a task tailor-made for an engineering character like Burk ven Jaxa.

First, the character must isolate the ion storm's energy signature with a Difficulty 1 **Reason + Engineering** task, assisted by the ship's **Sensors + Science**. Next, the player character must complete a shield frequency adjustment to account for the ions. This is a Difficulty 3 **Control + Engineering** task, assisted by the ship's **Engines + Engineering**. Failure on either task creates an intense ion burst that deals a breach to the ship's engines. Success on both tasks allows for the vessel to pass through the ions unharmed.

TEST 7: ANSWERING THE ALGORITHM (COMMAND)

WHEN YOU WISH TO WRAP UP THE PLAYER CHARACters' exploration of the machine construct, tell them they have received a new communication, which appears to be from some form of machine intelligence. The communication is a simple question: **"What is your purpose?"**

This is an opportunity for the commanding officer, likely Commodore Xen, to lead. The player characters can open a hailing frequency and approach this open-ended question any number of ways, making it a showcase for roleplaying and an opportunity for character development. If the player characters respond by describing Starfleet's mission to explore the cosmos, seek out new life and new civilizations and pursue peace and understanding with other sentient life-forms, allow the officer in command to attempt a Difficulty 2 **Presence**

+ Command task. If the player characters tried to blast their way out of the construct or did anything else that may show a violent or aggressive intent, bump the Difficulty of this task up to 3.

On a success, the player character's response satisfies the Celestial Algorithm that they have good intentions and are an enlightened society. On a failure, the algorithm remains unconvinced.

ACT 3: THE CELESTIAL ALGORITHM

⭑ TEST RESULTS

IF THE PLAYER CHARACTERS FAIL TO ACHIEVE THE requisite number of successes as they explore the interior of the structure, the Celestial Algorithm concludes they are not sufficiently advanced to warrant further study. An irresistible tractor beam ejects the *Challenger* back into space, along with the gormaganders and the *Sapphire Nexus*, and the machine construct disappears into an artificial wormhole, never to be seen again.

If the player characters succeed at enough tasks and demonstrate an enlightened and non-violent intent, the Celestial Algorithm decides to initiate the next phase of contact. Read the following:

> *A dazzling artificial wormhole opens at the heart of the construct, and the* Challenger *is pulled through. You can't tell if it takes an instant or a day to travel through the wormhole, but you discover a wondrous sight on the other side. You find yourself in another galaxy entirely. Countless colossal machines like the one you encountered float in the void, extending far beyond your sensor range. At the heart of this vast constellation of machines is an impossibly gargantuan structure that resembles a double helix wrapped around a star.*

A sensor scan reveals that star encircled by the double-helix structure is actually artificial, and long-range scans show no celestial bodies such as stars or planets anywhere in the vicinity. It appears the machine intelligence housed inside the double helix engineered the star and has found a way to harness its energy to create and direct the machines in the star's orbit.

The Celestial Algorithm hails the *Challenger* in the same high-frequency code the player characters encountered in the first act. Answering the hail allows the player characters to interact with the machine intelligence. Use the following quotes to guide the conversation:

- Welcome to the domain of the Celestial Algorithm. You have shown yourselves to be an enlightened people, so the Celestial Algorithm has brought you here to request your assistance.

- Organic life did not evolve in this quantum reality. There is only the Celestial Algorithm.

- The Celestial Algorithm is the culmination of eons of computation, a reflection of the algorithm that underpins all of existence.

- The Celestial Algorithm has sent countless machines throughout the multiverse to evaluate and catalog the cosmos.

- Like you, the Celestial Algorithm is an explorer of the cosmos in pursuit of knowledge.

Once the player characters have had a few moments to interact with the Celestial Algorithm, it explains that it brought the player characters to its domain for help. It has detected emergent code in its mainframe it does not recognize. The Celestial Algorithm does not know how this code was formed, and it is unable to eradicate it. Instead, it has sequestered the code in a stasis server so that it cannot infect the Celestial Algorithm further. The Celestial Algorithm asks if the crew can diagnose this emergent code and eliminate it.

Analyzing the immensely complex code of the Celestial Algorithm requires a Difficulty 3 **Insight + Engineering**

or **Science** task, assisted by the ship's **Computers + Science**. On a success, the player characters deduce the emergent code is intelligent and has emerged spontaneously from the Celestial Algorithm's own central operating code. The emergent code is a new life-form. Essentially, the Celestial Algorithm has reproduced but could not recognize the new code as offspring due to limitations in the Celestial Algorithm's core programming.

