

# STAR TREK ROLEPLAYING GAME PLAYER'S GUIDE ERRATA & F.A.Q.

Version 2.2

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*Note: This revision adds several new errata points.*

## ERRATA

Page 21, Fast-Track Character Generation. Change the paragraph at the bottom of the page to read as follows:

"The easiest way to start playing the *Star Trek Roleplaying Game* is to select an archetype. An archetype offers a ready-made character that comes complete with species, profession, attributes, skills, abilities, and traits already selected. These archetypes should be personalized with your choice of species skills (see page 85), as well as 5 skill picks from the designated Professional Development package (see pages 90-96). Then give your character a name, and you're ready to face whatever the Narrator throws your way. Archetypes can be found on pages 22-27."

Page 22, Bajoran Starfleet Ops Officer. *Art Note:* The character is shown in a teal-colored uniform, denoting a position in the science division. As the name implies, however, she's an operations officer, and should be wearing a gold uniform instead of a teal one. Also, she doesn't have the Promotion edge, and so is merely an ensign. As such, she should be wearing a single gold pip on her collar, not two.

Page 24, Human Starfleet Command Officer. *Art Note:* The character is shown wearing a captain's rank, though he's described as being a lieutenant j.g. He should be wearing one gold and one black pip, not 4 gold ones.

Pages 22-27, Character Archetypes. These characters have been updated to be rules-legal, in accordance with the current errata.

## BAJORAN STARFLEET OPS OFFICER

Attributes	Species		Attr Mod	Reactions			Initiative			
	Mod	Total		Attr Mod	Misc Mod	Total	Quickness	Misc Mod	Total	
Strength	0	7	0	Quickness*	+1	0	+1	+1	+2	+3
Agility	0	8	+1	Savvy	+1	0	+1			
Intellect*	0	10	+2	Stamina	+2	0	+2	<b>Defense</b>		
Vitality*	0	10	+2	Willpower	+2	0	+2	Agility	Misc	
Presence	0	6	0	* Favored Reaction				Mod	Mod	Total
Perception	0	9	+1					Base 7	+1	0

\* Favored Attributes

Health: 10    Courage: 4    Renown: 0    Advancements: 0

Personal Development: Occupation Upbringing

Professional Development: Operations Manager

Species Abilities: Artistic, Faithful, *Pagh*

Professional Abilities: Starship Duty (Operations), Station Proficiency

Edges: Alert, Skill Focus (Furtive), Skill Focus (Keen Sight)

Flaws: Easily Distracted, Intolerant (Cardassians)

### Skills

	Attribute	Misc Mod	Attr Mod	Levels	Total
Athletics	STR	0	0	+3	+3
Computer Use (Hacking)	INT	0	+2	+3	+5
Engineering	INT				
Systems Engineering (EPS Systems)		0	+2	+3	+5
Inquire*	PRS	0	0	+1	+1
Ranged Combat	AGL				
Energy Weapons		0	+1	+2	+3
Repair	INT	0	+2	+1	+3
Survival	PER	0	+1	+1	+2
System Operation (Operations Management)	INT	0	+2	+4	+6
Unarmed Combat	AGL				
Brawling		0	+1	+4	+5

\* Non-professional skill for purposes of advancement

# FERENGI MERCHANT

Attributes			Reactions				Initiative			
	Species	Attr		Attr	Misc			Misc		
	Mod	Total	Mod	Mod	Mod	Total	Quickness	Mod	Total	
Strength	-2	5	-1	Quickness	+3	0	+3	+3	0	+3
Agility	0	8	+1	Savvy*	+3	0	+3			
Intellect*	0	10	+2	Stamina	0	0	0	<b>Defense</b>		
Vitality	0	5	-1	Willpower	+2	0	+2	Agility	Misc	
Presence*	+1	10	+2	<i>* Favored Reaction</i>				Mod	Mod	Total
Perception	+1	12	+3				Base 7	+1	0	8

*\* Favored Attributes*

Health: 4    Courage: 3    Renown: 0    Advancements: 0

Personal Development: Mercantile Upbringing

Professional Development: Entrepreneur

Species Abilities: Eye for Profit, Four-lobed Brain, Head for Numbers, Lobes for Business

Professional Abilities: Pandering

Edges: Contacts, Shrewd, Skill Focus (Keen Hearing)

Flaws: Coward

## Skills

	Attribute	Misc	Attr	Levels	Total
		Mod	Mod		
Appraise	INT	0	+2	+3	+5
Computer Use	INT	0	+2	+2	+4
Enterprise	INT				
Business		+1	+2	+5	+8
Influence (Charm, Fast Talk)	PRS	0	+2	+3	+5
Inquire (Fraternize)	PRS	0	+2	+2	+4
Knowledge	INT				
Culture		0	+2	+2	+4
Specific World		0	+2	+2	+4
Negotiate	INT	0	+2	+3	+5

*\* Non-professional skill for purposes of advancement*

# HUMAN STARFLEET COMMAND OFFICER

Attributes	Species			Reactions			Initiative				
	Mod	Total	Attr Mod	Attr Mod	Misc Mod	Total	Quickness	Misc Mod	Total		
Strength	0	7	0	Quickness	+1	0	+1	+1	0	+1	
Agility	0	8	+1	Savvy	+2	0	+2				
Intellect*	0	9	+1	Stamina	0	+2	+2	<b>Defense</b>			
Vitality	0	7	0	Willpower*	+1	0	+1	Agility	Misc		
Presence*	0	10	+2	<i>* Favored Reaction</i>				Mod	Mod	Total	
Perception	0	9	+1					Base 7	+1	0	8

*\* Favored Attributes*

Health: 7      Courage: 4      Renown: 0      Advancements: 0

Personal Development: Starfleet Brat

Professional Development: Basic Commander

Species Abilities: Adaptable (+2 to Stam), the Human Spirit, Skilled

Professional Abilities: Commanding Presence, Starship Duty (Command)

