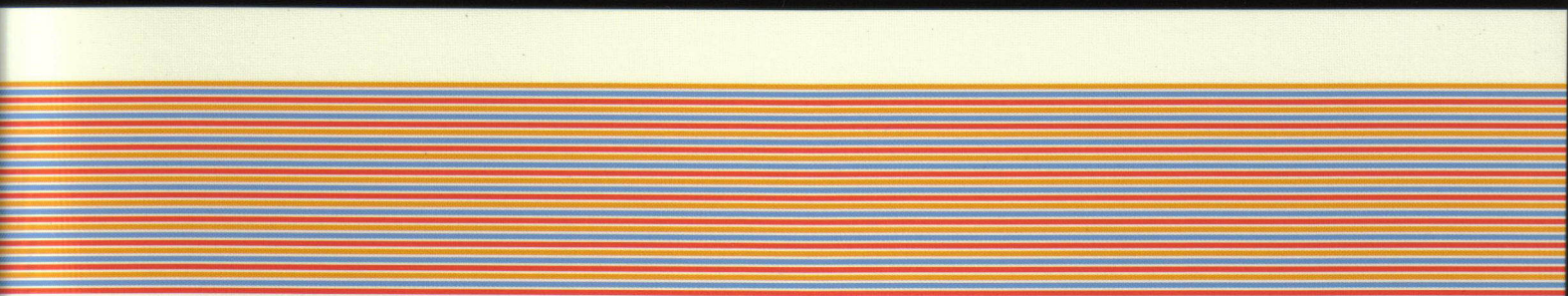
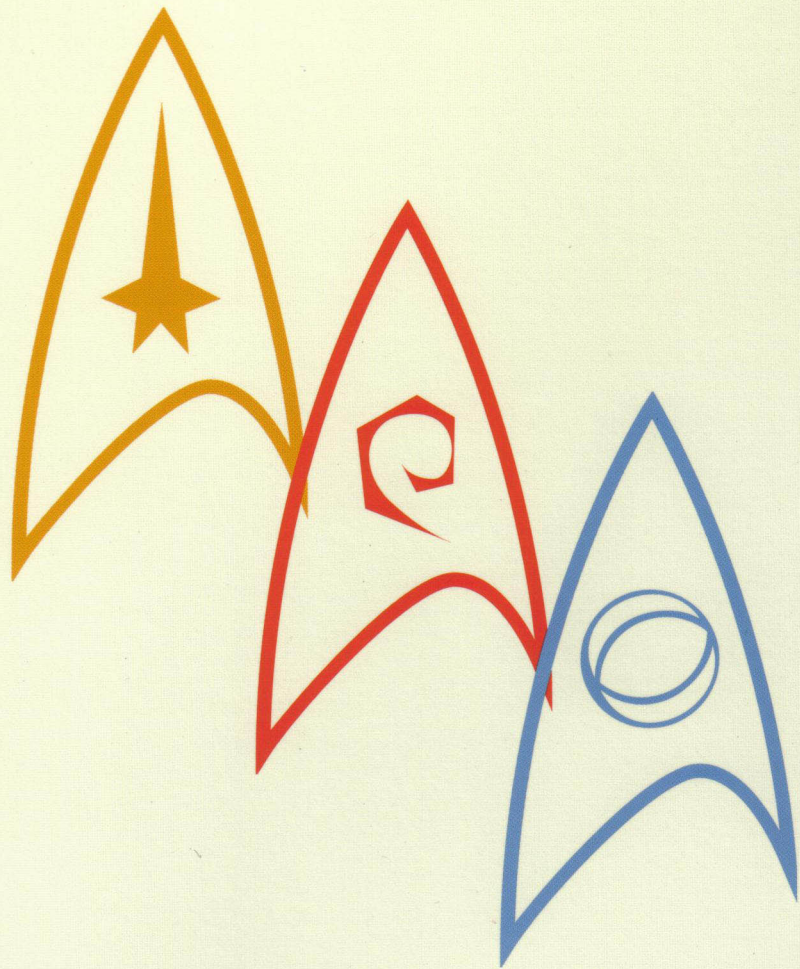


