

# STAR TREK

---

## ROLEPLAYING GAME

---

### RULES MODIFICATIONS

---

## COMBAT

Several minor changes have been made to the original CODA combat system used with Decipher's Star Trek Roleplaying game. Most of the modifications serve to weigh combat heavily in favor of the Player Characters. This will make for a much more cinematic gaming experience and these rules might not be appropriate for all games.

Players desiring more of the feel of later episodes of *Deep Space Nine*, or of other science-fiction series outside the Star Trek genre (such as the reimagined *Battlestar Galactica*, or the short-lived *Space: Above and Beyond*) should not use this system. The CODA combat system, as it stands, is quite capable of creating a darker, or edgier combat scenario; these minor tweaks simply make it easier for a PC to live to fight another day.

Players who want the feel of the original *Star Trek* series, or *Star Trek: The Next Generation*, or *Voyager* can achieve that easily using these modifications.

Another reason for implimenting these changes to the rules, is to speed up combat. It's not often that a group of PCs will go up against a vastly outnumbering collection of enemies, or encounter a situation where they are fighting nameless, and virtually faceless mooks in a Star Trek setting. But, in such cases as when a ship is boarded by a large number of enemy soldiers, or the characters find themselves in a barroom brawl at a frontier outpost, these rule mods can help to speed that combat along.

## ATTACKS

Roll all attacks as per the combat system laid out in the CODA rules, and described in both the Narrator's Guide and the appendix to the Player's Guide. Treat all attacks as skill tests with the appropriate combat skills. But, apply the following changes to the basic system:

**1 - Do not allow enemy combatants (thugs, rabble, and mooks) to roll for Dodge, Block/Parry, etc. Assume that an unsuccessful attack roll on the part of the PC/major NPC is the result of the adversary Dodging, or Blocking (if the circumstances would logically apply) and roleplay the scene appropriately. This same rule should apply to Starfleet "redshirts", and mook-type characters who happen to be on the side of the PCs.**

**2 - Do not allow the "double-six rule" normally applied in the CODA system to any roll of 6 on both dice during a skill test to apply to a low-level adversary's Attack roll. PCs and important supporting cast members receive the double-six benefit; but street bullies, goons, or "bulk troops" in a Jem Hadar attack or Borg boarding party do not. The double-six benefits should also be removed from those famous redshirts.**

**3 - All courage spent by a PC/major NPC, during an attack is immediately restored at the end of the *scene* if the courage was spent to acheive a heroic goal. Do not restore courage immediately if the PC is simply fighting for the pleasure of it (as Klingons often do), or is not behaving in a cinematic, or adventuresome way.**

During a combat involving a large number of combatants, the Narrator may opt to assign a number of required successes to an adversary, rather than an actual Health level or a total of "Damage Points" needed to kill, etc.. In this case, if an adversary is treated as a "2 success combatant", for example, this means a PC need only score 2 successful attacks against him to kill, knock out, or subdue their opponent regardless of the actual total of damage inflicted. This works well during large brawls, or military ground actions.

## DEFENSE

First of all, allow any character who is able to advance and make advancement picks (all PCs, and some long-term NPCs will fall into this category) to upgrade their Defense score independently, just as they are allowed to upgrade their Health. This means a cost of 5 advancement picks per one Defense upgrade. This serves to represent a person's ability to learn to defend themselves better as they become more of a seasoned adventurer, just as upgrading one's Health represents their ability to become more hardy and durable as they gain more experience.

At the Narrator's discretion, a limit may be set on Defense advancements. Possible limits could be the character's Agility score, the maximum Agility score for their species, or any reasonable limitation the Narrator sees fit to apply. But, no PC should be forced to keep their Defense below 12, if they have enough advancement picks available to raise it to that level over time. Limits should be applied only to keep a character's Defense score from going over 12 by more than a point or two.

Actual defensive efforts made during combat should be done in accordance with the CODA system, with the following modifications:

**1 - Dodge rolls should be conducted using the following formula; Quickness Reaction modifier +3 (*Dodge edge*, if applicable) +1 (*Gymnastics (Tumbling) affinity*) +1 (affinity for *skill with the weapon used in the attack*) +1 (affinity for *Unarmed Combat skill*, if appropriate - see *Combat Affinities* below)**

**2 - As stated above, rabble and mooks do not roll a Dodge, or Block/Parry action.**

**3- All courage spent by a PC, to defend is immediately restored at the end of the *scene* if the courage was spent to achieve a heroic or cinematic goal. Do not restore courage immediately if the PC seems to be trying to avoid taking damage in a cowardly way, or is simply trying to avoid risk without a clear-cut purpose definable within the scope of the story.**

---

## DAMAGE

After a successful attack damage is determined as per the CODA system, with the following changes.