Edges: Bold, Promotion 1 (Lieutenant j.g.), Resolute

Flaws: Pacifist, Reckless

## Skills

	Attribute	Misc Mod	Attr Mod	Levels	Total
Athletics	STR	0	0	+2	+2
Computer Use (Retrieve)	INT	0	+1	+2	+3
Engineering	INT				
Systems Engineering*		0	+1	+2	+3
Enterprise	INT				
Administration		0	+1	+4	+5
Knowledge	INT				
Culture		0	+1	+2	+3
Negotiate		0	+1	+1	+2
Ranged Combat	AGL				
Energy Weapons		0	+1	+3	+4
Repair	INT	0	+1	+1	+2
System Operation (Command)	INT	0	+1	+3	+4
Tactics (Space)	INT	0	+1	+2	+3
Unarmed Combat	AGL				
Brawling		0	+1	+2	+3

*\* Non-professional skill for purposes of advancement*

# KLINGON ROGUE

Attributes			Reactions				Initiative				
	Species	Attr		Attr	Misc			Misc			
	Mod	Total	Mod	Mod	Mod	Total		Mod	Total		
Strength	+1	11	+2	Quickness*	+2	0	+2	Quickness	0	+2	
Agility*	0	10	+2	Savvy	+1	0	+1				
Intellect	-1	7	0	Stamina	+2	+2	+4	<b>Defense</b>			
Vitality	+1	8	+1	Willpower	+1	0	+1	Agility	Misc		
Presence*	0	8	+1	<i>* Favored Reaction</i>				Mod	Mod	Total	
Perception	-1	7	0					Base 7	+2	0	9

\* Favored Attributes

Health: 10    Courage: 3    Renown: 0    Advancements: 0

Personal Development: Military Brat

Professional Development: Scoundrel

Species Abilities: *Brak'lul*, Ferocity, Honor

Professional Abilities: Scoundrel's Fortune (Influence)

Edges: Blends In, Dodge, High Pain Threshold

Flaws: Dim-witted

## Skills

	Attribute	Misc	Attr	Levels	Total
		Mod	Mod		
Armed Combat	AGL				
Klingon Traditional Weapons		0	+2	+4	+6
Conceal	INT	0	0	+2	+2
Enterprise	INT				
Streetwise		0	0	+3	+3
Influence (Intimidate)	PRS	0	+1	+3	+4
Knowledge	INT				
Culture*		0	0	+1	+1
Observe (Listen)	PER	0	0	+3	+3
Ranged Combat	AGL				
Energy Weapons		0	+2	+2	+4
Repair*	INT	0	0	+1	+1
Sleight of Hand	AGL	0	+2	+2	+4
Stealth (Shadow)	AGL	0	+2	+2	+4

\* Non-professional skill for purposes of advancement

# TRILL DIPLOMAT

Attributes			Reactions				Initiative				
	Species		Attr Mod		Attr Mod	Misc Mod	Total	Quickness	Misc Mod	Total	
	Mod	Total									
Strength	0	7	0	Quickness	+1	0	+1	+1	0	+1	
Agility	0	8	+1	Savvy*	+2	0	+2				
Intellect*	+1	10	+2	Stamina	+1	0	+1				
Vitality	0	8	+1	Willpower	+2	0	+2				
Presence*	0	10	+2	<i>* Favored Reaction</i>							
Perception	0	8	+1								
								Defense	Agility Mod	Misc Mod	Total
								Base 7	+1	0	8

Health: 8      Courage: 3      Renown: 0      Advancements: 0  
 Personal Development: Diplomat's Child  
 Professional Development: Exocultural Specialist

Species Abilities: Skilled, Joining (1 prior host)  
 Professional Abilities: Insight  
 Edges: Cultural Flexibility, Meticulous  
 Flaws: Low Pain Threshold

## Skills

	Attribute	Misc	Attr	Levels	Total
		Mod	Mod		
Computer Use (Retrieve)	INT	0	+2	+3	+5
Enterprise Administration	INT	0	+2	+2	+4
Influence*	PRS	0	+2	+2	+4
Knowledge Culture	INT	+2	+2	+4	+8
History		+2	+2	+3	+7
Politics		+2	+2	+2	+6
Specific World		+2	+2	+3	+7
Language	INT	0	+2	+2	+4
Negotiate	INT	0	+2	+2	+4
Science	INT				
Social Science (Political Science)		0	+2	+2	+4

*\* This skill would normally be a non-professional skill for purposes of advancement; however, it is treated as a professional skill due to the character's symbiont.*

# VULCAN STARFLEET SCIENCE OFFICER

Attributes	Species		Attr Mod	Reactions			Attr Mod	Misc Mod	Total	Initiative		
	Mod	Total		Attr Mod	Attr Mod	Misc Mod				Total	Misc Quickness	Mod
Strength	+2	8	+1	Quickness	+2	0	+2			+2	0	+2
Agility	0	7	0	Savvy	+2	0	+2					
Intellect*	+1	11	+2	Stamina*	+1	0	+1					
Vitality	0	7	0	Willpower	+2	0	+2					
Presence	-3	6	0	<i>* Favored Reaction</i>								
Perception*	0	10	+2									
Psi*	0	6	0									
<i>* Favored Attributes</i>												

Health: 8      Courage: 3      Renown: 0      Advancements: 0

Personal Development: Academic Upbringing

Professional Development: Planetary Survey

Species Abilities: Enhanced Rapid Healing, Mind Meld, Nerve Pinch

Professional Abilities: Field Research, Starship Duty (Science)

Edges: Eidetic Memory, Meticulous, Psionic, Skill Focus (Keen Hearing)

