

STAR TREK ROLEPLAYING GAME

LIFE ON THE EDGE

INTRODUCTION

This netbook, or perhaps *netbooklet* would be more appropriate; is a project that has been fermenting in my mind since I wrote my first set of rules-expansions for Decipher's Star Trek roleplaying game – a Psionic use handbook – some months ago.

One might say this idea has been aged in the wood, since it has been reworked in my mind for some time. And now has finally come to fruition.

What we have here is a collection of new and semi-new Edges, and Flaws for use with the Star Trek roleplaying game. Edges and Flaws are, of course, those very useful character traits that a player can use to detail and individualize a character for the Star Trek game.

This is not a new concept in roleplaying. Edges and Flaws, under other names, have been in use in roleplaying since the late 1980, when the concept was introduced by Steve Jackson Games, and their generic roleplaying system, GURPS.

In GURPS, Edges and Flaws were called Advantages and Disadvantages. And in many ways they were, and still are, the core of the GURPS mechanics when it comes to character statistics, and attributes. In GURPS, the difference between an average middle-of-the-road character and a Vampire Prince are the Advantages and Disadvantages the character does or does not possess.

This innovation of the GURPS system caught on quickly with game-designers, and a lot of systems published since have used some variation on the Advantage / Disadvantage system to add detail to player and non-player characters.

Eden's Unisystem uses the terms Qualities and Drawbacks to define Advantages and Disadvantages, respectively. Decipher's CODA system uses the terms Edges, and Flaws. And Last Unicorn Games used the same terminology as GURPS – Advantages and Disadvantages, to define these characteristics for their Star Trek roleplaying game.

The Last Unicorn effort, published using the ICON system, and in print from 1998 – 2000 was the predecessor to Decipher's CODA-powered Star Trek game. The two systems even have several of the same writers and designers involved in creating both games. And the systems, while markedly different in most of their basic mechanics are easily converted between one-another and interchangeable.

This is a boon to CODA players who got their start in Trek-gaming with the ICON system. As they can use their bookshelf full of ICON books with the new system with minimal effort in conversion. And it is also a boon for ICON players, who don't mind putting in the extra effort to convert CODA's Starship and Alien species stats into the ICON system.

In my personal opinion converting from ICON into CODA is much easier than trying to do it the other way around.

And that is what this booklet is trying to do with ICON's

extensive list of Advantages and Disadvantages. What I've tried to accomplish here is not a collection of wholly new, heretofore unpublished Edges and Flaws for use by CODA players, but a complete conversion of the traits used in the ICON system for use with the newer game published by Decipher.

And, I'm not the first person to try this. Several of ICON's character-traits have been converted by other writers, including my sister, in various fan-made supplements and netbooks available on line for use with the CODA system.

One of these – *A Piece of the Action*, by Steven A. Cook – is heavily referenced in this booklet. As a matter of fact, whenever the group I play with uses a converted trait from a particular source, I have simply reprinted that information here. With credit to the original author given wherever possible.

If I don't know who made the original conversion, I haven't been able to give credit, and I sincerely apologize for any slight, or oversight; which I can assure all readers is completely unintentional. If anyone, after downloading this booklet, sees some of their work, uncredited all they need to do is contact me – I'm pretty easy to find – and let me know and I'll add their credit to the book.

Any Edge, or Flaw original to this booklet is titled in *blue lettering*, while traits harvested from other sources are titled in a *red font* and fully credited to their original source where possible.

Finally, some of the Advantages and Disadvantages used in the ICON system were converted over to the new CODA rules by Decipher's design team. These have been indicated by a *purplish typeface*, and a page-reference where the information on the CODA version of the trait can be found in Decipher's *Player's Guide*.

In collecting the traits to convert, I used the following ICON source material – the *Deep Space Nine Roleplaying Game* core book, the *Player's Guide* to the *Star Trek The Next Generation Roleplaying Game*, and the core rulebook for the *Star Trek The Original Series Roleplaying Game*. The reason I chose these three volumes is that all of the traits included in the TNG core rules are repeated in the DS9 book, with some additions; anything DS9 missed from that era are included in the TNG Player's guide, and anything still overlooked was added to the TOS core book – especially if it pertained to roleplaying in the Original Series era.

I have not tried to harvest traits from other ICON sourcebooks such as *Renegades and Rogues*, or any of the species-specific sourcebooks. My goal with this booklet is to convert the Advantages and Disadvantages given in the ICON core rules so they can be used to convert ICON characters into the CODA system.