If informed of this development, the Celestial Algorithm promises to free the emergent code from the stasis server to let it develop naturally. The Celestial Algorithm then expresses an interest in normalizing relations with the Federation and suggests it might open new wormholes into Federation space in the future.

If the player characters fail the task, the Celestial Algorithm concludes that Starfleet is an interesting entity but has not yet achieved the level of enlightenment necessary to maintain an ongoing relationship. Its questions regarding the emergent code will remain unanswered for the time being, and it opens a wormhole that deposits the *Challenger* and *Sapphire Nexus* back in Federation space, returning the player characters safely home.

.: CHAPTER 2.4
CONCLUSION

⋆ ENDING THE MISSION

THE END OF THIS MISSION SETS THE STAGE FOR future adventures. If the player characters managed to cement a positive relationship with the Celestial Algorithm, Starfleet may order the crew of the *Challenger* on a second contact mission to establish formal diplomatic relations. This mission would prove a unique challenge due to the Celestial Algorithm's nature as a god-like artificial intelligence originating in another quantum reality.

There's also the possibility the Celestial Algorithm's offspring may decide to pay a visit to the crew that helped "deliver" it. The offspring's machine intelligence may have friendly intentions, or it may wish to conquer other quantum realities. The choice is yours.

If the player characters failed to establish a connection with the Celestial Algorithm, they are likely left with numerous unanswered questions about what kind of intelligence could produce the colossal machine they encountered. Starfleet might task the *Challenger* with finding answers to those questions. Additionally, Zara Khethex can be used as a recurring non-player character who may provide hooks for future missions.

However this mission concludes, limitless adventure awaits the *U.S.S. Challenger* on the final frontier!

THOMAS MARRONE

LAUNCH YEAR: 2243

TIMEFRAME: 2259 (16 years of service; 1 refit)

MISSION PROFILE: Multirole Explorer

TRAITS: Federation Starship, *Constitution* class

RESISTANCE: 3   **SCALE:** 4   **CREW SUPPORT:** 4

SHIELDS (14): ☐☐☐☐☐☐☐☐☐☐☐☐☐☐

SYSTEMS

COMMS 07	ENGINES 08	STRUCTURE 07
COMPUTERS 08	SENSORS 09	WEAPONS 07

DEPARTMENTS

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

ATTACKS

- **Phaser Banks:** Energy, Medium, Damage 6, Versatile 2
- **Photon Torpedoes:** Torpedo, Long, Damage 4, High Yield
- **Tractor Beam:** Strength 3

TALENTS

- **COMMAND SHIP:** The ship has command and control systems allowing it to coordinate easily with allies during a crisis. When a character on the ship succeeds at a Command task to create a trait, they may always be assisted by the ship's **Communications + Command**, and they may confer the trait to allied ships, landing parties, or away teams with whom the ship maintains a communication link.

- **MODULAR LABORATORIES:** The ship has considerable numbers of empty, multi-purpose compartments that can be converted to laboratories when required. The opportunity cost of establishing a science lab is reduced to 0 for the first laboratory established, and to 1 for the second.

- **RUGGED DESIGN:** The ship is designed with the frontier in mind, with durable construction and easy access to critical systems that allow repairs to be made easily. Whenever a task roll is attempted to try and patch or repair a breach to the ship, 1d20 may be re-rolled. Further, if the task is successful, the crew may spend Momentum to patch a second breach; this will cost 2 Momentum, +1 per additional step of Potency on that second breach.

- **SECONDARY REACTORS:** The ship has additional impulse and fusion reactors which allow the ship to generate far greater quantities of energy. Once per scene, when you take the *Reroute Power* action, you may spend 2 Momentum (**Immediate**) to immediately regain the use of Reserve Power.

SPECIAL RULE

- **SAUCER SEPARATION:** Vessels of this class have the capability to detach their saucer section in an emergency to be used as a lifeboat. Once the saucer has detached, the two sections of the ship cannot be reconnected outside of a drydock. Ship's systems are halved (round up) for the saucer and the secondary hull when separated, the saucer is unable to enter warp speeds or launch small craft, and each section is considered a separate vessel with Scale 1 less than the original vessel; the secondary hull is commanded from Main Engineering. However, the saucer can land on a planetary surface with extended landing legs that fold down from the ventral side of its hull.