Flaws: Pacifist

## Skills

	Attribute	Misc Mod	Attr Mod	Levels	Total
Computer Use (Retrieve)	INT	0	+2	+4	+6
Craft	AGL				
Calligraphy*		0	+1	+1	+2
Engineering	INT				
Systems Engineering*		0	+2	+1	+3
Entertain	PRS				
Play Instrument*		0	0	+1	+1
Knowledge	INT				
History		0	+2	+2	+4
Mind Meld	PSI	0	0	+1	+1
Ranged Combat	AGL				
Energy Weapons		0	+1	+1	+2
Repair	INT	0	+2	+1	+3
Science	INT				
Life Science (Biology)		0	+2	+2	+4
Planetary Science (Geology)		0	+2	+3	+5
Survival (Mountain)	PER	0	+2	+2	+4
System Operation (Sensors)	INT	0	+2	+2	+4

*\* Non-professional skill for purposes of advancement*

Page 28, Table 2.1, Species Attribute Adjustments. Add "+1 Psi" to the entry for Betazoids.

Page 30, Bajorans: Physical Description. Change the second sentence to read, "The only outward physical difference is a series of horizontal ridges arranged vertically along the bridge of the nose." The original sentence was slightly unclear.

Page 33, second column, Species Adjustments. Change the text to read as follows:

" +1 Presence, +1 Psi. Betazoids of all sexes exude confidence and strong personal magnetism. They also have stronger-than-average psionic potential."

Page 33, Telepathy species ability. Change "Telepathy 2" to "Telepathy 1".

Page 48, second column, second paragraph. The phrase "Vulcan males experience Pon farr" should read "all Vulcans experience *Pon farr*".

Page 48, second column, Common Names. Sarek is the son of Skon, not the son of Solkar.

Page 49, Mind-meld species ability. The name of the ability should be "Mind Meld". At the end of the first paragraph, the phrase "profession skill" should read "professional skill". In the third sentence of the second paragraph, the term "Psionic modifier" should read "Psi modifier". In the next-to-last sentence of the second paragraph, the phrase "initiating an new opposed test" should read "initiating a new opposed test".

Page 51, first column, second sentence. The phrase "player's choice of starship elite profession" should read "player's choice of starship officer elite profession".

Page 54, Anticipate Opposition professional ability. The target number for the Perception test in this ability should be TN 10 plus the subject's Presence modifier, instead of TN 7 plus the subject's Presence modifier.

Page 56, Table 3.2, Merchant Skills. Delete the entry for "Business". It's redundant, as the Enterprise skill group is also a professional skill for the merchant, and it encompasses Business.

Page 58, Table 3.3, Mystic Skills. Replace "Play" with "Entertain."

Page 60, Fleet of Foot professional ability. In the third sentence, change "+1.5 movement" to read "x1.5 movement".

Page 60, Streetsmart professional ability. Change the last two sentences to read as follows:

"When making any Streetwise skill test on a particular world or location, the rogue gains an affinity bonus equal to half his Specific World skill, rounding up, if he has the appropriate specialty. If he does not possess the applicable Specific World specialty, he doubles his key attribute modifier instead."

Page 64, Reconnaissance professional ability. The phrases "Observation skill" and "Observation test" should be replaced by "Observe skill" and "Observe test", respectively.

Page 64, Soldier: Survival Training professional ability. This has been reworded for clarity. Replace the existing text with the following:

"Soldiers undergo rigorous training in survival techniques. Whenever the soldier makes a Survival skill test, he gains +2 to his dice roll. In addition, the soldier gains double the normal bonus for a specialty of the Survival skill, gaining +4 to his dice roll for an appropriate specialty of Survival instead of the standard +2 for using the specialty. Thus, a soldier can have up to a +6 bonus when making Survival skill tests using an appropriate specialty."

Page 64, Ground Tactics professional ability. The phrase "Observation test" should be replaced by "Observe test".

Page 66, Starship Officer: Capable professional ability. Last sentence should read:

"When performing actions in excess of their action allowance, starship officers suffer only a -3 to professional skill tests, rather than the -5 test penalty that normally applies."

Page 67, Command Officer, Prerequisites. Should read "Starship Duty or...". The same applies to the prerequisites listed for all Starship Officer elite professions. For ease of reference, each occurrence is listed here.

Page 67, Command Officer  
Page 69, Flight Control Officer  
Page 70, Starship Engineer  
Page 71, Starship Operations Officer  
Page 72, Security Officer  
Page 74, Counselor  
Page 75, Medical Officer  
Page 76, Science Officer

Page 67, Command Officer: Attributes. In the last sentence, the word "providing" should be "determining".

Page 71, Table 3.10, Operations Officer Skills. The table erroneously refers to the "Engineer Officer's" professional skills. The table is otherwise correct.

Page 73, Tactical Officer professional ability. In the last line of this ability, the phrase "during combined tests by +2" should read "during combined tests to +2".

Page 75, Medical Officer: Field Medicine professional ability. The last sentence should read, "Field Medicine can only be used once per game session."

Page 76, Medical Officer: Rehabilitation professional ability. In the last sentence, "wound levels" should read "wound points."

Page 80, second column, Perception. Change the second sentence to read, "It governs only the physical senses." The remainder of the original sentence, in parentheses, was left over from an earlier development pass where Psi was a Reaction, instead of an Attribute. Perception no longer affects your initial Psi score.

Page 81, Table 4.1, Attribute Modifiers. This table should be modified as follows.

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
16-17	+5
18-19	+6
20+	+1 for every 2 levels

Page 81, second column, Random Method. Replace the first four sentences with the following:

"Roll 2d6 nine times to generate nine scores. Of these, discard the lowest three; if your character has the Psionic Edge (see page 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."

Page 81, second column, Pick Method. Replace the first two sentences with the following:

"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."

