STAR TREK™
ROLEPLAYING GAME

THE HEREN TURAMBARION'S

COMPENDIUM

FIRST EDITION

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© 2009 The Heren Turambarion and 2002 Decipher Inc. This *Star Trek* compendium is best used in conjunction with the Heren Turambarion's *Microsoft Excel*™-based *Personnel Record* sheet, available for download at http://middle-earth.heim.at/. Besides original material conceived and written by the Heren Turambarion, this document also contains the most important official *Player's Guide* errata released by Decipher Inc.

Species & Professions

Species Skills

Every character receives a number of skill picks equal to his **Intellect** attribute **x 3**, which can be allocated to skills that represent the culture he grew up in. See PG 85 for a list of suitable skills.

In addition, skills received as part of a species template, such as Telepathy for Betazoids (PG 33) or Armed Combat: Klingon Traditional Weapons for Klingons (PG 41), can be raised using species skill picks, since they are a part of that species' cultural identity. These need to be actual skills received as part of the species template, however, not just bonuses to skills. The skill must also advance as a professional skill. Even if all these conditions are met, the Narrator may still disallow to designate more than three levels to each such skill during species skill development (while the standard species skills can each be allotted up to six levels, as the normal maximum for starting characters).

Also note that native fluency in a language is Language +6, and most characters should be fluent in their native language. There are also some species that have more than one native language you could spend skill picks on. Depending on the character's background story, there could be a variety of skills from the species skills list that the character might learn; a character born on a Federation colony along the Klingon border might learn Language (Klingon) and Knowledge: Culture (Klingon) in addition to Language (Federation Standard) and Knowledge: Culture (Federation) as part of his species skills, for instance. Narrators are encouraged to work with players on developing a character's background in order to accurately decide what should be considered that character's species skills.

MIXED SPECIES

See page 4 of this booklet for revised guidelines on generating attributes for characters of mixed origin. For reasons of play-balance, such characters should be extremely rare. Also note that only a limited range of "crossbreeds" is genetically possible at all (Narrator's discretion).

Starship Officers

The first starship officer elite profession a character chooses is considered a special description of his particular duties and capabilities as a starship officer, rather than a separate elite profession. (Starship officer by itself is only half a profession, so to speak; you need a starship officer elite profession to make it fully functional.)

However, if a starship officer changes fields – a security officer crossing over to flight control, for instance –, he would have his basic profession of starship security officer, with an additional elite profession of flight control officer. To pick up another profession, he'd have to let one of his starship officer elite professions go.

Starship Duty

The "basic" starship officer's Starship Duty professional ability fully covers the prerequisites for joining any starship officer elite profession. The first time Starship Duty is taken during character creation, it even lets you directly enter a starship officer elite profession of your choice. Subsequent selections of Starship Duty will either waive the prerequisites for entering a particular starship officer elite profession, or the five advancement picks normally required to enter an elite profession. See page 9 of this booklet for details.

Dodging

As a part of their standard education, starship officers are trained in unarmed combat and phaser usage. At Starfleet academy (and many similar training facilities), students are also instructed in dodging such attacks. Therefore, the Dodge edge (PG 134) should be made available to *any* starship officer during his professional development (PG 93-96), not only to security officers.

Professional Skills

The Narrator may wish to add Administration to the starship operations officer's list of professional skills. Administration might also be a suitable professional skill for some other branches of starship officers (particularly science), but the Narrator may prefer to require a few advancements (and some personal experience with Starfleet bureaucracy) before he adds it to a character's selection of professional skills.

Similarly, flight control officers should have Observe as a professional skill, since they heavily depend on quick and accurate sensory assessment of a situation.

Attributes & Characteristics

Revised Attribute Modifiers

When determining your character's attribute modifiers, refer to the below table (which accounts for an official erratum) instead of the one given in PG 81. The Heren Turambarion's *Microsoft Excel*™-based *Personnel Record* uses this symmetrical bonus progression, too.

TABLE 4.1: ATTRIBUTE MODIFIERS

Attribute Level	Modifier
0 – 1	–3
2 – 3	–2
4 – 5	–1
6 – 7	+0
8 – 9	+1
10 – 11	+2
12 – 13	+3
14 – 15	+4
16+	+1 for every 2 levels

Generating Your Attributes

Both the "random" and the "pick" method have been revised to suit characters with the Psionic edge (PG 136).

Random Method

Roll 2d6 nine times to generate nine scores. Of these, discard the lowest three; if your character has the Psionic edge (see PG 136), discard only the two lowest scores. For instance, if you rolled 2, 4, 5, 5, 6, 7, 9, 9, and 11, you would discard the 2, the 4, and one 5. If you were playing a psionic character, you would only discard the 2 and the 4. Distribute the remaining scores among your attributes as you see fit.