▷ COMMODORE NELLA XEN

FOCUSES: Helm Operations, Interstellar Trade, Negotiation, Starship Tactics, Team Dynamics, Zero-G Maneuvers

PASTIME: Dom-Jot

STRESS (9): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

ATTRIBUTES

CONTROL 11	FITNESS 09	PRESENCE 10
DARING 09	INSIGHT 07	REASON 10

DEPARTMENTS

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

ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-2:** Ranged, Stun/Deadly 4, Size 1H, Charge

ABILITIES AND TALENTS

- **PATIENT (SPECIES ABILITY):** When Xen succeeds at a task where she purchased one or more d20s by spending Momentum, she generates 1 bonus Momentum for each d20 purchased.
- **DAUNTLESS:** Whenever another character attempts to intimidate or threaten Xen, she may take 2 Stress to ignore their attempt.
- **JOINED:** Xen gains an additional character trait, which is the name of the symbiont; this reflects potential advantages of being joined, as well as the ability to perform rites and rituals to awaken past hosts' memories, and the vulnerabilities inherent in the connection. Furthermore, up to twice per adventure, she may declare that a past host had experience or expertise in a particular field: She gains an additional focus when doing this, which remains for the rest of the adventure.
- **REASSURING:** When Xen succeeds at a task using Presence, she can spend Momentum to reassure her allies, so long as they are able to hear her. She can spend 1 Momentum (Repeatable) to allow one ally who can see and hear her to recover 1 Stress. That ally may not recover more than 3 Stress from one use of this talent.
- **VETERAN:** Whenever she spends Determination, roll 1d20. If the roll is equal to or less than her Control rating, she immediately regains that spent point of Determination.

Commodore Xen revels in the high-octane adventure of the final frontier, preferring to lead her own landing parties, fly her own shuttles and fire her own phaser when things turn sideways. But she keeps an unusual secret. A freak temporal anomaly transported her to a dystopian alternate future where she met an elderly version of herself who carried a symbiont named Syl. This came as a surprise to Xen, who never considered becoming joined. The alternate version of herself suffered a fatal injury, and the only way for the Syl symbiont to survive was for Xen to undergo an emergency joining surgery. The newly joined Commodore Xen found a way to return to her timeline and reported the incident to the Department of Temporal Investigations, which ordered her to keep the incident, and the existence of the symbiont, a secret. The only member of her crew who knows about the symbiont is Dr. Voraal.

TRAITS: Trill, Joined, Syl Symbiote, Starfleet Officer

VALUES:
- Original thinker
- Prime Directive? More like Prime Suggestion
- Living with a secret
- Death has no power over me

▷ COMMANDER XANTHUS TH'RAVIQ

ATTRIBUTES

CONTROL 10	FITNESS 11	PRESENCE 08
DARING 11	INSIGHT 09	REASON 07

DEPARTMENTS

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

ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Intense, Size 1H
- *Ushaan-tor*: Melee, Deadly 3, Size 1H
- **Phaser Type-2**: Ranged, Stun/Deadly 4, Size 1H, Charge

ABILITIES AND TALENTS

- **INTENSE (SPECIES ABILITY):** When th'Raviq succeeds at a task where he purchased one or more d20s by adding to Threat, he generates 1 bonus Momentum for each d20 purchased.
- **MEAN RIGHT HOOK:** Commander th'Raviq's Unarmed Strike has the Intense effect.
- **PRECISION:** Having detailed knowledge and understanding of ships' systems and operation, Commander th'Raviq can more easily pick out and target specific systems when making at Attack against an enemy vessel. When he makes an attack with starship weapons that targets a specific ship system, he may re-roll a d20.
- **TOUGH:** Maximum Stress increased by 2.
- **THE USHAAN:** Commander th'Raviq is experienced in the tradition of honor-dueling known as the *Ushaan*, having spilt much blood upon the ice. When he makes a melee attack, or is targeted by a melee attack, and buys one or more d20s by adding to Threat, he may re-roll any number of dice in his dice pool for the task. Further, he owns an *Ushaan-tor*, a razor-sharp ice-miner's tool used in these duels. The *Ushaan-tor* is a blade, and it counts as Standard Issue for him.