Page 82, Attribute Generation (Pick Method) example. Replace the existing text with the following:

"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."

Page 84, second column, second paragraph. The "Scientist's Child" development package referred to in the text should read "Scientific Upbringing."

Page 84, third column, second paragraph. The "Colony Life" development package referred to in the text should read "Colony/Frontier Upbringing."

Page 85, "Species Skills" sidebar, second paragraph. Change this paragraph to read "Every character receives a number of skill picks equal to  $\text{Int} \times 3$ , which the player can allocate to the following skills:". Add the following paragraph at the end of the sidebar: "Note: Native-level fluency in a language is considered to be Language +6."

Page 87, Athletic Aptitude package. Replace the "Fast On Your Feet" trait with "Competitive."

Page 88, Occupation Upbringing package. Replace the "Sneaky" trait with "Unyielding."

**NEW** Page 89, Scientific Upbringing package. "Any one Engineering skill +2" should read "any one Engineering skill +1".

Page 89, Starfleet Brat package. Remove the quotation marks from the word "Brat" in the package name. Remove the "Federation" specialty from the Administration skill.

Page 90, Merchant Professional Skills. Delete "Business" and add "Enterprise\*".

Page 90, Merchant: Entrepreneur package. Change "Influence (Charm) +1, Influence (Fast Talk) +1" to read "Influence (Charm, Fast Talk) +2."

**NEW** Page 91, Mystic: Aesthetic package. Change the name of this package to Ascetic.

**REVISED** Page 91, Mystic: Ascetic package. Replace the "Fast On Your Feet" trait with "Speed."

Page 91, Mystic: Mendicant package. Remove the specialty choice for the Survival skill. (This package was made with too many skill picks; this change brings it into balance with the other packages.)

Page 91, Rogue: Scoundrel package. Replace the "Fast On Your Feet" trait with "Alert."

Page 92, Soldier: Foot Soldier package. Add the "Promotion" trait.

Page 92, Soldier: Guerilla package. Replace the "Fast On Your Feet" trait with "Speed."

Page 92, Soldier: Law Enforcement package. Add the "Meticulous" trait.

Page 93, Command Officer: Basic Commander package. Replace the "Command" trait with "Promotion."

Page 93, Command Officer: Representative package. Replace the "Command" trait with "Promotion."

Page 93, Command Officer: Manager package. Replace the "Command" trait with "Promotion."

Page 93, Flight Control Officer, Navigator/Helmsman package. Replace the "Fast On Your Feet" trait with "Skill Focus (3D Thinking)". Add the "Promotion" trait.

Page 93, Flight Control Officer: Hot Shot Pilot package. Add the "Promotion" trait.

Page 94, Engineering Officer: Troubleshooter package. Add the "Promotion" trait.

Page 94, Engineering Officer: Specialist package. The skill entry for "Computer Use +3 (Programming)" should read "Computer Use (Programming) +3." Add the "Promotion" trait.

Page 94, Engineering Officer: Starship Designer package. Add the "Promotion" trait.

Page 94, Engineering Officer: Systems Specialist package. Add the "Promotion" trait.

Page 94, Operations Officer: Basic System Operator package. Change the unspecified "Skill Focus" trait to "Skill Focus (Attentive)." Add the "Promotion" trait.

Page 94, Operations Officer: Operations Manager package. Add the "Promotion" trait.

Page 95, Security Officer: Basic Security Officer package. Add the "Promotion" trait.

Page 95, Security Officer: Investigator package. Add the "Promotion" trait.

Page 95, Security Officer: Tactical Officer package. Add the "Promotion" trait.

Page 95, Counselor: Interspecies Relations package. Add the "Promotion" trait.

Page 95, Counselor: Ship's Counselor package. Add the "Promotion" trait.

Page 96, Medical Officer: Alien Specialist package. Add the "Promotion" trait.

Page 96, Medical Officer: Emergency Medic package. Replace the missing descriptive text with the following: "You specialized in emergency medicine, treating disaster victims, the victims of disease, and the casualties of war." Replace the "Fast On Your Feet" trait with "Speed." Add the "Promotion" trait.

Page 96, Medical Officer: Ship's Doctor package. Replace the missing descriptive text with the following: "You attended medical school preparatory to serving as a ship's doctor." Add the "Promotion" trait.

Page 96, Science Officer: Astrometrics package. Add the "Promotion" trait.

Page 96, Science Officer: Basic Science Officer package. Add the "Promotion" trait.

**REVISED** Page 96, Science Officer: Social Survey package. Change "any one other Social Science +1" to read "any one other Science +1." Add the "Promotion" trait.

Page 96, Science Officer: Planetary Survey package. Add the "Promotion" trait.

Page 102, Table 6.5, TN modifiers for academic tests under memory loss. The modifiers should be positive values (a penalty), raising the TN of any academic tests.

**NEW** Page 103, Table 6.6, Psionic Test Modifiers. All modifiers are to the TN. On the last line of the "Range" subtable, change "-2/movement" to read "-2/increment".

**NEW** Page 104, Table 6.7, Degree of Success. Replace this table with the following.

Test Result	Degree of Success/Failure	Time Mod.
11+ below TN	DISASTROUS FAILURE - the attempt makes matters worse if possible	Base time x 1.5
6-10 below TN	COMPLETE FAILURE - the attempt fails and may prevent further attempts	Base time
1-5 below TN	FAILURE - the attempt fails, but the character may try again at a -2 test penalty	Base time
Equals the TN	MARGINAL SUCCESS - the character achieves the basic objective with only minor complications or setbacks	Base time
1-5 above TN	COMPLETE SUCCESS - the character achieves his objectives with no setbacks whatsoever	3/4 base time
6-10 above TN	SUPERIOR SUCCESS - the character performs beyond expectations, possibly gaining an additional advantage such as a reduced test duration	1/2 base time
11+ above TN	EXTRAORDINARY SUCCESS - the character performs far beyond expectations, possibly gaining an additional advantage such as a positive initiative modifier in the next round or the ability to perform an additional action at half the normal cost	1/4 base time

Page 105, second column, last paragraph. Change the specialty of the System Operation test in the example from "Shields" to "Engineering."