Pick Method

Start by assigning your attributes using the following scores: 10, 9, 7, 7, 5, and 4. If your character has the Psionic Edge, include an additional score of 5. Then distribute 8 additional points to enhance your initial scores. You do not get any extra points if you play a psionic character.

Example: *Steve decides to create a Vulcan Starfleet science officer and names him Lovek. Steve chooses to generate Lovek's attributes using the pick method. He starts with the six base scores of 10, 9, 7, 7, 5, and 4. He notes that Vulcans begin the game with the Psionic trait, so he will have another score of 5 to add to the base scores. He can modify these scores with +8 bonus points. Having already read the species and profession descriptions, Steve knows Vulcans get bonuses to Strength and Intellect, and that science officers need high Intellect to make use of their scientific knowledge. Therefore, he puts his highest score (10) into Intellect. Perception will also be important to his character, so he puts his next highest score (9) into that attribute. Seeing the Vulcan penalty of –3 to Presence, Steve decides to avoid possible problems by allocating his two scores of 7 to Presence and Vitality. He finishes up by putting his two scores of 5 into Psi and Agility, and the 4 into Strength.*

Before allocating his bonus points, Steve decides to add his species modifiers. Vulcans receive the following attribute bonuses and penalties: Strength +2, Intellect +1, and Presence –3. So now Lovek's attributes read: Strength 6, Intellect 11, Agility 5, Vitality 7, Presence 4, Perception 9, and Psi 5.

Now he allocates his eight freebie points, adding +2 to Strength, +2 to Agility, +2 to Presence, +1 to Perception, and +1 to Psi. Lovek's final attributes are Strength 8, Intellect 11, Agility 7, Vitality 7, Presence 6, Perception 10, and Psi 6.

Attributes for Mixed Species

The suggested method of determining attributes for characters of mixed origin (PG 29) can be severely abused by selecting the best four attribute scores of the dominant species and the best two scores determined for the subsidiary species.

Therefore, only one set of attributes should be generated, using either the random or the pick method as described above and in PG 81. Write down the attributes you generated twice, next to each other. Assign each pair of scores to an attribute of your choice and correspondingly apply one species' attribute adjustments to the first list of attributes, and the other species' adjustments to the second list.

Then select four attributes from the dominant list and cross their counterparts off in the subsidiary list. The two remaining scores in the subsidiary list complete your character's set of attributes. Characters with the Psionic

edge derive their Psi attribute from the list of that species which gives them this trait. If you have chosen the pick method, now distribute your 8 additional points to enhance these initial scores.

While this method in general still produces attributes higher than average (by effectively applying the better of two species adjustments to most attributes), it is far less abusive than the one originally suggested by the rules.

EXAMPLE: *With his Narrator's approval, Steve discards his initial character concept and decides to create a Vulcan-Betazoid "half-breed" mystic. The Vulcan part of his ancestry will be dominant, and the Betazoid subsidiary.*

Steve decides to stick with the pick method and assigns the seven base scores (Lovek receives the Psionic edge from both parent species and thus has Psi as a seventh attribute) of 10, 9, 7, 7, 5, 4, and the extra 5 as follows:

Attribute	***Dominant List (Vulcan)***	***Subsidiary List (Betazoid)***
Intellect	*10 +1 =11*	*10*
Presence	*9 –3 =6*	*9 +1 =10*
Agility	*7*	*7*
Psi	*7*	*7 +1 =8*
Perception	*5*	*5*
Strength	*4 +2 =6*	*4*
Vitality	*5*	*5*

Steve selects Presence (10) and Perception (5) to be the two attributes from his subsidiary species. He convinces the Narrator that his Psionic talent mainly comes from his Betazoid side and thus records Psi 8. Intellect (11), Agility (7), Strength (6), and Vitality (5) are all derived from his dominant species' list (i.e., Vulcan).

Now he allocates his eight freebie points, adding +1 to Intellect, +2 to Vitality, +1 to Agility, +1 to Presence, +1 to Perception, and +2 to Psi. Lovek's final attributes are Strength 6, Intellect 12, Agility 8, Vitality 7, Presence 11, Perception 6, and Psi 10.

COURAGE

Regardless of on what kind of test you wish to spend Courage, you cannot spend more than one point on each dice roll involved (unless you have the Courageous edge, see page 7). At the Narrator's discretion, the only exception are crucial tests made to *resist* some severe threats to your character, such as Stamina tests to resist poisons and like effects.

In order to set off this disadvantage, the Narrator may allow you to permanently sacrifice one point of Courage to re-roll one die roll of any sort (this process is often called "burning Courage"). You may choose whichever result (original or re-rolled) pleases you the most. You could also demand from the Narrator to re-roll any one die roll made on behalf of or against your character (for example, a foe's attack test), but in this case, the second roll always applies, even if its result is worse for your character than the original roll.