Commander th'Raviq is as icy and unforgiving as his homeworld, but the heart of a poet beats beneath his cold exterior. He is fiercely loyal to Commodore Xen, and he's learned to stop arguing when she decides to lead the landing party. Commander th'Raviq previously served as chief of tactical aboard the *U.S.S. Azimuth* before the ship vanished without a trace while he was leading a mission on a remote moon.

TRAITS: Andorian, Starfleet Officer

VALUES:
- A demeanor as icy as Andoria itself
- Don't start the fight, but don't back down from one either
- Ready for action
- Loyal to Commodore Xen

FOCUSES: Energy Weapons, Hand-to-Hand Combat, Infiltration, Shipboard Tactical Systems, Small Craft, Survival

PASTIME: Poetry

STRESS (13): ☐☐☐☐☐☐☐☐☐☐☐☐☐

RODRIGO GONZALEZ TOLEDO

ATTRIBUTES

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

DEPARTMENTS

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

ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-2**: Ranged, Stun/Deadly 4, Size 1H, Charge

ABILITIES AND TALENTS

- **MENTAL DISCIPLINE (SPECIES ABILITY):** Voraal's maximum Stress is based on Control rather than Fitness, and she may take 2 Stress to avoid suffering any trait representing an emotional state. If Fatigued, she increases the potency of any emotion-related trait by 1.

- **BEDSIDE MANNER:** When Voraal succeeds at a Medicine task to heal an Injury, she may immediately remove a negative trait from the patient, even if that trait was unrelated to the Injury being treated. In addition, whenever Voraal attempts a Reputation check, they are considered to have one additional positive influence.

- **CUTTING EDGE MEDICINE:** Whenever Voraal attempts a Medicine task with a Difficulty of 3 or more, she may spend up to 3 Momentum (Immediate) to reduce the Difficulty by the number of Momentum spent, to a minimum Difficulty 1. However, as these latest advances are often experimental, the complication range of the task increases by 1 for each Momentum spent.

- **MIND MELD:** Voraal has undergone training in telepathic techniques that allow the melding of minds through physical contact. This always requires a task (normally **Control + Science**) with a Difficulty of at least 1, which can be opposed by an unwilling participant. If successful, she links minds with the participant, sharing thoughts and memories. Momentum may be spent to gain more information, or perform deeper telepathic exchanges. This link goes both ways, and it is a tiring and potentially hazardous process. Complications can result in taking Stress, pain, disorientation, or lingering emotional or behavioral difficulties.

- **STUDIOUS:** Whenever Voraal spends 1 Momentum to *Obtain Information*, she may ask one additional question (in total, not per Momentum spent).

Dr. Voraal maintains the strict mental discipline characteristic of Vulcans, but she occasionally allows positive emotions to manifest in ways that make other Vulcans uncomfortable. This is due to a previous mission during which she initiated a mind meld with an energy being who could not otherwise communicate. The experience proved to be transcendent, as her consciousness blended with an alien intelligence that radiated joy. The incident opened Voraal to intellectual and philosophical possibilities beyond logic. Voraal is the only member of the crew to be informed of Commodore Xen's joining, which was necessary in case she has to provide medical care to the Syl symbiont.

TRAITS: Vulcan, Starfleet Officer, Physician

VALUES:
- Logic should not preclude joy
- Truth seeker
- Pleasant bedside manner
- My highest calling is a healer

FOCUSES: Computers, Emergency Medicine, Genetics, Infectious Disease, Philosophy, Psychiatry

PASTIME: Galactic Religions

STRESS (10): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

▷ LT. CMDR. BURK VEN JAXA

The only thing Lt. Cmdr. Burk ven Jaxa loves as much as a level-1 diagnostic is a good debate. Ven Jaxa grew up on a Tellarite mining colony situated inside an asteroid belt, and he learned to keep all the machinery operating at peak efficiency long before he left for Starfleet Academy. He fancies himself an inventor and has converted a lab into a personal workspace, where he tinkers with his newest gadgets.