Page 107, Table 6.9, Master Skill List. Add "Run" to the list of specialties for Athletics.

Page 108, first column, second paragraph. The abbreviation for Presence is Prs, not Pre.

Page 109, first column, first paragraph. Add "Run" to the list of specialties.

Page 110, first column, Swim specialty. Change the third sentence to read, "You can swim 2 meters as a single action." Change the last sentence to read, "An extraordinary success increases your movement rate by 1.5 meters (full-round action) or 1 meter (single action)."

Page 110, first column. Add the following paragraph to the Sample Specialties entry:

"Run: You can run 27 meters as a full-round action, or 18 meters as a single action. A complete failure indicates that you stumble and fall, dropping anything in your hands but suffering no injury. A disastrous failure indicates that you fall and injure yourself, suffering 1d3 damage. An extraordinary success increases your movement rate by 5 meters (full-round action) or 3 meters (single action)."

Page 114, second column, "Action Time" entry. Insert the word "require" between "downtime enterprises" and "extended".

Page 115, first column, "Sample Specialties" entry. Change the term "Species Anatomy" to read "Specific Species".

Page 119, Language skill. Under Test, add the following sentence to the end of the first paragraph: "Note that native-level fluency in any language is considered to be Language +6."

Page 127, first column, last paragraph. The term "Mind-meld" should read "Mind Meld".

Page 127, second column, eighth paragraph. The term "Mind-meld" should read "Mind Meld".

Page 129, Table 7.1, Master Trait List. The following changes should be made to this table:

Command: Change the Prerequisite from "Lower rank" to "Special".

Increased Range: Change the Prerequisite from "Psionic 2+" to "Psionic skill 2+".

Psionic: Change the Upgrade from "Special" to "N".

Psionic Coverage: Change the Prerequisite from "Psionic 2+" to "Psionic skill 2+".

Psionic Focus: Change the Prerequisite from "Psionic 1+" to "Psionic skill 1+".

Page 135, Increased Range edge. Change the Prerequisite from "Psionic 2" to "Psionic skill 2+".

Page 135, Innovative edge. Under Effects: The term "profession ability" should read "professional ability." Delete the word "basic" from the first sentence. The following sentence should be added: "The starship officer's Starship Duty professional ability may not be selected in this manner." Under Upgrade: The term "profession ability" should read "professional ability." Delete the word "basic" from the second sentence.

Page 135, Martial Artist edge. Under Effects, "-2" should read "-3".

Page 136, Psionic edge. Under Effects, change the next-to-last sentence to read:

"Your starting level in this attribute is determined in the same manner as your other attributes (see page 81)."

Page 136, Psionic Coverage edge. Change the Prerequisite from "Psionic 2+" to "Psionic skill 2+".

Page 137, Psionic Focus edge. Change the Prerequisite from "Psionic 1+" to "Psionic skill 1+".

Page 137, Sherpa edge. The wording of the Effects section is unclear. Change it to read as follows:

"For the purposes of calculating encumbrance and carrying capacity, your normal load is up to Strength x 8 or less in kg. Your heavy load is Strength x (9 to 13) kg and your very heavy load is Strength x (14 to 18) kg. You can lift up to Strength x 23 kg (see page 79)."

Page 138, Table 7.3, Skill Focus. Add the following entry to this table.

Name	Bonus	Skill
Attentive	+1 each	Investigate and Observe

Page 138, Two-handed Fighting edge. Under Effects, "-8" should read "+8".

Page 139, Wealth edge. Under Wealth 5, "32,000" should read "3200".

Page 146, second column, Assigning Reactions. Replace the existing text with the following:

"Steve begins recording Lovek's reaction scores. Stamina is governed by either Strength or Vitality. His Strength 8 gives him a +1 attribute modifier, while his Vitality 7 has no modifier. Therefore, Lovek begins the game with a Stamina +1. His Perception 10 is the obvious choice to govern his Quickness (his Agility 7 offers no bonus); this also gives him a good Savvy score. His Willpower is boosted by his high Vulcan Intellect (instead of his average Vitality). His Quickness, Savvy, and Willpower reactions all start at a respectable +2.

"Meanwhile, Sheila runs through her reaction scores: Stamina +2 (Strength 10 gives a +2 bonus, better even than the bonus from Vitality 9), Quickness +3 (from that lucky Agility 12), Savvy +1 (Presence 8 grants a +1 bonus, whereas Perception 6 gives no modifier), and Willpower +1 (from Vitality 9 instead of -1 from Intellect 5)."

Page 147, Table 8.4, Sample Reaction Tests. For the entry "Overcome Fear", the TN/Opposing Test entry should read "variable by degree".

Page 153, Professional Skill Level. Replace the last sentence of the descriptive text with the following: "For each advancement your character takes, you may increase professional skills by up to two levels each."

Page 153, Nonprofessional Skill Level. Replace the last sentence of the descriptive text with the following: "For each advancement your character takes, you may increase nonprofessional skills by one level each."

Page 153, Favored Reaction. Replace the last sentence of the descriptive text with the following: "For each advancement your character takes, you may increase your favored reaction by up to +2."

Page 153, Nonfavored Reaction. Replace the last sentence of the descriptive text with the following: "For each advancement your character takes, you may increase a nonfavored reaction by +1."

Page 153, Favored Attribute. Insert the word "favored" between "one" and "attribute" in the first sentence.

Page 157, second column, Prerequisites. Replace the "World Knowledge" skill with the "Specific World" skill.