**SKILLS:** Add the characters full skill level to all damage inflicted, with the exception of damage inflicted by energy weapons. This reflects the fact that a skilled martial artist knows how to strike an opponent for maximum effect, while a character with skill in the use of an archaic ranged weapon or a projectile weapon will know, through their skill, how to strike vital areas and inflict more damage. Energy weapon damage is inflicted on the body on contact and it is not as important to strike a particular body part, or location to inflict a certain level of damage. The bonus to damage from skills should equal the character's actual skill level, not their final modifier that includes bonuses from attributes, edges, etc. ie.: If a character has Unarmed Combat (Mok'Barra) +6, but her final modifier due to attributes and edges is a +8, the modifier to damage would only be +6.

**NOTE:** Skill levels can be applied as bonus damage for NPC rabble at the Narrator's discretion, but for the most part should be avoided unless the adversary is an exceptionally skilled fighter, or an expert shot. The Narrator should always try to inflict as little damage as possible on the PCs, unless the drama of a particular episode requires a character to become incapacitated.

**SUCCESS LEVELS:** Add degrees of success to any damage inflicted by a PC, or by an important supporting cast character (but not to damage inflicted by thugs, rabble, etc.). Add one point of damage for every point of success on the dice roll. ie. Complete Success inflicts up to 5 points of damage. Extraordinary Success, 11 or more.

**NOTE:** This does not apply to the use of energy weapons. See *Skills* above. Success Level damage bonuses can be applied to the damage inflicted by rabble adversaries as mentioned above. But the same rule of thumb could be applied regarding damage inflicted on PCs, or important supporting characters.

---

## "HIT POINTS"

To speed up combat resolution, all Health levels can be combined into one total to reflect the maximum physical damage any character or combatant can sustain. This "Damage Total" is used in the same way as the "Hit Point" score in *Advanced Dungeons & Dragons*. Combine all Health levels (a character's "Healthy" level(s) and all wound levels). Functional penalties can then be imposed by the Narrator at her discretion if she believes the individual has suffered enough damage to cause them to perform with decreased efficiency.

Edges, or Professional Abilities that effect the way a character reacts to being wounded can still function with a "Hit Point" system by suggesting to a Narrator when to apply wound penalties, or if to apply them at all.

Once the Hit Point level of a character is calculated, record the total twice on the character sheet. Once for lethal damage (phasers, knife wounds, etc.), and once for subdual damage (brawling, knock-out blows, stun weapons, etc.). Characters recover from subdual, or non-lethal damage at 3 times the rate of lethal damage or severe wounds. And a character cannot be killed by damage classified as non-lethal. But, if a character's non-lethal Hit Point total is reduced to zero, or lower, all subsequent non-lethal damage is taken as lethal damage.

## HEALING & "HIT POINTS"

When using healing skills with the Hit Point system, any successful Medicine test to heal injuries restores Hit Points equal to 2x the skill level of the doctor, + the patient's Vitality modifier. First Aid restores Hit Points equal to the skill level of the person performing the First Aid, + the patient's Vitality modifier, as well as +1 point for every 4 levels of General Medicine skill had by the character performing First Aid. (ie.: a character with General Medicine +8 performing First Aid would receive a +2 bonus to the number of Wound Points healed).

---

## COMBAT AFFINITIES

There are no Attack affinities in these rules beyond any applicable affinities described in the CODA rules, unless the Narrator decides to apply any she feels are appropriate. Defensive affinities include (but are not limited to) a +1 for Gymnastics (Tumbling) skill, +1 for skill with any weapon being defended against, and a +1 for any applicable unarmed combat skill (ie. Boxing wont help defend vs Phaser fire. Capoeira would, however, due to the nature of the fighting style). Other defensive affinities may apply at the Narrator's discretion.

## COMBAT ACTIONS

All PCs, and important Supporting Cast NPCs should be allowed 3 combat actions per round, + their Agility or Quickness modifier (whichever is higher). These actions are separate from all other actions, and include both attack and defense actions.

---

## STARSHIP COMBAT

In tandem with streamlining the personal combat system, one major modification has been made to the Starship combat system to expedite the resolution of space battles. Aside from this single modification, the Starship combat system created by Decipher can be played as written and play as smoothly, and cimeatically as any published Starship combat system with the possible exception of WEG's *Star Wars* roleplaying game.