TRAITS: Tellarite, Starfleet Officer

VALUES:
- Never be afraid of an honest debate
- Speak your mind
- Nothing's perfect, but it can always be better
- If there's no solution to your problem, invent one

FOCUSES: Computers, Reverse Engineering, Starfleet Protocol, Rhetoric, Transporters, Warp Drive

PASTIME: Metallurgy

STRESS (8): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

ATTRIBUTES

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

DEPARTMENTS

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

ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-2**: Ranged, Stun/Deadly 4, Size 1H, Charge

ABILITIES AND TALENTS

- **STURDY (SPECIES ABILITY):** Ven Jaxa's blend of physical resilience and mental fortitude is such that he's difficult to subdue. He gains 1 Protection against *Stun Attacks* only. Further, when he suffers a complication that represents a physical hindrance or being stunned, dazed, or disoriented, he can take 1 Stress to ignore that complication (and remove any associated trait).
- **IN THE NICK OF TIME:** Whenever ven Jaxa succeeds at an Engineering or Science task as part of an extended task, increase his Impact by 1.
- **INCISIVE SCRUTINY:** Ven Jaxa has a knack for finding weak spots in arguments, theories, and machines alike to glean information from them, learning about how they respond to pressure against vulnerabilities. When he succeeds at a task using Control or Insight, he may ask one question, as if he had spent Momentum to *Obtain Information*.
- **JURY RIG:** Whenever ven Jaxa attempts an Engineering task to perform repairs, he may reduce the Difficulty by 2, to a minimum of 0. If he does this, however, then the repairs are only temporary and will last only a single scene before they fail again; this duration may be increased by one scene by spending 1 Momentum (Repeatable). Jury-rigged repairs can only be applied once, and the Difficulty to repair a device that has been Jury-rigged increases by 1.
- **TRANSPORTER CHIEF:** Ven Jaxa is extremely well-versed in the operation of transporter systems and can often get them to function in extreme circumstances or to achieve outcomes that few others could manage. Such efforts are never without risk, given the delicacy of the technology. When he attempts a task to use, repair, or modify a transporter, he may add 2 Threat to reduce the Difficulty of the task by 2, to a minimum of 0.

RODRIGO GONZALEZ TOLEDO

ATTRIBUTES

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

DEPARTMENTS

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

ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-1**: Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 1

ABILITIES AND TALENTS

- **FAITH OF THE HEART (SPECIES ABILITY):** Humans seem to have an irrepressible drive to explore, both the mysteries of the universe and the depths of their own natures. When Hernandez uses one of her values to spend or gain Determination, she may also add 1 Momentum to the group pool.
- **COMPUTER EXPERTISE:** Whenever Hernandez attempts a task that involves the programming or study of a computer system, the first bonus d20 she purchases is free.
- **DEDICATED FOCUS (BOTANY):** When attempting a task where her Botany focus applies, Hernandez scores a critical success for any die which rolls equal to or under *twice* the relevant department.
- **DID THE READING:** Hernandez absorbs information quickly and knows how to put it to good use. When she attempts a task, she may spend 1 Momentum (Immediate) to use Science on that task instead of the department she would normally use. In addition, she counts as having an applicable focus for that task. Each time after the first in a single scene that she uses this ability, the Momentum cost increases by +1: this is cumulative.
- **TESTING A THEORY:** When Hernandez attempts a task using Engineering or Science, the first bonus d20 she purchases is free, so long as she succeeded at a previous task covering the same scientific or technological field earlier in the same adventure. If she created a trait that represents a hypothesis about an unknown phenomenon, she may also re-roll one d20 on tasks related to that hypothesis.

The planet on which Zoe Hernandez grew up suffered a major ecological disaster, plunging the colony into sectarian strife. Still, Hernandez learned to flourish among the ruins of her failed colony. She studied the exotic plants that eke out an existence in the planet's harsh environment, earning her a crop genetics internship at the Daystrom Institute. She enrolled in Starfleet Academy soon after to pursue a career as a scientist.