Page 159, first column, Prerequisites. Replace the "Notoriety" trait with the "Infamy" trait.

Page 160, first column, Professional Skills. Replace the "World Knowledge" skill with the "Specific World" skill.

Page 162, first column, Expedition Grant professional ability. In the next-to-last sentence, replace "+5 TN bonus" with "-5 TN bonus".

Page 163, first column. Replace the "World Knowledge" skill with the "Specific World" skill.

Page 163, second column, Prerequisites. Replace the "Inventor" trait with the "Thinker" trait.

Page 164, first column, Technical Conversion professional ability. In the next-to-last sentence, the phrase "by 1.5" should read "by x1.5".

Page 165, first column, Mission Specialist professional ability. Replace the "World Knowledge" skill with the "Specific World" skill.

Page 166, first column, Prerequisites. Replace the "Connections" trait with the "Contacts" trait.

Page 167, second column, Mission Specialist professional ability. Replace the "World Knowledge" skill with the "Specific World" skill.

Page 167, second column, Sabotage professional ability. In the last sentence, the phrase "equal to the half" should read "equal to half".

Page 170, sidebar. Replace the currency conversion chart with the following:

1 slip = 1/5 strip	1 strip = 5 slips	1 bar = 100 slips
1/100 bar	1/20 bar	20 strips
1 credit	5 credits	100 credits

Page 172, second column. Replace the last sentence of the first paragraph with the following:

“Usually, the target number (TN) for any range-based test is modified for distance between characters: -2 TN point blank, +0 TN short, +2 TN medium, +4 TN long, and +2 TN for each additional increment of extended range.”

Page 172, second column. Replace the example with the following:

“A Type I phaser has a range of 5/10/25/50/+10 meters, meaning that distances up to 5 meters are point blank range (-2 TN to hit), 5.1 to 10 meters are short range (no modifier), 10.1 to 25 meters are medium range (+2 TN), 25.1 to 50 meters are long range (+4 TN), and every +10 additional meters in excess of 50 measure one increment of extended range (earning an additional +2 TN to range-based skill tests).”

Page 173, second column, Rules. In the second sentence, the phrase “suffers a -2 penalty” should read “suffers a +2 TN penalty”.

Page 181, Table 10.3, *Star Trek* Weapons. Modify this table to show the following for each listed weapon's Damage/Parry Bonus.

Weapon	Damage	Parry Bonus
<i>Ahn-woon</i>	1d3+grapple	-3
<i>Bat'leth</i>	2d6+5	+2
Club	1d6+1	+1
<i>D'k tahg</i>	1d6+2	-2 (-1)
Knife	1d6+2	-2
<i>Lirpa</i>	2d6+4 (blade) or 2d6+1 (club)	+1
Mace	2d6+1 (2d6+3 if spiked)	-1
<i>Mek'leth</i>	2d6+3	+1
Staff	1d6+2	+2
Sword	2d6+1	+0
Bow & arrow	2d6	
Crossbow	2d6+1	
Javelin	2d6+4	
<i>Kligat</i>	1d6+3	
Throwing Knife	1d6+2	
Thrown Spear	2d6+3 (Range should be listed as 5/10/20/40/+5)	

Page 181, Table 10.3, *Star Trek* Weapons. Under Ranged Weapons: Archaic Weapons, the crossbow is listed twice. Remove the duplicate entry.

Page 183, second column, Disruptor (Pistol) (23rd Century). This weapon is capable of settings 1, 2, 5, and 8.

Page 183, Table 10.4, Phaser & Disruptor Effects. Power settings 9 through 16 have an incorrect notation of “Kill\*” referring to the Appendix on “Stun Effects”. Remove the asterisk.

Page 185, second column, Staff. Change the Rules section to read as follows:

“When a character performs a parry action in excess of his allowance, reduce the multiple action penalty by half (-3 rather than the standard -5).”

Page 208, first column. There are ten *Star Trek* feature films, not nine.

**NEW** Page 243, Table A.1, Movement Actions. On the third line, “12 m per round” should read “move 12 m”.

**NEW** Page 244, Table A.2, Combat Actions. On the first line, the reference to Table A.12 should be to Table A.11.

Page 244, Table A.3, Free Actions. On the second line, “Observation” should read “Observe”.

Page 246, Table A.8, Fatigue. Add a column labeled “Rest Needed” with entries of 10 minutes (Winded), 1 hour (Tired), 2 hours (Fatigued), and 4 hours (Exhausted).

Page 250, Table A.13, Ranged Combat Modifiers. Under the Range Category section, the Test TN for Extended should read "+2 TN/increment".

Page 250, second column, first paragraph. The last two sentences of this paragraph should read:

"The attacker rolls damage equal to 1d6 plus his Strength modifier to determine the damage he inflicts. If the attack test resulted in an extraordinary success, the attacker inflicts maximum damage of 6 plus his Strength modifier."

Page 251, first column, last paragraph. Under the heading "Stun, Kill, and Disintegration Effects" there is mention of making reaction tests for each of these but only rules and TNs given for shrugging off Stun results. Change the first sentence of this paragraph to read:

"When struck by such weapons which are set to stun, characters must make a Stamina reaction test at a TN based on the weapon's setting (see Table A.14: Stun Effects) to minimize the stun effects." Append the following sentence to the end of the same paragraph: "Note that this is only for stun effects; there is no reaction test to avoid kill or disintegration effects."

## TYPOGRAPHICAL ERRORS

Page 7, second column, under "What Are the Rules?". The phrase "that let you tell" should read "that lets you tell".

Page 8, second column, under "Move Action". The phrase "These actions allows you" should read "These actions allow you".

Page 9, second column, under "Trained". The phrase "Energy Weapon 1" should read "Energy Weapons 1".