The singular modification made to this system involves Manoeuvres. In short, use them when you want to or when it adds to the cinematic feel of the game, ignore them if rolling manoeuvres is slowing down the combat, or creating too many dice-rolls. While ignoring manoeuvres can cost a ship bonuses in combat, or avoid the application of normal penalties, it can also speed combat and put the result of a ship-to-ship battle more directly into the hands of the PCs, via their skills, and the decisions of their players (ie. a command officer may order the helmsman to do something not covered by a particular manoeuvre; and this should be allowed resolving the action with skill tests against difficulty).

When manoeuvres are used, apply their modifiers normally. When they are not being used, apply a ship's manoeuvre modifiers to the skill rolls associated with those manoeuvres. Command modifiers should apply to all Helm or Tactical rolls being conducted under direct orders from a command officer (ie. when a commander first gives the order to "fire" or for "evasive action" the Commander modifier can be applied to the initial dice roll to carry out the order). Tactical Modifiers can be applied to any Systems Ops TN rolled to fire the ship's weapons, etc., despite whether or not the Tactical officer is operating the console (If the Chief Engineer is manning the weapons, the ship's Tactical mods still apply). Helm modifiers can apply to any operation of the ship's flight controls, by any officer (If the Ship's Counselor is forced to fly the vessel !).

---

---

## NEW RULES

Beyond the modifications made to the combat systems, several other minor amendments to the rules are suggested here.

**THE RECKLESS FLAW:** The Fit edge can cancel out the Reckless flaw if the character either has an Agility score of 10+, or has 10+ advances.

**PSIONICS:** Members of normally non-psionic species can acquire the Psionic edge as a self-trained Key Trait. But they may only acquire 1 psionic skill.

**ATTRIBUTE INCREASES:** PCs may increase any attribute beyond the 12+ Species Modifier maximum within reason. No Klingon, no matter how big and muscular will have more than a 16 or 17 Strength. No Ferengi could ever top a 14 Presence. Players should be required to explain the high attribute(s) with a backstory, or in game terms, as per the rules governing acquisition of the Psionic edge for a normally non-psionic species. A human who is a renowned genius could have a 13 Intellect. A Vulcan could have a Strength of 17 if he is a muscular bodyguard like those protecting T'Pol in the TOS episode, Amok Time. But no PC may start the game with any attribute higher than 12+ Species Mod without applying the appropriate number of advancement picks as well as a good in-character explanation for their unusual abilities. And all attributes above the species maximum must be approved by the Narrator on a case-by-case basis.

---

## NEW EDGES

Two new Skill Focus edges are included here.

**Skill Focus (Attentive):** +1 to Investigate and Observe skills.

**Skill Focus (Crack Shot):** +1 to Energy and Projectile Weapon use.

---

## NEW FLAWS

**Psychological Disorders:** Even in the 24th century there are still some people who suffer from psychological disorders. These can effect a character in both positive and negative ways, but are considered "flaws" as they are often traits a person does not, or would not desire to have.

**Bi-polar Disorder** (+/- 1 to 5 to reaction rolls: + during manic / - during depressive phases)

**Obsessive-Compulsive Disorder** (OCD: -2 to all social tests. Automatic acquisition of the Meticulous edge)

**Nymphomania** (equal to Addiction (Sex), level 2. Upgradable to level 3 for additional edge picks)

**Multiple Personality Disorder** (MPD: 1d6 additional personalities to be determined by the player and approved by the Narrator)

### Other Flaws:

**Asperger's Syndrome:** A type of low-level autism that often can go undetected, even by a Starfleet doctor or counselor. (- 1 to all social tests)

**Intolerance (Prudery/Prudish Behaviour):** Any character may possess this flaw, but anyone who has both Pherempathic Feedback (see *Species Traits* below), and Intolerance (Prudery) may double their edge picks for the advancement phase in which both traits become a part of the character.

**Prudish:** The character has an aversion to sex, or displays of sexuality. -2 to all social tests. -3 to interactions with characters with the Sexy edge (see APOTA, p.13). -3 to interactions with Deltans.

---

# NEW SPECIES TRAITS

## **Vulcans:**

*P'Ton Tmac*; Causes Addiction (Sex), level 1.

## **Betazoids:**

*The Betazoid Phase*; When a Betazoid female reaches an age between 60-75 she goes into phase. Her sex drive quadruples. Treat as Addiction (Sex), level 1. This flaw may be upgraded to level 2 for additional edge picks.