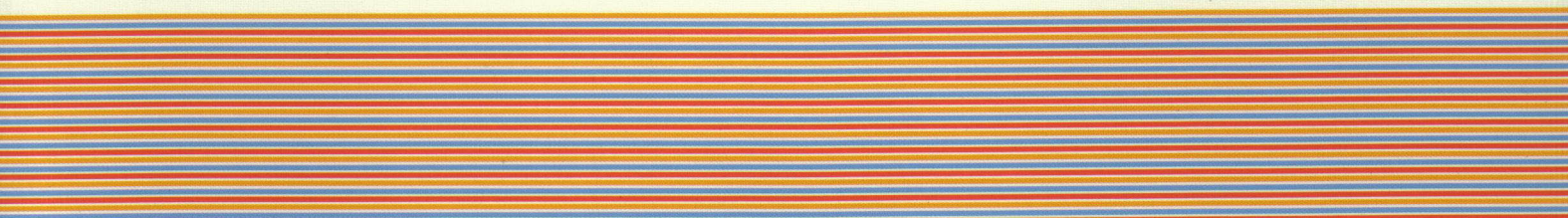
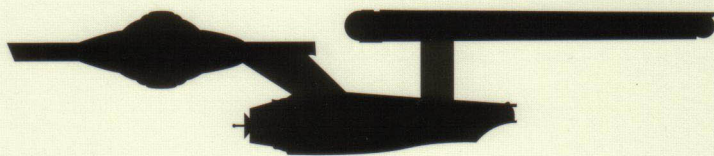
**STAR TREK**<sup>®</sup>  
ROLEPLAYING GAME

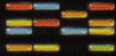
# NARRATOR'S TOOLKIT





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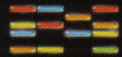
### DIFFICULTY TABLE

Difficulty Number	Description
0	no roll required.
3, 4, 5	Routine
6, 7, 8	Moderate
9, 10, 11	Challenging
12, 13, 14	Difficult
15+	Nearly Impossible



### OPPOSED TEST MODIFIERS

Situation	Modifier
Small Advantage	+1 to Test Result
Moderate Advantage	+2 to TR
Significant Advantage	+3 to TR
Dominating Advantage	+4 to TR
Small Disadvantage	-1 to TR
Moderate Disadvantage	-2 to TR
Significant Disadvantage	-3 to TR
Dominating Disadvantage	-4 to TR



### MOVEMENT

Type	Rate	Difficulty
Crawl	5m per action	No roll required
Walk	10m per action	No roll required
Run	15m per action	Routine (5)
Sprint	20m per action	Moderate (7)
Swim	3m per action	Routine (4)
Jump	2m forward, 1m up	Moderate (6)
Climb	2m per action	Moderate (7)

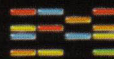
#### Terrain Modifiers

Terrain Type	Modifier
Swampy	+3
Mountainous/Steep	+2
Wet/Slick/Icy	+2
Water (2' or higher)	+2
Obstacles, many/large	+2
Obstacles, few/small	+1
Sandy	+1
Rocky	+1
Extremely flat or even	-1
Paved	-2



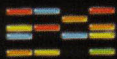
### TEST MODIFIERS

Situation	Modifier
Lack of proper tools or equipment	+1 Difficulty (or more)
Using particularly good or high-quality equipment	-1 Difficulty (or more)
Using off hand	+1 Difficulty
Visual Interference	
Light smoke, dim light	+1 Difficulty
Heavy smoke, moonlight	+2 Difficulty
Very thick smoke, total darkness	+3 Difficulty
Zero Gravity	+1 Difficulty



### MOVEMENT MANEUVERS

Action	Difficulty	Effect
Dodge	-	Dodge roll becomes the Difficulty Number to hit dodging character
Drop to prone	-	A form of Dodge
Get to feet	3	
Move 2m+	Varies	See Movement Table for Difficulties
Dive for cover	7	A form of Dodge which allows the character to move up to 5m at no penalty; every meter beyond 5 subtracts 1 from the character's dodge roll.
Drop and roll	4	A form of Dodge which allows the character to move up to 1m at no penalty; every meter beyond 1 subtracts 1 from the character's Dodge roll.
Tackle	9	The character moves up to 5m and tackles his opponent; success knocks opponent, does 2d6 Stun damage, Grabs (see <i>Combat Maneuvers</i> chart). Tackle requires a Coordination Test or Unarmed Combat Test.



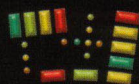
### STARSHIP MANEUVERS

Maneuver	Difficulty
Turn to port/starboard	Routine (4)
Climb/dive	Routine (5)
Climb/dive and turn	Moderate (6)
Hard to port/starboard	Moderate (7)
Steep climb/dive	Moderate (7)
Steep climb/dive and turn	Moderate (8)
Steep climb/dive and hard turn	Challenging (9)



### DEGREE OF INJURY TABLE

Degree of Injury	Difficulty to Diagnose/Heal
Stunned	Routine (4)
Injured	Moderate (7)
Wounded	Challenging (8)
Incapacitated	Difficult (13)
Near Death	Nearly Impossible (15)