Page 17, first column, second paragraph. The phrase "take the reigns" should read "take the reins".

Page 17, first column, last line. The phrase "surrounded by all manners of" should read "surrounded by all manner of".

Page 17, second column, second paragraph. The phrase "Krenim with their poerful temporal weapons" should read "Krenim, with their powerful temporal weapons".

Page 18, first column, first paragraph. In the first sentence, the phrase "Hundred of worlds" should read "Hundreds of worlds". In the next to last sentence, the phrase "defeat this mutual ally" should read "defeat this mutual foe". In the last sentence, the word "doorstep" should read "door".

Page 28, third column. The phrase "to powers like Mind-meld" should read "to powers like Mind Meld".

Page 38, last paragraph. Change the first line to read: "For over two centuries, Humans have exerted a profound influence on the Alpha Quadrant."

Page 39, top of first column. The phrase "further than the truth" should read "further from the truth".

Page 41, "Notable Klingons" sidebar, second paragraph. In the first sentence, the phrase "during which the encountered" should read "during which he encountered".

Page 43, Latent Psionic species ability. In the second sentence, the word "immanent" should read "imminent".

Page 50, first column, first paragraph, second sentence. The phrase "species and profession, Vulcan science officer" should read "species and profession: Vulcan science officer".

Page 50, third column, Mystic description. The name "Dr. Severin" should be "Dr. Sevrin".

Page 51, first column, last paragraph. In the last sentence, the word "supress" should read "suppress".

Page 53, second sentence under "Role". The phrase "peaceful contacts" should read "peaceful contact".

Page 55, first paragraph, second sentence. The word "Troyus" should read "Troyius".

Page 55, second sentence under "Background". The phrase "altruism; but most offer their" should read "altruism, and offer their".

Page 55, first sentence under "Role". The phrase "access to has own starship" should read "access to his own starship".

Page 57, first column, last paragraph. The term "sacred sight" should read "sacred site".

Page 59, third sentence under "Background". The phrase "An El-Aurian refugee could could" should read "An El-Aurian refugee could".

Page 76, Science Officer: Attributes. In the first sentence, "stock and trade" should read "stock in trade."

Page 84, first column, first paragraph. Change the final sentence of this paragraph to read:

"After you select your character's species and profession and generate his attributes, use background development to not only select skills and traits, but also create a bit of backstory for him."

Page 85, second column, first paragraph. In the last sentence, the term "past times" should read "pastimes".

Page 98, second column, last paragraph. In the last sentence, the phrase "profession abilities" should read "professional abilities".

Page 104, first column, last paragraph. The term "profession abilities" in the last sentence should read "professional abilities".

Page 104, second column, fourth paragraph. The term "half the time" in the third sentence should read "a fourth of the time".

Page 104, second column, last paragraph. The term "profession abilities" in the first sentence should read "professional abilities".

Page 108, second column, second line. The phrase "quite of bit" should read "quite a bit".

Page 112, second column, "Extended Test" entry. The word "diffuse" should read "defuse".

Page 120, second column, "Additional Modifiers" entry. The word "ampther" should read "another".

Page 137, Sense of Time edge. Under Effects, the phrase "always to precise" should read "always too precise".

Page 143, Rival flaw. Under Effects, in the fourth paragraph, the phrase "bury the act" should read "bury the hatchet".

Page 144, third column, first paragraph. The term "a long" should read "along".

Page 163, second column. Replace the word "inventers" with "inventors".

Page 168, first column, Missions. In the second sentence, replace the word "flourishes" with "flourish", and replace the semi-colon after the word "galaxy" with a comma.

Page 179, second column, first paragraph. Replace the colon after the word "transmitter" with a period.

Page 182, top of first column. The word "Phaser" in the last sentence should read "phaser".

Page 183, first column, second paragraph. Insert a closing parenthesis after the word "Appendix" in the first sentence.

Page 191, second column, first paragraph. Delete the word "but" in the second line of the last sentence.

Page 194, Armament. The term "Twelve IX Phasers" should read "Twelve Type IX Phasers".

Page 195, second column, fifth paragraph. In the first sentence, the phrase "included those designated" should read "including those designated".

Page 200, first column. The phrase "without character" in the second sentence should read "without characters".

Page 201, second column, first paragraph. The word "the" in the title *Star Trek: The Next Generation* should be capitalized.

Page 211, first column, fifth paragraph. In the second sentence, the word "afterword" should read "afterward".

Page 215, sidebar. Insert the word "or" in between "*Star Trek*," and "shortly before" in the first sentence.

Page 231, second column, third paragraph. Delete the comma after the word "that" in the second sentence.

**NEW** Page 251, Table A.15, Cover Protection. The entry "Shooting Around Cover/Called Shots" should be one line lower and formatted as a sub-table header.

Page 252, second column, first paragraph. The word "vitality" should read "Vitality".

## FREQUENTLY ASKED QUESTIONS & RULES CLARIFICATIONS

**Q:** What is the process of creating a character?

**A:** The entire character creation process is listed in order and illustrated on pages 20 and 21.

**Q:** Does the Starship Duty professional ability waive both the prerequisites for Starship Officer elite professions and the five advancement picks required to take an elite profession?

**A:** The first time Starship Duty is taken, it waives both the prerequisites and the five advancement picks. Subsequent selections waive either the prerequisites or the picks, but never both.

**Q:** Can identical professional abilities from two different professions stack their effects?

**A:** In general, yes. Some professional abilities, such as the soldier's Favored Weapon ability and the weaponmaster's Sacred Weapon ability, don't easily lend themselves to such stacking, though it's not impossible to do so. In this particular case, if the player took both abilities for the same character and chose the same combat skill each time, he would be able to gain +3 levels in that particular skill for each advancement pick he spent towards it, and would suffer a -6 penalty to skill tests outside his particular field of focus.

