

# Star Trek Adventures Random Encounter Table



## Does an encounter happen?

Roll 1d6. An encounter is triggered on a 6.

## What kind of encounter occurs?

Roll 1d20 for the following encounter types:

- |                                   |                                      |
|-----------------------------------|--------------------------------------|
| 1-5: Strange New Life (Table A)   | 11-15: Shiptside Encounter (Table C) |
| 6-10: Strange New World (Table B) | 16-20: Space Encounter (Table D)     |

## Table A – Strange New Life

Roll 1d20 for the following encounter types:

- |                              |                                     |
|------------------------------|-------------------------------------|
| 1-3: Explorers/travelers     | 15-16: A known Federation adversary |
| 4-6: Scientists/researchers  | 17: Known Federation ally           |
| 7-9: Local merchants/traders | 18: Local military patrol           |
| 10-12: Smugglers/Outlaws     | 19: Unknown alien*                  |
| 13-14: Refugees              | 20: Q or Borg**                     |

\*Consult Tables A-1 and A-2 for more details

\*\*Roll 1d6. Odd numbers are Q. Even numbers are Borg

## Table A-1

Roll 1d20 for physical or mental traits (core rulebook page 290):

- |                                 |   |
|---------------------------------|---|
| 1. Protruding Spines            | 11. Breathes a different gas                  |
| 2. Extremely long tongue        | 12. Chameleonic skin                          |
| 3. Low body temperature         | 13. Multiple stomachs needing constant food   |
| 4. Breathes a different element | 14. Photosynthesis                            |
| 5. Sensitive to vibrations      | 15. Sleeps markedly less than most species    |
| 6. Hermaphrodite                | 16. Empathic                                  |
| 7. Sensitive to light           | 17. Telepathic                                |
| 8. Large teeth                  | 18. Strong willpower                          |
| 9. Excessive fur                | 19. Eidetic memory                            |
| 10. Inhale food whole           | 20. Multiple personality/identity in one body |

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## **Table A-2**

Roll 1d20 for behavioral or cultural traits (core rulebook page 290):

- |  |  |
|--|--|
| 1. Taste the wrist of the person they meet | 11. Will never disagree openly             |
| 2. Will only negotiate with one gender     | 12. Sleep in groups                        |
| 3. Seal deals in blood                     | 13. Will go into stasis while traveling    |
| 4. Worships another species                | 14. Won't use teleportation                |
| 5. Vilifies another species                | 15. Intensely honorable                    |
| 6. High ranking members do not speak       | 16. One gender dominates the sciences      |
| 7. Do not mourn death                      | 17. One gender dominates the military      |
| 8. Take trophies of those they kill        | 18. Pansexuality                           |
| 9. Will only eat what they kill themselves | 19. Will not eat a particular plant/animal |
| 10. Never directly addresses a person      | 20. Culturally significant clothing item   |

## **Table B – Strange New World (page 307 in the core rulebook)**

Roll 2d20 for the following planet type:

- |   |  |
|---|--|
| 2-5: Artificial planet (non-obvious)*                       | 26-28: Class M planet (ice age world)              |
| 6-8: Class D planet   | 29-30: Class L planet (marginally habitable world) |
| 9-10: Class H planet  | 31: Class K planet (Neptune-like)                  |
| 11-13: Class L planet (land life has not yet evolved)       | 32-33: Class K planet (Mars-like)                  |
| 14-16: Class M planet (water world with only small islands) | 34-35: Class Y demon planet                        |
| 17-19: Class M planet (verdant jungle world)                | 36-37: Artificial planet (obvious)*                |
| 20-22: Class M planet (temperate world – like Earth)        | 38-39: Class J gas giant planet                    |
| 23-25: Class M planet (dry desert world – like Vulcan)      | 40: Class T huge gas giant planet                  |

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\*Artificial planets are worlds that were created by powerful intelligent beings. A non-obvious artificial planet is one that superficially looks like a normal world. However, detailed sensors reveal that it's not old enough to be a natural planet, is almost certainly made from different materials, and has a different structure from any ordinary planet. Obvious artificial planets are exotic constructs like Dyson spheres, space stations 2,000 kilometers across, enormous rotating rings where the inner surface looks like a vast strip of a Class M planet, and other equally strange objects that clearly are not natural worlds. Depending upon who created them and what condition they are in, artificial worlds may or may not be habitable, but most are.

If an artificial planet is rolled, roll 1d6 to determine whether the planet is habitable or not (or simply pick one or the other). On a 1-3, see Table B-1. On a 4-6, see Table B-2. Then roll on Table B-3 for planetary features.

## **Table B-1**

Roll 1d20 for habitable planetary type:

1-2: Habitable artificial planet (non-obvious)	11-13: Class M planet (temperate world – like Earth)
3-4: Class L planet	14-16: Classy M planet (dry desert world – like Vulcan)
5-7: Class M planet (water world with only small islands)	17-18: Class M planet (ice age world)
8-10: Class M planet (verdant jungle world)	19-20: Habitable artificial planet (obvious)

## **Table B-2**

Roll 1d20 for hostile planetary type:

1-2: Artificial planet (non-obvious, no breathable atmosphere)	14-15: Classy Y demon planet
3-5: Class D planet	16-17: Artificial planet (obvious, no breathable atmosphere)
6-8: Class H planet	18-19: Class J gas giant planet
9-11: Class K planet (Mars-like)	20: Class T huge gas giant planet
12-13: Class K planet (Neptune-like)	

# Star Trek Adventures Random Encounter Table



## **Table B-3: Planetary Features**

To describe the planetary features, roll 1d20 twice:

- |  |   |
|--|---|
| 1-2: Exceedingly dangerous animal or planet life | 12-13: Ancient ruins or artifacts                           |
| 3-4: Peaceful primitive inhabitants              | 14-15: Off-world visitors                                   |
| 5-6: Warlike primitive inhabitants               | 16-17: Crashed spacecraft                                   |
| 7: Peaceful technological inhabitants            | 18: Local conditions that limit or prohibit transporter use |
| 8-9: Warlike technological inhabitants           | 19-20: Dangerous natural phenomena                          |
| 10-11: Transcendent inhabitants of great power   |   |

## **Table C – Shiptside Encounters**

Roll 1d6 for the following encounter types:

- |   |                             |
|---|-----------------------------|
| 1. Power loss – specific system (see Table C-1) | 4. Personal time            |
| 2. Medical issue                                | 5. Crime                    |
| 3. Crew tensions                                | 6. Power loss – entire ship |

## **Table C-1: Ship systems**

Roll 1d20 to determine which ship system has been affected. If you want to really liven things up, you can roll 2d20 (or more) and pick multiple system power outages.

- |                    |                        |
|--------------------|------------------------|
| 1-2: Conn          | 11-12: Crew quarters   |
| 3-4: Medical       | 13-14: Climate Control |
| 5-6: Replicators   | 15-16: Life support    |
| 7-8: Transporters  | 17-18: Engineering     |
| 9-10: Science labs | 19-20: Bridge          |

# Star Trek Adventures Random Encounter Table



## Table D – Space Encounters

Roll 1d6 for the following encounter types:

- |                        |  |
|------------------------|--|
| 1. Sub-space rift/tear | 4. Ion Storm   |
| 2. Temporal Anomaly    | 5. Stellar activity (Novas, Black holes, Neutron Stars, etc)                           |
| 3. Nebulae*            | 6. Hazardous conditions (choose: electromagnetic eddies, gravitational anomalies, etc) |

\*Roll 1d6 for type of Nebulae. 1-2 is a Class I. 3-4 is a Class II. 5-6 is a Class III.