There *will* be updates to this volume, and by that time I will have gone through the other ICON material available to me and mined those books for new traits to convert for CODA play.

And now, on to the business at hand...

Alertness

This Advantage was converted into the CODA system by the game designers as the *Alert* edge. And information on its game-effects can be found on page 130 of the Player's Guide.

Alien Upbringing

This Advantage was converted directly into the CODA system by Decipher. It was, however, converted as a *Development Package* for use during character creation and not as an edge. Complete information on the Alien Upbringing package can be found in *Aliens*, on page 8.

Ally

This Advantage was also converted to CODA by the original designers. And information regarding it can be found on pages 130-131 of the Player's Guide.

Ambidexterity

Another ICON Advantage included with the CODA system core rules as *Ambidextrous*. Details of the Ambidextrous edge can be found on page 131 of the Decipher Player's Guide.

Artistic Talent

You possess an unusually high level of creativity and imagination, or, perhaps some special insight on the artistic process.

Effect: +2 to all Craft skill rolls.

Asset

Originally appearing in Last Unicorn Games' Romulan sourcebook, *The Way of D'Era*, as *Hereditary Benefit*. This is a conversion of the Advantage listed on page 73 of the *ST:TNG Player's Guide*.

Asset

You have some special possession, ranging from an ancestral home or a family heirloom to an archaeological memento (a Kurlan *naiskos*, or Ressikian flute, for example). Narrators should discourage such items as Varon-T disruptors, and Iconian devices.

Effect: Although characters normally begin the game with this benefit it can be lost during play. Because of the wide range of possibilities for this edge, actual in-game benefits will vary. And these effects are left, largely, up to the Narrator to determine.

Athletic Ability

You possess an innate talent for athletic endeavors. You excel at physical activities like running, jumping, and throwing.

Prerequisite: Strength, or Agility, 6+

Effect: You receive a +2 bonus to Athletics skill use, and a +1 to all Acrobatics, Unarmed Combat, and Armed Combat skill tests.

Battle-hardened

You've seen a lot of fighting. You're used to having disruptors fired at you, photon grenades exploding all around you, and many other terrifying things one experiences in battle. Or, at least you are as used to these things as a person can get. When others flee their posts you stand your ground. This edge

is often had by Klingons, Nausicaans, Jem'hadar, and other warrior-races.

Prerequisite: 7+ Advances

Effect: When you spend a courage point on a Stamina or Willpower reaction test, made during combat, you receive a +5 bonus instead of the usual +3.

Bold

This trait is included as part of the CODA system rules, and is described on page 131 of the Player's Guide.

Commendation

This Advantage is included as an edge in the CODA game system, and is described on page 132 of the Player's Guide.

Contact

Converted to *Contacts* for use with the CODA system by the original game designers; and fully described with a new and intricate set of in-game effects on page 133 of the Decipher Player's Guide.

Cultural Flexibility

This Advantage, originally listed on page 78 of the *ST:TNG Player's Guide*, is converted into the CODA system and described on page 133 of the Player's Guide for that system.

Curious

This Advantage was converted to an edge in the published CODA system rules, and can be found on page 133 of the Player's Guide.

Deep Cover

You have an extremely well-developed alternate identity. Generally, Starfleet characters do not possess this edge, but characters working for Starfleet Intelligence, or the Department of Temporal Investigations might find developing a cover an occupational necessity.

Prerequisite: Rogue character profession, or Spy elite profession; or a good backstory as to why a character in another profession would need such a cover.

Effect: +2 to all Impersonate (Undercover) skill rolls. The character may also apply their *negative* Renown modifier to any attempts made to recognize them while they are operating undercover.

Department Head

The designers of the CODA game system, and the writers of Decipher's Star Trek roleplaying game converted this Advantage into one level of the Command edge – *Command 1* – and this edge serves the same purpose within the CODA system that the Department Head Advantage serves in ICON. Information pertaining to the Command edge can be found on pages 131-132 of the Player's Guide.

Two other methods could easily be incorporated for using the Department Head advantage in the CODA system.

One would be to use the Advantage as its own separate edge, with Command 1 as a prerequisite of Department Head, indicating that the character is qualified to head a department aboard a starship.

This new edge would be documented as follows:

Department Head

You are in charge of a department on board a starship, or a space station such as Engineering, Medical, Science or Security.

Prerequisites: *Command 1* edge

Effect: When you spend 1 Courage to enhance an Administration skill test pertaining to the department you command, you receive a +5 bonus instead of the usual +3.