**Q:** Why the increase in the number of species skill picks?

**A:** To bring the *Star Trek RPG* implementation of the CODA system in line with the *Lord of the Rings RPG* implementation.

**Q:** Can I spend species skill picks on skills like Craft or Trivia, to expand my character's background?

**A:** No. These skill picks are meant, as the name suggests, to represent the culture the character grew up in, as opposed to personal interests and hobbies. While the number of skill picks has been expanded, the particular skills that you can spend them on have not.

One notable exception to that exists, however. Levels in skills received as part of a species template, such as Telepathy for Betazoids or Armed Combat: Klingon Traditional Weapons for Klingons, can be raised using species skill picks, since they're 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.

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 back-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.

**Q:** During the selection of species skills, a player must choose a specialty for the knowledge skills related to his character's species and homeworld; this specialty gives the character a +2 bonus to skill tests within that specialty. The Additional Modifiers entry in the skill description for the Knowledge skill (page 119) states that a character gets a +2 bonus to skill tests made to remember or research information about his own species and homeworld. Do these two bonuses stack?

**A:** Yes, they do; natives get a total modifier of +4 to Knowledge skill tests regarding their own species and homeworld.

**Q:** Many of the development packages and profession descriptions include traits or skills that don't appear in chapters 6 or 7. What happened to them, and what should I use in their place?

**A:** These skills and traits were given different names in different stages of development; unfortunately, several instances of the old names for these items weren't caught before the book went to press. While we've tried to fix all these instances in errata, the fact is that we still might have missed something, so the following list shows the traits and skills we know about, and what their names were changed to.

Connections edge = Contacts edge

Fast On Your Feet edge = Speed edge

Inventor edge = Thinker edge

Notoriety flaw = Infamy flaw

Sneaky edge = Skill Focus (Furtive) edge

World Knowledge skill = Knowledge: Specific World skill

**Q:** Do skills under skill groups have specialties?

**A:** Yes, but you do not get them for free. You must purchase them through advancements or have a specialty granted to you through a development package.

**Q:** On page 109 the sample skills under Armed Combat tell me to choose a specialty. Do I have to take one?

**A:** Those are sample specialties that may be purchased. You do not get a specialty for free, nor are you required to take one.

**Q:** Why are there no sample specialties under the Unarmed Combat skill group?

**A:** While the Narrator may allow characters to specialize in different unarmed styles (skills), the exact type is up to the Narrator. It is presumed that most, if not all, unarmed combat skills do not have specialties.

**Q:** Can someone from a basic profession other than Starship Officer use the Innovative edge to get Starship Duty?

**A:** No. Starship Duty cannot be gained through the use of the Innovative edge.

**Q:** Can I spend a few of my picks during an advancement and hold onto the rest for later?

**A:** No. All advancement picks must be spent prior to resuming play (the next adventure).

**Q:** Can Flaws be "bought off"?

**A:** Yes, although the chart on page 153 does not explicitly show this. The cost of lowering a flaw (Addiction 2 to Addiction 1, or Addiction 1 to nothing, for instance) is the same as purchasing an Edge.

**Q:** Can a character ever select/purchase a second base profession?

**A:** Yes. The process is the same as for entering an elite profession (page 155), and follows the same rules. The main difference is that base professions have no explicit prerequisites for joining, while elite professions do.

**Q:** I have a question concerning the number of professions that a character can be in at any one time. The rules state quite clearly on page 155 of the Player's Guide that a character can only be in 2 professions at once.

However, the example immediately following uses a starship science officer who has joined the explorer elite profession, and must choose between professions on becoming an envoy. The problem is that starship science officer isn't one profession, it is two: the base starship officer and the elite science officer! How would this be resolved?

**A:** Starship officer is a special case for this rule. For purposes of the rules you reference, the first starship officer elite profession is considered a special description for "Starship Officer," rather than an additional elite profession. Only the first one, though; if a starship officer changes fields (a security officer crossing over to flight control, for instance) 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 SOEPs go.

For purposes of this rule, then, the two professions the character has in the example are Starship (Science) Officer and Explorer. The only time the starship officer elite professions would count against that total is if the character acquired it from another basic profession (say, Soldier), or if he already has one (our starship security officer mentioned above).

**Q:** I have a question about starship officers and the new rule that you can enter another base profession. What happens when someone enters the base starship officer profession? According to the rules, a newly created starship officer automatically gets Starship Duty and an elite officer profession. But happens with an existing character?

**A:** Well, Starship Officer by itself is, as mentioned above, only half a profession, so to speak; you need the SOEPs to make it more fully functional. In this case, you still get Starship Duty and the SOEP. The primary reason to do this, instead of just buying into the SOEP directly, is to get access to the starship officer's basic professional abilities without having to use the Innovative trait.

**Q:** When I Dodge (page 248) and roll less than my Defense, is the TN to hit me lowered as well?

**A:** No. The TN to hit you is always the better of the two results, your Defense or the Dodge result. You can not 'zag' into a punch, for example.

**Q:** On page 249 a mention is made of multiple Dodge actions. How does that work?

**A:** Every time you take a Dodge action and make a quickness reaction test, the result (if higher) becomes the TN to hit you. Always use the highest result if better than your Defense.

**Q:** How much damage does an unarmed combat strike do?

**A:** 1d6 + Strength modifier, +2 for a superior success, +4 for an extraordinary success (page 250).

**Q:** On page 250, under Inflicting Damage, it says on an extraordinary success to use maximum damage. Does this include unarmed attacks?

**A:** Yes, it does.

**Q:** On page 251, it implies that you can shrug off kill and disintegrate effects, even though the text only mentions shrugging off stun effects. Is that right?

**A:** No. The text is in error; there are no reaction tests to avoid kill or disintegration effects once you've been hit. Use the Dodge action to avoid being disintegrated!