DEFENSE

A character's Defense rating equals 10 plus his Agility modifier. To reflect this moderate increase, Quickness reaction tests to dodge enemy attacks may receive a balancing bonus. This diminishing balancing bonus ranges from +0 to +3 and depends on the dodging character's basic dodge action bonus. The *Personnel Record* calculates the exact bonus automatically for you.

DODGING BALANCING BONUS

BASIC DODGE	BALANCING BONUS	AGGREGATE BONUS
+0 or less	+3	+3 (or less)
+1	+3	+4
+2	+2	+4
+3	+2	+5
+4	+1	+5
+5	+1	+6
+6 or greater	+0	+6 (or greater)

MOVEMENT

The rules on character movement presented in PG 244-246 yield fairly unrealistic results and are thus replaced by the following guidelines. Determine your character's base movement rate (BMR) per action according to the following formula (note that the Heren Turambarion's Personnel Record does all the math presented in this section automatically for you):

6 + [(2 x Agl modifier + Vit modifier) ÷ 6] =
base movement rate in meters/action

Your character's height further adjusts his BMR by a stride multiplier equal to:

1 + ((character's height in cm – 175)/200)

As a rule of thumb, you may freely choose your character's height, as long as it stays within the boundaries of normality and the Narrator approves your choice. Alternatively, you may determine your character's height randomly by adding

4d6-14 plus your Vitality modifier

in centimeters to the average height of your species.

Your character's mass (his "weight" on a 1.0 G planet) is computed automatically based on an average body mass index of 22 plus your Strength modifier. Of course, you may adjust this base BMI factor of 22 freely (and should do so when creating a Klingon, Cardassian, or similarly doughty being) or randomize it by adding the result of 1d6-3.

Pace multipliers are also changed because running and sprinting are normally full-round actions. The shown multipliers are also applied to travel speed.

TABLE A.6: PACE

Pace	BMR	Fatigue Time Base/Interval	Run TN
Crawl/Step	x 0.33	6 hrs/3 hrs	—
Walk	x 1	4 hrs/2 hrs	—
Jog	x 2	2 hrs/1 hr	—
Run	x 3[1)]	1 hr/30 min	5+
Sprint	x 4[1)]	10 min/5 min	10+

[1)]: It is normally a full round action to run or sprint. The shown pace multipliers are per action, though. Thus, you must further multiply your base movement rate by 2 to learn how far a character can run or sprint in a given round. A character can run farther if he achieves a complete or an extraordinary success on a Run test.

Encumbrance

Encumbrance typically doesn't matter in a *Star Trek* series. Yet, when it becomes an issue, more realistic carrying capacities yield more satisfying results:

TABLE A.10: ENCUMBRANCE & MOVEMENT

Load (in kg)	BMR Multiplier	Physical Penalty[1)]	Fatigue Modifier
Insignificant (Str x 1.5)	x 1.0	None	+0
Light (Str x 1.5–3)	x 0.8	–1	+3
Moderate (Str x 3–5)	x 0.6	–3	+6
Heavy (Str x 5–7)	x 0.4	–5	+10
Very Heavy (Str x 7–12)	x 0.2	–9	+20

[1)]: The Narrator may apply an encumbrance-based penalty to all tests that require active physical exertion (for example, the penalty might apply to Athletics and Unarmed Combat skill tests, but not normally to Repair or System Operation tests).

Skills & Traits

Personal Development

The various personal development packages (PG 87-89) all list a few +2 level skills from which one can be picked, as well as a larger number of +1 level skills to choose from. Expand the selection of +1 level skills (from which you may pick three different skills) by those +2 level skills that you didn't pick in the first step. Of course, these skills now add only +1 level, but at least they're made available. No individual skill can receive more than 2 levels at this stage of character creation. The maximum number of skill levels a character can begin the game with in any individual skill is 6, no matter at what stage levels are acquired.

Note that the Genetic Resequencing personal development package should rarely (if ever) be used; you must receive your Narrator's approval before picking it.

Skills

It's suggested to change the key attributes for a variety of skills in order to increase the relevance of some under-represented attributes (at the cost of Intellect). Of course, the new standard key attributes for the skills in question make at least as much sense as the abandoned ones!

The skills along with their new key attributes: Appraise (Per), Conceal (Per), First Aid (Per), Gaming (Prs per default, though Int may govern strategy games), and Negotiate (Prs).

Furthermore, skills belonging to the same skill group may have varying key attributes, such as: Armed Combat (Agl or Str), Enterprise (Int or Prs), Operate Vehicle (Int or Agl), and Unarmed Combat (Agl or Str). Where applicable, the Heren Turambarion's *Personnel Record* provides at least one line for recording a skill governed by each key attribute.