## **Betazoid Hybrids:**

*Pherempathic Feedback*; A condition in which a Betazoid hybrid who is also part of a sexually repressed species (ie. Arbazans, or some Humans) give off a combination of enhanced pheromones, and an empathic "feedback loop", projecting their emotional state into their surroundings. (+1 to Charm & +3 to Seduce tests, as with Deltan pheromones). The character is usually unaware of the effect, and must be sexually aroused for the Pherempathic Feedback to take effect.

Heterosexual characters of the same gender may oppose with a Willpower test. Starship command officers with 16+ Renown or other officers with Renown 21+ may oppose with Willpower + Renown modifier. Prudish characters (with the Prudish flaw) may oppose with Willpower +2. Failure of the opposed roll in this case does not cause the Prudish character to become sexually attracted to the Pherempathic character. Rather it causes all further interactions between the two characters to be take place at a -5 penalty.

Any other character failing their resistance roll becomes sexually interested in the Pherempathic character until that character either ceases to be sexually aroused, or moves to a distance of at least 10 meters away from the affected character.

## **Fotiallan: (M-113 Creature / Salt Vampire)**

*Salt Drain*; Reduces Vitality (see Narrator's Guide, p.215, for Drain effects and TN information)

## **Caitians:**

(note that the species called "Regulans" in the Starfleet Operations Manual is intended to be the traditional Caitian species as portrayed on the animated Star Trek series. These rules modifications assume the Regulans are a separate species; neighbors to and possibly even military enemies of the true Caitians. And yet members of the Federation as the Caitians. Regulans have the same basic species traits as a Caitian, but Caitians are also divided into several sub-species, or races who each have their own distinct set of species traits built off of the Regular/Caitian norm).

### *Sub-species;*

**Zz'mbaran** (Ferocity, as Klingons. +1 Strength. No Vitality modifier)

**Ti'grran** (Bonus Edge: Keen Sight. No Vitality mod)

**P'nthyrran** (+2 to Stealth tests. +2 Agility)

**Ko'ugrran** (Ferocity. +1 to Intellect. +1 Perception)

---

# ARTILECTS

*Expansions upon the excellent Artilect rules, by Scott Rhymer & Daniel Potter; for creating and running Android, Holographic, and other Artificial Intellect characters in the Star Trek Roleplaying game.*

**Androids take damage as follows:** Unarmed Attack = 1/4. Melee Weapon / Archaic Ranged Weapon = 1/3. Projectile Weapons = 1/2. Energy Weapons = Full.

Androids may add their Strength modifier to any Unarmed attack test made to throw, or toss an adversary.

**Holograms take damage as follows:** Unarmed Attack = 0. Melee Weapon / Archaic Ranged Weapon = 1/10. Projectile Weapons = 1/6. Energy Weapons = 1/3. Energy capable of disrupting their Holomatrix = Full.

When fighting a Hologram projected from a Mobile Emitter, an opponent may disable the emitter, if they can find it. Observe (Spot) TN 15 to find, Unarmed Combat attack (-5) to disable. A successful hit deactivates the Hologram. The Hologram is not damaged, but the mobile emitter may be damaged in the attempt.

Androids serving as Operations officers, and who have the Duty Officer professional ability only suffer a -2 penalty for operating outside their specialty due to their Database.

---

## **NEW EQUIPMENT**

**VISOR;** (Visual Instrument and **S**ensory **O**rgan **R**eplacement) Provides **Night Vision & Skill Focus (Keen Sight)** edges, and +5 to general Perception tests (but not to tests with skills based on Perception). Extended use can cause severe headaches. A character may use a VISOR for a length of time equal to their Vitality attribute + their Stamina modifier in hours. After which time, they must make a Stamina test. Failure = a headache, similar to a migraine.

**Ocular Implants;** A common medical prosthesis in the United Federation of Planets as early as the 2360s. Provides **Night Vision & Skill Focus (Keen Sight)** edges, doubled (+4 modifiers), as well as a +5 to general Perception tests, as per the VISOR. Also increases visual range in increments of 20/40/60/80 +20 (Perception attribute test, -2 per range increment above 20. Success = range increased, no penalty to Observe (Spot), or Perception tests). Ocular Implant users also suffer headaches, but not o the severity of the VISOR. A character with Ocular Implants can use their implants for a length of time equal to their Vitality attribute + their Stamina modifier x2 in hours. After this time, they must make a Stamina test. Failure = a headache, roughly half the severity of the headaches suffered by a VISOR user.