

# 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

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

\*Vulcans only

Everyone starts with:

<b>1 Luck Point</b>	<b>20 hit points</b>
<b>Any reasonable equipment</b>	

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

\*Once per day, may not reattempt failed rolls