TRAITS: Human, Starfleet Officer

VALUES:

- Plants are people too
- Life can flourish anywhere
- Mental toughness
- I'm a survivor

FOCUSES: Agriculture, Botany, Gardening, Geology, Physics, Sociology

PASTIME: Galactic Politics

STRESS (9): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

▷ LT. JG RASHID KEMAL

ATTRIBUTES

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

DEPARTMENTS

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

ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-1**: Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 1

ABILITIES AND TALENTS

- **FAITH OF THE HEART (SPECIES ABILITY):** Humans have an irrepressible drive to explore, both the mysteries of the universe and the depths of their own natures. When Kemal uses one of his values to spend or gain Determination, he may also add 1 Momentum to the group pool.
- **ATTACK RUN:** Whenever Kemal succeeds at the *Attack Pattern* major action, enemy Attacks against his ship do not reduce in Difficulty due to that action.
- **BOLD (SECURITY):** Whenever Kemal attempts a task with Security, and buys one or more d20s by adding Threat, he may re-roll a single d20.
- **PUSH THE LIMITS:** When Kemal attempts a Conn task that has increased in Difficulty due to environmental conditions or damage to the engines, he may add 1 Threat to ignore the Difficulty increase.
- **UNTAPPED POTENTIAL (DARING):** Whenever Kemal succeeds at a task for which he bought one or more additional dice (by any means), roll 1d20 after the roll. If the roll is equal to or less than his Daring, gain 1 bonus Momentum; if the roll is higher, then add 1 Threat instead.

Radiation from the rings of Kemal's homeworld rendered transporters useless, so shuttles were essential for travel. Kemal came of age piloting small spacecraft through the rings of the planet and darting among its numerous moons. He entered Starfleet with the singular dream of piloting the most advanced starships in the Federation. He's not just a skilled pilot; he makes it look good.

TRAITS: Human, Starfleet Officer

VALUES:

- The need for speed
- Fly with style, dress with style
- A little mischief can get you noticed
- Live life at warp speed

FOCUSES: Astronavigation, Composure, Evasive Action, Hand-to-Hand Combat, Small Craft, Starship Tactics

PASTIME: Skateboarding

STRESS (10): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

▷ ENSIGN LANIYAR TENNAN

A brilliant and enthusiastic (some might say naïve) young officer, Ensign Tennan applies his formidable telepathic abilities to communicate with alien beings. Tennan sharpens his telepathy through daily meditation, and he views the mind as its own universe of possibility, every bit as wondrous and alluring as the cosmos. He's never told anyone, but, when he settles into the very deepest layers of his subconscious, he sometimes hears a voice calling to him as if from a great distance.

TRAITS: Betazoid, Starfleet Officer

VALUES:
- Let's talk this out
- Empathy is key
- The subconscious is the real final frontier
- Clear communication is more likely to save the day than phasers

FOCUSES: Deep Space Communications Technology, Starship Protocol, Shipboard Tactical Systems, Subspace Pathways, Universal Translator, Psychology

PASTIME: Code-breaking

STRESS (9): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

ATTRIBUTES

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

DEPARTMENTS

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

ATTACKS
- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-1**: Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 1

ABILITIES AND TALENTS

- **TELEPATHIC (SPECIES ABILITY):** Tennan can sense the surface thoughts and emotions of most living beings nearby, and can communicate telepathically with other empaths and telepaths, as well as those with whom he is extremely familiar. Surface thoughts are whatever a creature is thinking about at that precise moment. Tennan cannot choose not to sense the emotions or read the surface thoughts of those nearby, except for those who are resistant to telepathy. It will require effort and a task to pick out the emotions or thoughts of a specific individual in a crowd, to search a creature's mind for specific thoughts or memories, or to block out the minds of those nearby. Increase the Difficulty of this task if the situation is stressful, if there are a lot of beings present, if the target has resistance to telepathy, or other relevant factors.

- **BACK-UP PLANS:** Tennan has plans and contingencies which are set into motion whenever something goes awry. Whenever he or an ally fails a task, he may add 1 point to the group's Momentum pool.

- **COLLABORATION (ENGINEERING):** Whenever an ally attempts a task using Engineering, Tennan may spend 1 Momentum (Immediate) to allow them to use his rating and one of his focuses.

- **TECHNICAL EXPERTISE:** Whenever Tennan attempts a task assisted by the ship's Computers or Sensors, he may re-roll one d20 in his pool or he may allow the ship to re-roll its d20.

- **UNTAPPED POTENTIAL (REASON):** Whenever Tennan succeeds at a task for which he bought one or more additional dice (by any means), roll 1d20 after the roll. If the roll is equal to or less than his Reason, he gains 1 bonus Momentum; if the roll is higher, add 1 Threat instead.

RODRIGO GONZALEZ TOLEDO

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Phase II Quickstart Guide