### COMBAT MANEUVERS

*Universal Combat Maneuvers (Timed Actions) (usable by any character)*

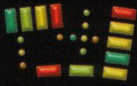
Action	Difficulty	Damage	Notes
Aim	—	—	-1 Difficulty to hit target for each action used to Aim; characters may Aim multiple times.
Block	—	—	Character rolls appropriate Skill Test (Unarmed Combat) or Coordination Test, subtracts 3 to establish Difficulty for hitting him with unarmed hand-to-hand attacks.
Grab	9	—	Character grabs opponent to immobilize him, preventing him from taking action. Make Opposed Test using Fitness (modified by Strength, Immediate Action once per turn) each round.
Kick	8	4+1d6	
Punch	7	3+1d6	
Roundhouse Punch	8	4+1d6	
Snap Punch/Kick	6	2+1d6	

*Boxing (Timed Actions) (usable by characters who know Unarmed Combat: Boxing)*

Action	Difficulty	Damage	Notes
Block	—	—	Parries unarmed hand-to-hand attacks. The character rolls a Boxing Test to establish a Difficulty for hitting him with such attacks.
Cross/Jab	7	4+1d6	
Hook/Uppercut	8	5+1d6	

*Brawling (Timed Actions) (usable by characters who know Unarmed Combat: Brawling)*

Action	Difficulty	Damage	Notes
Flying Smash	8	5+1d6	Brawler jumps into opponent, hitting him feet-first to knock him down. Attacker also falls to the ground unless he succeeds with a Moderate (7) Acrobatics (Gymnastics) Test.
Hammer	8	4+1d6	Brawler laces his fingers together to form one large "fist" and uses it to smash or strike his opponent. Miraculously, the brawler's fingers remain unharmed.
Hatchet Chop	8	Special	Brawler strikes opponent in the neck area with the edge of his flattened palm, doing 2+1d6 Stun Damage. If attempted from front of target, Difficulty increases to 9.
Punch	6	2+1d6	
Tackle	8	Special	Same as the Tackle (see Movement Maneuvers Table).



### PHASER, LASER, AND DISRUPTOR DAMAGE

#### Phaser Damage

Setting	Damage	CHG	Notes
1 Light Stun	(2+2d6)	1	Stun a Human for 5 minutes
2 Heavy Stun	(4+4d6)	2	Stun a Human for 1 hour and a Klingon for 15 minutes
3 Thermal	10+2d6	4	Cut a 1 m hole in 10 cm of steel in 3 minutes
4 Disrupt	12+3d6	6	Cut a 1 m hole in 10 cm of steel or rock in 30 seconds
5 Disintegrate A	16+4d6	10	Vaporize a humanoid-sized target
6 Disintegrate B	24+5d6	15	Vaporize metals, disrupt resistant materials, blow 5 cubic meters of rock into rubble
7 Disintegrate C	30+9d6	20	Vaporize any substance (energy rebound common), blow 10m <sup>3</sup> of rock into rubble

#### Laser Damage

1 Low Thermal	10+2d6	1	Cut a 1 m hole in 10 cm of steel in 3 minutes
2 High Thermal	12+3d6	3	Cut a 1 m hole in 10 cm of steel or rock in 30 seconds
3 Disrupt	14+4d6	5	Kill a humanoid, shatter small rocks, cut a 1m hole in a starship bulkhead in 10 minutes

#### Disruptor Damage

1 Heavy Stun	(4+2d6)	1	Stun a Human for 15 minutes and a Klingon for 5 minutes
2 Thermal	10+2d6	3	Cut a 1 m hole in 10 cm of steel in 3 minutes
3 Disrupt	24+5d6	10	Vaporize almost anything including humanoids and resilient alloys



#### ARCHAIC MISSILE WEAPONS

Weapon	Range	Damage	Shots
Flintlock Rifle	10/20/50/100	10+3d6	1
Kligat	5/20/50/100	7+2d6	—
Machinegun	5/10/25/50	8+2d6	32

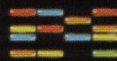
#### MELEE WEAPONS

Weapon	Accuracy	Block	Damage
Knife	7	+1	3+2d6
Lirpa	9	+3	Blade 3+2d6, Club 2+2d6
Rapier	6	+2	4+d6
Stunrod	—	+2	2+Stun effects equal to phaser settings 1–2



#### RANGED COMBAT DIFFICULTY

Range	Difficulty
Point Blank	Routine (3)
Short Range	Routine (4)
Medium Range	Moderate (7)
Long Range	Challenging (10)



#### COVER

Cover	Armor
Thin wooden door	6
Wooden door	8
Thin, unarmored metal door	10
Reinforced metal door; large rocks	14
Armored bulkhead, volcanic stone walls	20
Heavily armored security door	24

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## ROLEPLAYING GAME