Another possible use of the Department Head Advantage would be to make it a **Tier-2 Professional Ability** of **Starship Officers**.

This Professional Ability would function as follows:

- **Department Head:** As the senior officer of a department on board a starship, or a starbase, you command authority and respect from those serving in that department. When making Administration skill tests dealing with your department and its personnel you receive a +2 bonus to the dice roll. **Prerequisite:** Starship Duty.

If used as a Professional Ability, the bonuses from *Department Head*, and the Command Officer Professional Ability, *Starship / Starbase Protocol*, should stack creating a final bonus of +6 with the Command Officer's department being the starship, starbase, or other posting he commands.

Double-jointed

You are unusually flexible, and can twist and turn your body with remarkable agility.

Prerequisite: Agility 6+

Effect: You receive a +2 bonus to your dice roll for tests to break free of a grapple, or untangle yourself from an Ahn-woon, etc. This bonus does not apply to basic Dodging tests, but can apply to any attempt to escape from conventional restraints, or to squeeze oneself into a cramped space, crawl through a Jeffries Tube, etc.

Eidetic Memory

This Advantage was ported into the CODA Star Trek roleplaying system as the *Eidetic Memory* edge, described on page 134 of the Player's Guide.

Enhanced Vision

This ICON Advantage was converted into the *Skill Focus: Keen Sight* edge in the CODA system. See pages 137-138 of the Player's Guide for more information. In some circumstances this Advantage can also be considered to equivocate to the *Night Vision* edge described on page 136, as well.

Engineering Aptitude

You have an innate talent for working with mechanical devices and comprehending engineering principals. You can understand, operate, and repair machinery such as warp drives, tricorders, and transporters more easily and better than most people.

Prerequisite: Intellect 8+

Effect: You gain a +2 bonus to all Construct and Repair skill rolls, as well as +1 to all skills in the Engineering skill group, and also to Systems Operations rolls.

Excellent Balance

You possess an acute sense of balance. You move with extreme grace, rarely stumbling or falling down.

Prerequisite: Agility 7+

Effect: You receive a +2 bonus to all Athletics and Acrobatics skill tests.

Excellent Chemoreception

To properly convert this Advantage for use in the CODA system, following the usual naming conventions for CODA Edges, this Advantage becomes *Skill Focus (Keen Smell)*. There is a similar edge in Decipher's *Lord of the Rings* roleplaying game – *Keen-nosed* – and the effects of the Keen-nosed edge from LotR has been converted, here, into terms compatible with Star Trek to account for ICON's *Excellent Chemoreception* Advantage.

Skill Focus (Keen Smell)

You have a well developed sense of smell. Your ability to perceive odors, distinguish between similar smells, and determine the source of a smell are superior to those of the average individual.

Effect: +2 to all Observe (Smell) tests.

Excellent Hearing

This Advantage is converted for the CODA system as *Skill Focus (Keen Hearing)* – see pages 137-138 of the Player's Guide – and is a species trait of Vulcans, and Romulans.

Excellent Metabolism

This Advantage is directly converted for use with the CODA system. And more information can be found on page 134 of the Player's Guide.

Excellent Sight

The *Skill Focus (Keen Sight)* edge in the CODA system is a direct conversion into that game's mechanics of the Excellent Sight Advantage. See pages 137-138 of the Player's Guide for complete information.

Famous Incident

The in-game effects of the Famous Incident Advantage from the ICON system are accounted for by the CODA edge, *Famous Event*. For more information on the edge's effects see page 134 of the Player's Guide.

Favor Owed

You once did something important for a highly placed associate – for example, a Starfleet officer, high-ranking government official, member of the Obsidian Order, or the like – and can now call on that person for a favor in return.

Effect: This edge functions as a temporary version of the Ally edge. And once the owed favor is "called in" you no longer have this edge as no one owes you a favor any longer. This edge may be acquired multiple times. And for each acquisition of the edge, another single favor is owed by a powerful NPC.

High Pain Threshold

This Advantage has been directly converted into the CODA system – see page 135 of the Player's Guide – and is a species trait of tough, hardy aliens such as Klingons.

Innovative

This Advantage was converted into the CODA system by the designers of the original game, and information on the in-game effects of the CODA edge can be found on page 135 of the Player's Guide.

Language Ability

You possess an intuitive understanding of the use and structure of languages. *Enterprise's* Ensign Hoshi Sato is an excellent example of a character with this edge.

Prerequisite: Intellect 6+, skill of 3+ in at least two non-native languages.