Edges

A variety of edges represent character achievements which should normally come from story events (cf. PG 131). These edges – namely Command, Commendation, Promotion, and Famous Event – are best awarded for free by the Narrator as she sees fit according to the events of the series and/or the characters' increase in Renown. Characters should only be forced to acquire these edges with advancement picks if the series skips some game time and the Narrator grants them one or more advancements.

Revised Edges

Competitive: The bonus does not normally apply to combat tests which are essentially based on a TN equal to the defender's Defense, even though most foes will try to oppose attacks against them by dodging or parrying/blocking.

Courageous: If the optional rule on limiting uses of Courage is in use (see page 5), this edge also allows a character to spend up to 2 points of Courage on a single dice roll. Moreover, the edge can be upgraded to increase the number of Courage points you can spend on a single dice roll by 1 each time you take this trait.

Dodge: The edge can be upgraded. Add a +1 bonus per upgrade, to a maximum bonus of +6. However, the maximum cumulative bonus from upgrade levels in the Dodge edge and the character's Quickness reaction is +6 (i.e., the basic +3 Dodge bonus is not counted). If this edge was upgraded during previous advancements and the character then increases his Quickness reaction beyond that cumulative limit (beyond +3, for instance, if the edge was upgraded three times, to the maximum bonus of +6), he automatically loses one upgrade level in the Dodge edge for each +1 bonus upgrade he acquires in Quickness. Fortunately, though, the advancement picks spent on Dodge upgrades are not lost; they may be transferred to purchase the Quickness reaction bonus level. A character must never give up the +3 basic bonus for the Dodge edge, regardless of what bonus he has with his Quickness reaction.

Fit: The +1 bonus only applies to tests involving some physical exertion, not to all physical tests in general. Therefore, "static" skills such as System Operation, Observe, Repair or Craft don't receive a bonus, while "active" skills such as Athletics, Sleight of Hand, or the various combat skills (Armed, Ranged, and Unarmed Combat) do qualify for the bonus.

Iron Willed: Psions may apply the +4 bonus to Mind Shield instead of Willpower.

Sherpa: For the purpose of calculating encumbrance and carrying capacity (see page 6 for revised rules), your insignificant load is up to Strength x 3 or less in kg. Your light load is Strength x (3 to 5) kg, your moderate load is Strength x (5 to 7) kg, your heavy load is Strength x (7 to 10) kg, and your very heavy load is Strength x (10 to 15). You can lift up to Strength x 20 kg for one round, while normal characters can only lift up to Strength x 15 (instead of Strength x 20, as stated in PG 79).

Skill Focus: If a skill (or a pair of skills) is listed along with a specialty, the bonus exclusively applies to tests of that particular skill specialty. If a skill is listed without a specialty, to bonus applies to all uses of the skill.

Speed: Your base movement rate per action (BMR) is increased by +1 meter. Thus, your movement rate at a sprinting pace (a full-round action) is effectively increased by 8 meters.

Trait Upgrade: The Narrator must allow each pick of this edge. She may also rule to halve (or even further reduce) any bonuses granted by the upgraded edge.

Weapon Mastery: The prerequisite for taking this edge is changed so that you need 7+ levels in the skill governing your weapon of choice.

Flaws

A few flaws also need to be revised for a better overall game balance:

Enemy: Compared to the Rival flaw (PG 143) the Enemy flaw (PG 141) has far worse consequences for a character, although they are both worth the same amount of picks. While a rival is a mere nuisance, an enemy is explicitly described as a potentially lethal threat. Moreover, an enemy starts at Promotion level 3, while a rival only has Promotion level 1.

To compensate this disproportion, the Narrator has several options. She may, for instance, decide that the enemy shows up less frequently – maybe only during an episode at the beginning of which she rolls a 2 (or 2 or 3) on 2d6, or only when the enemy's appearance helps the plot. Alternatively, she may grant a two extra edges per levels of Enemy.

Sickly: The flaw can now be upgraded. At level 1, the –2 Stamina reaction penalty only applies to tests to resist diseases or poison effects. At level 2, the penalty applies to all Stamina tests (as stated in the original description).

Slow: The flaw can now be upgraded. At level 1, the –2 Quickness reaction penalty only applies to Initiative tests. At level 2, the penalty applies to all Quickness tests (as stated in the original description).

(While Gullible *and* Weak Willed *have a similar game effect as* Sickly *and* Slow*, they don't need to be mitigated because the consequences of failing a Savvy or Willpower reaction test are usually less grievous than those of failing a Quickness or Stamina test.)*

Advancement

The Heren Turambarion suggests to introduce a variety of restrictions regarding character advancement to limit and balance the overall power level of the cast of your *Star Trek* series. Be assured, though, that your crewmen will still develop remarkable capabilities.

Each option works independently of each other, but they are best used altogether.

