

2d6 STAR TREK

CHARACTER CREATION

HUMAN CHARACTERS: Distribute the bonuses in the gray box to five skills from the skill list.

NON-HUMAN CHARACTERS: Distribute the same bonuses to five skills. However, Non-Human characters must include certain skills as listed below. They may assign the bonuses as they see fit. (GM's are encouraged to create additional species packages as desired.)

VULCANS – *MIND MELD* and *NERVE PINCH*

ANDORIANS – *Brawling/Melee* and *Survival/Tracking*

TELLARITES – *Engineering* and *Brawling/Melee*

CAITIANS – *Climb/Jump* and *Stealth*

BONUSES

+3, +2, +2, +1, +1

SKILL LIST

Aim	Helm
Beast Riding	Leadership
Brawling/Melee	Medicine
Climb/Jump	Science
Communications	Stealth
Con	Survival/Tracking
Engineering	Swimming
Fitness	MIND MELD*
Gambling/Gaming	NERVE PINCH*

*Vulcans only

Everyone starts with:

1 Luck Point	20 hit points
Any reasonable equipment	

SPECIAL LUCK NOTES

Luck Points

- Must be declared *before* roll.
- Roll 3d6 and keep the highest two for *any* roll or do two actions in one round using 2d6 with no penalty (normally -2 penalty)

BASIC ROLLS

All rolls are 2d6+skill. Occasionally, the GM may call for an opposed roll where both parties roll and the higher roll wins.

COMBAT

- Roll **2d6+ Leadership** modifier for initiative (use the highest Leadership skill of all the PC's)
- Winning side goes first in any order
- May move and attack in one round

DAMAGE

Weapon	Damage (full/partial)
Heavy Mounted Phaser	8/4
Phaser Rifle	7/3
Phaser	6/3
Traditional Bullet	5/2
Knives	4/2
Hand-to-hand	3/1

ACTION CHART

2d6 + bonus	Failure (2-6)	Partial (7-9)	Success (10+)
Helping Actions (self or another)	No effect	+1 to <i>their</i> next roll	+2 to <i>their</i> next roll
COMBAT			
Combat	No DMG	½ DMG	Full DMG
Setting weapons to stun	Missed	2 DMG	Stunned for 1d6 rounds
Retreat (3 retreats takes one out of combat)	Can't retreat	Retreat but enemy gets parting shot	Retreat for one round
STARSHIP COMBAT			
Helm (takes 5 rounds to jump to warp speed)	No effect	+1 to gunners roll Or -1 rounds to warp speed	+2 to gunners roll Or -2 rounds to warp speed
Gunnery	No DMG	½ DMG	Full DMG
Tractor Beam (other ship must be at 1/3 hp)	Opposed AIM roll vs. HELM		
Repair	No repair	-Combat (1) -Space (3) -Repair fac. (6)	-Combat (3) -Space (6) -Repair fac (12)
HEALING			
First Aid (Once per combat)	No healing	-No field kit (1) -Field kit (3) -Sickbay (6) -Sleeping (2 hp)	-No field kit (3) -Field kit (6) -Sickbay (12) -Sleeping (2 hp)
VULCAN ABILITIES*			
NERVE PINCH	Missed	Stunned for 1 round	Stunned for 1d6 rounds
MIND MELD (Willing Subject)	No Mind Meld is achieved	Can access vague impressions only	Can access full memories and influence those memories
MIND MELD (Unwilling)	Make an opposed roll versus the subject's LEADERSHIP . If the MIND MELD roll is higher, use it to consult the " Willing Subject " results above.		

*Once per day, may not reattempt failed rolls