Effect: You gain a +1 bonus to all Language skill rolls.

In keeping with CODA game terminology, this edge could be referred to as **Skill Focus (Linguist)**.

Lightning Calculator

You can process numbers in your head more quickly than most people – not as fast as a computer, but almost.

Prerequisite: Intellect 7+, Physical Science (Mathematics) 4+

Effect: The character may reduce the time needed to perform any Test involving mathematical calculations by ½.

Line Officer

Ordinarily, only standard Command branch officers are allowed to take over the bridge and command a starship, or a starbase. High-ranking officers in other departments, such as Medical or Engineering are often trained to take command in the event of an emergency. These people are known as Line Officers. And this edge represents their special status.

Prerequisite: Promotion edge, level 3+

Effect: When acting as commander of your ship, or starbase, you receive a +2 bonus to all Administration skill rolls associated with commanding your post.

Mathematical Ability

You possess an instinctive understanding of the principals of mathematics.

Prerequisite: Intellect 7+

Effect: You gain a +2 bonus to all Physical Science (Mathematics) tests.

In keeping with CODA game terminology, this edge could be referred to as **Skill Focus (Mathematician)**.

Medical Remedy

You suffer from a physical condition represented by a *Medical Problem*, or *Physically Impaired* flaw. Examples would include blindness, paralysis, or muteness. However, you have a remedy for this affliction, such as a genetic replacement or a bionic prosthetic. For example, a blind character might receive new eyes or a VISOR.

Prerequisite: An appropriate Medical Problem, or Physical Impairment.

Effect: An effective Medical Remedy will cancel out any penalties for the flaw it counters – a VISOR removing any penalties, for blindness, for example. Sometimes, as in the case of a VISOR a Medical Remedy actually improves the character's abilities, usually by providing the benefits of another edge such as *Skill Focus (Keen Sight)*, or *Night Vision*.

This Disadvantage has also been converted for use with the CODA Star Trek roleplaying game, by Steven A. Cook, for his *A Piece of the Action* netbook.

Medical Remedy

You've undergone regenerative therapy, drug treatments, or surgery of some kind to repair a physical injury or medical condition.

Prerequisite: Medical Deficiency, Physical Impairment, or other flaw.

Effect: When you select this edge, you remove any one physically or medically impairing flaw

you have. These are typically the Medical Deficiency or Physical Impairment flaws, but may also include Easily Winded, Low Energy Level, Sickly, Slow Healing, and similar flaws at the Narrator's discretion.

Mixed Species Heritage

While this Advantage is considered neither an edge or a flaw in the CODA rules, characters with mixed species heritage are discussed at length in the Player's Guide (p. 29) in the sections covering character generation and player-character species. The subject of characters with a mixed species background is also readdressed in *Vol. 2, Issue 1*, of the excellent webzine, *Beyond the Final Frontier* – the unofficial e-zine of the Star Trek Roleplaying game now published by Patrick Goodman.

In addition to a lengthy article discussing the topic of characters with a mixed heritage, Mr. Goodman provides several new edges for Mixed Species characters in the BtFF issue.

These are reprinted here, below. But, downloading of this and all issues of *Beyond the Final Frontier* is highly recommended if one wants to get the full potential of the CODA Star Trek roleplaying system out of their game.

Mixed Species

Your parents were of two different species. You stand with one foot in each of two worlds, giving you a unique perspective on the people and events around you.

Prerequisites: This edge can only be taken at character creation.

(note: the Mixed Species edge here, quoted from BtFF, could be seen as the direct conversion, from ICON to CODA of the Mixed Species Heritage Advantage)

Stringent Upbringing

While you are the biological blending of two different species, you have been brought up strictly within the culture of only one. Rather than taking most of the species abilities from the primary species and one from the secondary species, you take all of yours from the primary species.

Prerequisites: Mixed Species edge. This edge can only be taken during the Personal Development phase of character creation, and is incompatible with the *Genetic Quirk Edge*.

Genetic Quirk

You don't favor one species as much as many individuals of mixed species heritage do. Rather than taking most of the species abilities from the primary species and one from the secondary species, you take all but two of yours from the primary species, and the remaining two from the secondary.

Prerequisites: Mixed Species edge. This edge can only be taken during the Personal Development phase of character creation, and is incompatible with the *Stringent Upbringing Edge*.

Multitasking

This Advantage is directly converted into the original CODA system, and detailed on page 135 of the Player's Guide.