Skill Checks

This option requires a little bookkeeping, but adds a lot of realism to play. Whenever you first succeed with a skill test during a given advancement, check off the box beside that skill on your character sheet. This is often called making an experience marker. Next time you undergo an advancement, you have the chance to learn from this practical experience and may be allowed to advance the checked skill by spending picks as normal. Skill checks reflect the experience and practice you gain in one or more specific skills, while the general experience points awards reflect your overall learning process. The reason behind this option is that obviously the experience gained from an Entertain test cannot be used to increase the Athletics skill, and vice-versa.

No matter how many times a skill is tested successfully within a given advancement, only one check per skill is made. When you have acquired enough experience points to undergo an advancement, examine your skill sheet and roll 2d6 once for each skill checked.

If you roll *higher* than the current number of ranks you have in a given skill, or if you roll 11 or 12, you may acquire one new level in that skill. If you wish to upgrade a professional skill by two levels, you must roll 2d6 a second time and the result must again be higher than the desired second upgrade level, or 11 or 12. If you roll *equal to or less than* your current level, you haven't learned from the practical experience, and you cannot upgrade the skill this time.

Repeat the procedure for all skills checked and take note of the skills you are allowed to upgrade. Then erase all checks and decide which skills to actually upgrade. Of course, you are not required to upgrade a skill you are allowed to upgrade – but you may do so if you wish.

Upgrading Unchecked Skills

Upgrading many Intellect-based skills, or any skill that has not been successfully used and checked during the last advancement, requires some time to study. The below chart summarizes how long you have to practice or study to acquire a new level in such a skill (multiply the given time by the skill's desired new level).

A character must spend roughly eight uninterrupted hours each day training or studying at an unchecked skill for the indicated amount of time. If the character has a mentor who has more skill levels than himself, training time is decreased by 10%. If appropriate for a skill, access to proper facilities decreases the training time by another 10%. If the character has access to additional learning material and other kinds of suitable resources (as offered by Starfleet Academy for many fields of expertise), he can decrease the training time by yet another 20%.

Of course, the training times established by the below chart are merely suggestions and may be altered by Narrators as they see fit or their series demand.

TABLE 9.1.1: SKILL TRAINING TIME

Desired Level	Professional Skill	Non-Professional Skill
1 to 3	3 days x level	5 days x level
4 to 6	6 days x level	10 days x level
7 to 9	10 days x level	15 days x level
10 and 11	20 days x level	1 month x level
12+	40 days x level	2 months x level

Acquiring Edges

The Advancement Picks Table 9.1 (PG 153) lists a flat cost of two advancement picks for gaining a new edge or upgrading an existing one – this is replaced by a progressive pick cost. To adopt this option, keep track of the total number of edges and upgrades your character has – this is called his aggregate level of edges – and refer to the below list to learn how many advancement picks a new edge or an upgrade costs. Your Narrator must still approve all new or improved edges – and the past events of the series have to warrant their acquisition. Remember that hereditary or 'physical' edges like Excellent Metabolism or Healthy cannot be picked after initial character creation.

Instead of acquiring or upgrading an edge, you could also choose to buy off a flaw. The cost of buying off or lowering a flaw (Addiction 2 to Addiction 1, or Addiction 1 to nothing, for instance) is the same as purchasing an Edge and thus depends on your current aggregate level of edges.

TABLE 9.1.2: ADVANCING EDGES

Aggregate Level of Edges	Picks
1 to 8	2 picks
9 to 11	3 picks
12 to 14	4 picks
15 or greater	5 picks

Increasing Reactions

Different from what's stated in PG 145 under "Developing Reactions", the Heren Turambarion's *Personnel Record* assumes that reactions do increase when their governing attributes are sufficiently raised. (However, this option doesn't affect Health – Health won't change after initial character creation unless you upgrade it by spending five advancement picks.)

To compensate this minor advantage, there is a limit on how often you can improve a reaction. Each upgrade still grants you a +1 bonus to the reaction, but the more levels you already have, the more advancement picks you must spend for the next level.

One reaction, defined by your profession, is treated as a favored reaction for the purpose of advancing. Note that this initial assignation may change upon joining a new profession.

TABLE 9.1.3: UPGRADING REACTIONS

Upgrade Levels	Favored Reaction	Non-Favored Reaction
1 to 3	2 picks	3 picks
4 to 6	3 picks	4 picks
7 and 8	4 picks	5 picks
9 and 10	5 picks	N/A

Increasing Courage

You cannot obtain an unlimited number of additional Courage Points. The advancement picks cost for a fourth and fifth point of Courage is 3 (i.e., as normal), the cost for a sixth point of Courage is 4 picks, and the cost for a seventh point of Courage is 5 picks. At no time a character can have more than seven Courage Points.

However, if a character has permanently expended some Courage to save his skin (see page 5), he starts buying additional points of Courage from his current tally, not from his initial number of Courage points.

