

Star Trek Adventures Quick Reference Sheet

Basic Mechanics

To attempt a task, roll a number of d20s (usually two) and compares them to the **Target Number** (Attribute + Discipline) and tries to get a **Difficulty**. The results will be...

Two Successes!		Success!	Failure!	Complication!
Result is a 1.	Result is less than Discipline.*	Result is less than Target Number	Result is more than Target Number	Result is a 20.

* This result only applies if you have a Focus applicable to the situation.

Each d20's result (success or failure) adds up to the total successes earned with the roll. If the number of successes equals or exceeds the Difficulty the task is successful. A **Difficulty 0** task is a routine action that requires no roll under normal circumstances, while a **Difficulty 1** task will be the usual fare in a game. Tasks can range all the way up to **Difficulty 5** and more which would be truly incredible tasks. Any extra successes beyond the Difficulty will give you **Momentum**.

Improving Odds

There are a number of things a player can do to improve their odds on a given roll. More information can be found on pages 80-88 of the *Star Trek Adventures* core rulebook.


- Characters can spend **Momentum** to add extra d20s. The first costs 1 Momentum, the second 2, the third 3, etc. You cannot gain more than 3d20 this way.
- Characters can instead add to **Threat** which costs just the same as Momentum.
- Characters can spend a point of **Determination** if one of their Values would relates to the situation. With a point of Determination, you add a d20 that automatically rolls a 1. The normal limit applies.
- Sometimes, a character might have a **Talent** that grants a bonus d20 in special situations. The normal limit still applies.

Challenges and Extended Tasks

The GM might throw some more complicated situations at you, but the basics remain the same. An **Extended Task** which is a series of basic tasks strung together. When you succeed on a roll to help complete an extended task you roll two challenge dice (see below) plus an extra number equal to your Discipline. The results of these challenge dice chip away at the extended task. More information can be found on pages 90-91 of the core book.

A **Challenge** is a series of basic tasks or extended tasks strung together and represent a linear or flow chart progression of tasks required to complete some final task. For example, repairing a damaged shuttlecraft might be an extended action that just needs time and skill. Jamming an enemy ship so that you can blast its shields with exotic particles and beam over prisoners with a well-timed transporter, however, would be a challenge because a failure on the first step means the whole thing falls apart.

Challenge Dice

Weapons and other effects can require the use of six-sided challenge dice, usually represented by the Starfleet insignia symbol: .

When using a standard d6 you can use the table to the right. Ordinarily, these are used for weapons damage and similar situations.

D6 RESULT	CHALLENGE DICE RESULT
1	1
2	2
3	0
4	0
5	1, plus Effect
6	1, plus Effect

Traits

Characters have Traits that can be used to increase or decrease Difficulty (depending on whether it's a plus or a negative) or make something possible that would normally be impossible (or the reverse, for a negative situation). A Trait used positively is an **Advantage** and a Trait used negatively is a **Complication**.

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Effects

When rolling for damage from an attack or hazard, you can gain Effects on your result in addition to damage. When this happens, all the Damage Effects for the weapon or hazard are triggered (see *Star Trek Adventures* pages 178-179 for more information).

Action Order

The procedure during a conflict round (combat or social conflict) is as follows.

1. Pick who goes first. There might be an obvious reason for NPCs to act first (such as an ambush) otherwise the GM just picks a PC to start things off. If it's ambiguous, the GM can spend a Threat to have an NPC start.
2. After a PC goes, the next action will be an NPC unless the player spends 2 Momentum to have it be a PC.
3. If a PC spends Momentum to keep the initiative, this can't be done again until the opposition goes.
4. Once one side (PCs or opposition) has all acted, the remaining characters on the other side act.
5. Once everyone has acted, a character from the side that didn't act last will start a new round.

Momentum

Pages 83-86.

How Do You Get It? Roll more successes than you need against the task Difficulty. When a Task is done, unspent Momentum goes into a group pool.

How Do You Spend It?

- **Create Advantage:** Create some Advantage or remove a Complication.
- **Create Opportunity:** Buy up to three bonus d20s for a task roll.
- **Create Problem:** Increase Difficulty for an enemy.
- **Obtain Information:** Ask the GM a question and get an answer.

Determination

Pages 87-88.

How Do You Get It? You start a game session with one Determination and gain more by playing to your Values and achieving mission Directives. Maximum is three.

How Do You Spend It?

- **Perfect Opportunity:** You get a bonus d20 that automatically rolls a 1.
- **Moment of Inspiration:** You reroll all your dice.
- **Surge of Activity:** You immediately perform another Task after this one.
- **Make It So:** You create an Advantage the applies to the current scene.

Threats

Pages 281-282 and 291.

How Does the GM Get It? Players will add to threat as an alternative to Momentum, increasing Threat rather than take a Complication, and from NPCs spending Momentum. Dangerous situations can also start with a Threat pool.

How Does the GM Spend It?

- **NPC Momentum:** The Threat pool works like the PCs' group Momentum pool.
- **NPC Threat Spends:** Where a PC would add to Threat, an NPC spends Threat.
- **NPC Complications:** The GM can spend Threat to have an NPC avoid a Complication.
- **Complication:** Two Threat creates a new Complication.
- **Reinforcements:** Bring in more NPC enemies.
- **Environmental Effects:** Change the environment.