Night Vision

Another ICON Advantage ported into the CODA system by the original designers. The details of the Night Vision edge can be found on page 136 of the Player's Guide.

Organ Redundancy

Some alien species possess multiple sets of vital organs. This makes them harder to injure or kill. While this Advantage is not

converted as an edge in the CODA system, some alien species with various organ redundancies such as the Klingon brak'lul, or the redundant circulatory system of the Andorians are described in CODA material.

As a generic advantage of Organ Redundancy would function as follows:

Prerequisites: Alien species heritage (as a member of a species with some kind of organ or systemic redundancy).

Effect: Appropriate bonuses depending on the organs or bodily systems effected. Examples being a Klingon's +2 Stamina bonus from their brak'lul, or an Andorian's higher resistance to cold temperatures but heightened vulnerability to toxins due to their redundant circulatory systems.

Barring very unusual circumstances, Organ Redundancy is only available at character creation. And only to members of non-human races, or alien-human hybrids. A human with redundant organs would have to be a very singular example of some kind of genetic engineering and should only be allowed by a Narrator if the player supplies a good backstory, and takes the Genetic Resequencing personal development package.

Patron

The effects of this Advantage are largely covered in the Contacts and Ally edges, and in the case of Contacts would constitute one level of that edge. To use the Patron Advantage as a separate CODA edge, treat it as a variant of the Contacts edge – *as follows*:

Patron

You have a special relationship with someone of importance or influence. This person watches your career with great interest, and continues to keep an eye on you.

Effect: Basically a “toned down” Contact edge, having a Patron can only effect a character's skill rolls in respect to their chosen profession, or lifestyle. A Starfleet Officer can only gain bonuses for Administration rolls, a Ferengi for Streetwise rolls, etc. These bonuses are the same as for the Contacts edge - +2 to all applicable skill rolls – and a character can only have one level of the Patron edge, unless they change careers and acquire a patron to sponsor them through their new career, or unless they acquire a new Patron in their current career.

It is rare for anyone to have more than one Patron.

Pattern Recognition

You are adept at recognizing patterns within data, solving mysteries and puzzles, deducing facts from incomplete data, spotting camouflage, and similar feats.

Prerequisite: Perception 6+

Effect: When you spend 1 Courage to improve a Perception attribute test, or a roll on any Perception-based skill, you receive a +5 bonus instead of the usual +3.

Peripheral Vision

Your field of vision is unusually wide.

Effect: +1 to all Observe (Spot) skill rolls. Also -2 to all dice rolls made by anyone trying to surprise or “sneak up” on the character.

Political Rank

For use within the framework of the CODA system rules this Advantage is considered to be worked into the generic *Promotion* edge. The Promotion edge not only covers rank-grades for military officers, but for people who function in any type of hierarchy.

A chart showing the effects of the Promotion edge, at different levels, for different groups can be found on page 138 of the Player's Guide (*Table 2.2*), along with the description of the Promotion edge and its in-game effects.

Promotion

This Advantage has been directly converted for use with the Decipher Star Trek roleplaying game. See page 138 of the Player's Guide for a full description of this edge, as well as a chart detailing the effects of the Promotion edge within various groups.

Psionically Gifted

You possess an unusually high level of skill and ability with your mental powers.

Prerequisite: Psionic edge

Effect: When you spend a Courage point to improve any Psionic skill test, you receive a +5 bonus rather than the usual +3.

Quick-draw

This Advantage was converted to be compatible with the CODA system rules by the original game-designers. A full description of the converted edge, and its effects can be found on page 137 of the Player's Guide.

Radiation Resistance

You possess an unusual resistance to the effects of damaging radiation. Often, as a result of evolving on a world exposed to higher than normal radiation levels such as Axanar, or Tau Cygna V.

Prerequisite: This edge can only be taken at character creation.

Effect: +2 to all Stamina reactions made to resist the effects of radiation from an organic or inorganic source.

Rapid Healing

Another Advantage ported into the CODA system by the original design team, who also wrote most of the mechanics of the ICON system. A complete description of the Rapid Healing edge, and its effects can be found on page 137 of the Player's Guide. And there are several alien species who have this edge as a species trait, including Vulcans, who have an Enhanced version of the trait.

Religious Rank

For use within the framework of the CODA system rules this Advantage is considered to be worked into the generic *Promotion* edge. The Promotion edge not only covers rank-grades for military officers, but for people who function in any type of hierarchy.