Restrictions on Health

The pick cost remains the same, but you may not raise your Health above your Vitality attribute times 1.5, rounded up (e.g., a Vitality of 9 would limit the character's Health score to 14).

Joining New Professions

The pick cost to join a new profession remains unchanged (i.e., all 5 picks of one advancement). When you enter a new **elite** profession, you gain one Tier 1 professional ability for free, as stated in the *Player's Guide*. However, when you join an additional **basic** profession, you do **not** get a free professional ability – you merely acquire the right to pick the new basic profession's abilities and skills in future advancements.

There is one exception to this rule, though: You still receive the Starship Duty ability (PG 66) for free when you first join the basic starship officer profession – and, by virtue of this ability, you automatically enter a starship officer elite profession of your choice at the same time (but you don't gain a Tier 1 ability of your chosen elite profession in this particular case).

If you already are a starship officer and wish to adopt to a new branch of specialization (i.e., enter another starship officer elite profession), you either gain one Tier 1 ability of the new elite profession for free, or may choose the Starship Duty ability a second time to match the prerequisites for joining the new elite profession. On the other hand, if you upgrade the Starship Duty ability as part of an advancement to directly access a new starship officer elite profession whose prerequisites you already match (thus cutting the overall cost to enter the elite profession by two picks), you do **not** gain one of its Tier 1 abilities for free, but you could allot your remaining two picks to professional skills of your new elite profession.

When joining a new profession with a different selection of favored attributes and reactions than that of your original profession, you may choose a new favored reaction and up to two new favored attributes (as determined by your new profession), thus replacing your initial favored statistics. This reflects the thorough change of aptitudes and training focus a character undergoes when taking on a new profession.

You cannot belong to (and advance in) more than two professions at a time (cf. PG 155). Note that your first Starship Officer elite profession does not count as a separate profession – it's rather a special description of your particular duties and capabilities as a starship officer (see page 3). Re-entering a previously abandoned profession requires 5 advancement picks, as if joining an entirely new profession.

CODA Rules Revisions

Movement Tests

The following rules partially replace the ones presented in the Player's Guide for Athletics tests (PG 110).

Athletics (Run): No test is required for moving in the *crawl, walk* or *jog* pace. To move in the *run* pace is a Simple (TN 5) task, while it is Routine (TN10) to *sprint*. If the character is involved in combat, the test TN normally increases by +5.

If the test fails, the character moves only half of his BMR at the desired pace. A complete failure indicates that he stumbles and falls, dropping anything in his hands but suffering no injury. A disastrous failure indicates that he falls and injures himself, suffering 1d3 damage. On a superior success, he covers +10% distance, and on an extraordinary success, his movement rate is increases by +20%.

Athletics (Jump): It is a Simple (TN 5) test to horizontally leap up to your normal walking BMR divided by 3.8 in meters (vertical jumps: walking BMR ÷15). It is Routine (TN 10) to horizontally leap up to your walking BMR divided by 1.9 (vertical jumps: walking BMR ÷7.5), and it is Challenging (TN 15) to horizontally leap up to your walking BMR divided by 1.3 (vertical jumps: walking BMR ÷4.5). This may seem a bit confusing at first glance, but yields quite realistic results and can be easily handled by using the Heren Turambarion's *Personnel Record*.

Standing long jumps cover only 40% the distance of a running long jump. Leaping vertically without a run-up decreases a character's normal capacity to 80%.

The given TNs should be increased by +5 if the character is involved in a combat situation. On a superior success, the character may jump +25% farther, and on an extraordinary success, he increases the distance he can jump by +50%.

Athletics (Swim): It is a Simple (TN 5) test to swim up to your normal walking BMR divided by 3.8 in meters. It is Routine (TN 10) to swim up to your walking pace divided by 2.5, and it is Challenging (TN 15) to swim up to your walking pace divided by 1.9. The exact numbers are recorded on the *Personnel Record* as well. As usual, the given TNs should be increased by +5 if the character is involved in a combat situation.

If you suffer a disastrous failure and are in deep water, you may sink and begin to drown. On a superior success, you may increase the distance you can swim by +25%, and on an extraordinary success, you may increase it by up to +50%.

Combat

Aim: Even if a character spends more than one action on aiming, his attack bonus won't increase any further.

Initiative

As stated in the *Player's Guide* (p.247), characters act in order from highest to lowest initiative test results (ITR). However, instead of allowing them to carry out all of their actions at once on their respective ITR, each performs only one action at a time. A character then performs his second action at ITR –5, his third at ITR –10, and so on, until all available actions have been used or forfeited.

Using this option, it is highly recommended to make an initiative test at the beginning of each new round. Whenever the die roll for an initiative test yields a 12, the Narrator may allow the character to perform all of his actions in a row at the ITR rolled. The rule of double 6s still applies when determining the exact ITR.

It's perfectly alright to act at a negative ITR and to delay using one or more actions. Also note that defensive actions (such as dodging or blocking an attack) may be performed at any time, regardless of a character's ITR—provided, of course, that he has still got at least one action left!

MULTIPLE ACTIONS

Regardless of a character's action allowance, he should not be allowed to spend more than two actions on movement activities in a given round.

In addition, a character should not normally be allowed to perform more than four attack tests per round, no matter what professional abilities may modify his action allowance. The Narrator should also forbid any extra attack once the character's multiple action penalty for it exceeds –10.

There is no limit on how many actions a character may use to defend himself in a given round.

If two characters are tied for initiative, the one with the greater Quickness acts first. If they are still tied, their attacks are resolved simultaneously. This way, a character could deliver a deadly blow even though he may himself sustain a lethal injury in the same round. The player character gets to choose whether he wants to resolve his attack(s) before or after his opponent. Whichever way he chooses, no injury penalties from wounds sustained in this round's combat between the two tied characters apply before both have resolved their attacks.

Close Combat

Revised Stats for Weapons

The statistics of many close combat weapons featured in the top part of *Table 10.3: Star Trek Weapons* (PG 181) have been revised and should read as follows:

TABLE 10.3: CLOSE COMBAT WEAPONS

Melee Weapon	Parry Modifier	Damage (+ Str modifier)
Ahn-woon	–3	1d3+grapple
Axe	–1	2d6+2
Bat'leth	+2	2d6+5
Club	+1	1d6+1
D'k tahg	–2 (–1)	1d6+2
Knife	–2	1d6+2
Lirpa	+1	2d6+4 (blade)/2d6+1 (club)
Mace	–1	2d6+1 (2d6+3 if spiked)
Mek'leth	+1	2d6+3
Staff	+2	1d6+2
Stunrod	–2	1 + stun (power setting 1 to 3)
Saber	+1	2d6+1
Sword	+0	2d6+3

Unarmed Combat

The *Player's Guide* lists no specialties for Unarmed Combat skills. However, to balance it with other combat skills, it is suggested to introduce some specialties that fit the respective Unarmed Combat styles. For example, Boxing and Brawling could have the specialties Punch, Kick, and Headbutt, while a "soft" martial arts style could have the specialties Grapple, Throw, and Trip. Similar specialties can be made up for almost any style of martial arts.

Inflicting Damage: Basic Rules Clarified

As stated in the *Player's Guide*, a successful attack inflicts a certain amount of damage on the defender (PG 250). If the attacker achieves an extraordinary success (the test result is 11 or more above the TN – i.e., the target's Defense, modified by any applicable TN modifiers), the attack inflicts maximum damage to the target. Don't roll damage; instead, simply calculate the maximum damage (12 on 2d6, for example), and add the Strength modifier for close combat attacks. In Unarmed Combat, an attacker rolls damage equal to 1d6 + Strength modifier and adds +2 for a superior success. On an extraordinary success, he does maximum damage (i.e., 6 + Strength modifier) *and* adds another +4 points.

If a character scores an extraordinary success when using an energy weapon set to stun the target, the degree of success doesn't inflict additional damage, but imposes a +5 TN increase on the target's Stamina reaction test to avoid or resist the damage. Note that this is only for stun effects; there is no reaction test to avoid kill or disintegration effects. The only way to escape certain death when confronted with an enemy whose phaser is set to kill is to successfully dodge his attack!

Inflicting Damage: A Hit Location Option

Optionally, a Narrator may use the following guidelines to determine the effect of a particularly successful attack or a called shot at a specific body part. Generally, this option should mainly be used for attacks which inflict physical damage. Energy weapons set to stun or kill are effective enough as described in the official books, although they could of course also benefit from a shot to the target's head or vitals which imposes a +5 TN modifier on the victim's Stamina test (cumulative with the +5 TN modifier for scoring an extraordinary success on the attack test).

Random Hit Locations

Whenever an attack scores a superior success or better, the Narrator may allow the attacker to roll on the below table to determine which part of the target's body was hit. (If this seems to generous to a Narrator, she may require that the attack scores an extraordinary success or better before allowing a roll on the hit location table). The normal rule that an extraordinary (or better) success inflicts maximum damage remains effective.

HIT LOCATION TABLE

2d6	Body Part	TN Modifier
12	Head or Neck (attacker's choice)	+12
11	Head	+12
10	Torso (2d6: vitals on 9-12)	+6 (+12)
9	Arm (off-hand/left)	+9
8	Torso	+6
7	Torso	+6
6	Arm (dominant/right)	+8
5	Leg (dominant hand's side/right)	+8
4	Leg (off-hand's side/left)	+8
3	Hand (1d6: dominant on 1-4, off-hand on 5-6)	+10
2	Foot (1d6: right on 1-3, left on 4-6)	+10

Called Shots

An attacker could also try to deliberately hit a specific spot or part of his target's body by making a *called shot*. If a character wants to place a called shot, apply a suitable TN modifier from the above table and then resolve the attack test as normal. On a success, the targeted body part is hit, maybe triggering one of the special injury effects described below. If the head, neck, or vitals are targeted (+12 TN modifier each), a test that fails by only 1 or 2 points gives a hit on the torso.

Injury Effects

The following special rules apply when a specific part of the target's body is struck:

Extremities: Any blow to a limb which inflicts damage equal to or greater than the target's Health automatically lets the target stumble (leg or foot strikes) or drop any item held in hand (arm or hand strikes). If desired, the Narrator may rule that the limb is broken or otherwise temporarily disabled, imposing a –5 (or greater) penalty on the target to all relevant tests.

If a blow to a limb does damage equal to 50–99% of the target's Health, the Narrator may require a successful TN 15 reaction test (typically testing Quickness or Stamina) lest the target fall prone or drop anything he holds in his hand. Upon sustaining less damage to a limb than 50% of one's Health, the TN of the reaction test is reduced to 10.

HEAD, NECK, AND VITALS: Any blow to the head or neck, or any blow to the vitals requires the target to make a Stamina test to avoid being knocked out. Roll on *Table A.14: Stun Effects* (PG 251). The TN and stun effects are based on the attack's degree of success: TN 9 (light stun) if the attacked scored no better than a complete success, TN 12 (medium stun) if it was superior success, or TN 15 (heavy stun) on an extraordinary success. Add a +5 TN modifier for each degree of success beyond extraordinary.

A character failing the test suffers the full stun effect and is knocked unconscious for a number of rounds. A character who succeeds at the test shakes off the worst effects, but suffers action penalties to physical and academic tests for the duration of the stun effect. If he scores a superior success on his Stamina test, halve the duration. If he scores an extraordinary success, he suffers no stun effect at all. These reductions of duration **do not apply** when resisting stun effects caused by an energy weapon.

In addition, any hit on a target's head, neck, or vitals does **double the normal damage**.

Subdual Damage

Damage sustained in unarmed combat (at any body part, for that matter) may be considered subdual damage at the Narrator's discretion. When recording wound points of subdual damage mark them with an asterisk (*). Subdual damage wears off at a much faster rate than regular damage. As a rule of thumb, a character naturally recovers a number of wound points of subdual damage equal to his Vitality modifier every six hours (or a minimum of 1 point every 6 hours). Hyposprays and other techniques of advanced medical treatment may be able to cure subdual damage almost instantaneously.

Rolling the Dice

To make a test, roll 2d6 (cf. PG 102). If you roll double 6's on the test dice, you may roll an additional 1d6 and add it to the result. If this die scores another 6, roll another die and add it, repeating this process until you roll something other than a 6.

Conversely, if you roll double 1's on the test dice, the Narrator may order you to roll an additional 1d6 and subtract it from the result. If this die scores another 6, roll another die and subtract it, repeating this process until you roll something other than a 6.

Equipment Rules

Employing Devices

Some pieces of equipment, such as holographic recorders or field modulators, require an Intellect attribute test in order to use them properly. Alternatively, the Narrator may demand a System Operation (Employ Device) or a test of any other suitable skill, such as Craft: Filming, Construct, or Repair. When testing either of the latter two skills, it's assumed that the character has a suitable specialty which also confers the knowledge required to use any device he could repair or construct.

Phasers

A phaser firing in pulse mode inflicts +1 point of damage for each die used when determining damage (or a minimum of 1 point). For example, at power setting 5, a phaser set to pulse mode would do 2d6+8 instead of 2d6+6 points of damage.

Starship Combat

Some of the starship combat rules presented in the *Narrator's Guide* are officially clarified and/or modified.

Wounds and Stun Effects

Any time a panel shorts or a console explodes, affected characters can perform a reaction test to avoid the worst effects.

- On Table 7.9, Strength 9's effect should read "Bridge panel shorts! (TN 10 Stamina to shrug off or stunned 1d6 rounds)"

On page 115, under "System Damage Tracks", listed effects should be modified as follows:

- Life support E should read "Console explodes! TN 10 Stamina or stun 1d3 rds."
- Life Support D should read "Console explodes! TN 10 Quickness or 1d6 wounds"
- Life Support B should read "Thin atmosphere: TN 10 Stamina or stun 1d6 rds."

A character who succeeds on his Stamina test isn't knocked out, but suffers a general –5 test result penalty.

System Damage

If a weapon system's penetration is higher than the target ship's deflector shield threshold, apply the difference as damage to the target ship's structure. For every 5 points of damage the target ship suffers, individual ship systems suffer damage, as determined by a roll on Table 7.10. If a damaged shipboard system has a reliability of less than E, the starship's crew doesn't suffer any penalties from reliability levels the system doesn't have.