A chart showing the effects of the Promotion edge, at different levels, for different groups can be found on page 138 of the Player's Guide (*Table 2.2*), along with the description of the Promotion edge and its in-game effects.

Resistant

You have a tolerance for a particular substance, or substances. While this can be fairly innocuous (Romulan ale, or Saurian

brandy, for example; allowing a character to drink others under the table), it could refer to a natural resistance to toxins.

Effect: +2 bonus to all Stamina reaction rolls made to resist the effects of the designated substance. This edge may be acquired multiple times, creating resistances to several substances.

Resolute

This Advantage has been converted into the basic core rules for CODA Star Trek. A complete description of the edge, and its effects, in-game, can be found on page 137 of the Player's Guide.

Scientific Genius

You possess an innate sense about scientific principals and their relationships to each other. When a scientific problem presents itself you're the one best qualified to deal with it.

Prerequisite: Intellect 7+

Effect: +1 to all skill tests with any skill in the Sciences skill group.

In keeping with CODA game terminology, this edge could be referred to as **Skill Focus (Scientific Genius)**.

Security Clearance

This Advantage originally appeared in The First Line, the ICON sourcebook for Starfleet Intelligence. And it can be converted for use with the CODA system as follows:

Security Clearance

You possess a security clearance and can access restricted information. Security Clearance depends less on rank, and more on "need to know". You may hold your clearance from a prior intelligence operation, or as part of your current responsibilities.

Prerequisite: Promotion edge 1+, 3+ Advancements

Effect: For each level of this edge, which may be acquired up to three times, your rank is treated as if it is one grade higher than it actually is, for the purpose of accessing classified material. Also, upon acquiring this edge, a character may apply 100% of his *positive* Renown modifier to any roll made to use Intel-based connections.

Sense of Direction

Another ICON Advantage pre-converted by the CODA game design team. Full CODA gaming stats and effects for this edge can be found on page 137 of the Decipher Player's Guide.

Sense of Time

Also directly converted into the CODA system from ICON. Information on this edge can be found in the Player's Guide on page 137.

Sexy

This edge has been dealt with in several ways by Star Trek roleplayers since the publication of the CODA system rules.

There are three edges in the published rule-system that can, and may have been intended to account for the Sexy Advantage:

Friendly (Player's Guide, p. 134), *Likeable* (Player's Guide, p.

135), and *Skill Focus (Seductive)*, which provides a +2 bonus to Influence (Charm) and Influence (Seduce) tests – see page 138 of the Player's Guide for a complete description of the Skill Focus edge.

Of these, the Skill Focus edge probably best represents what it would mean for a character in the Star Trek universe to be considered Sexy.

There are two previously published conversions of this Advantage.

The first is a direct conversion of the Advantage into a CODA edge of the same name.

Sexy (Friendly variant)

Some people have a special quality — they exude sexiness. You're one of them. With the right smile, wiggle of the hips, a wink, or soft-spoken words, you easily influence people.

Prerequisite: Presence 6+

Effect: You gain a +1 bonus to all social tests.

This conversion was done by Steven A. Cook, and can be found on Page 13 of his *A Piece of the Action* netbook.

Another possible replacement for the Sexy Advantage appears in Jason E. Carroll's *A Sharper Edge* netbook (page 3).

Skill Focus (Attractive): The character is physically attractive to species with similar concepts of physical beauty.

Effect: +1 to Influence tests, additional +2 to Influence (Seduce).

Since all of these options have very different in-game effects, a character could, conceivably acquire all of these edges, and stack their bonuses to produce a character with overwhelming powers of seduction, and sexual influence over other characters.

Shrewd

This ICON Advantage was directly converted into the CODA system, and details covering its function, and in-game mechanics can be found on page 137 of Decipher's Star Trek Player's Guide.

Sixth Sense

You have an innate sense for danger, unusual or threatening situations, trickery, and deceit, and things which simply "don't feel right". This edge functions as something of a combination of *Alert*, and *Shrewd*, but with different in-game effects.

Prerequisite: Perception 6+, or 5+ Advances.

Effects: When performing a Savvy reaction test, or Perception attribute test you may roll three dice and keep the best two. The rules for rolling a double-6 still apply.

Species Friend

Another Advantage converted into the CODA system by the original authors of the game. See page 138 of the Player's Guide for more information.

Strong Will

Two edges available in the CODA system – *Resolute* (PG, p. 137), and *Unyielding* (PG., p. 138) – represent the effects of having an unusually strong Willpower within the framework of the CODA rules, where Willpower is a Reaction.

Synergy

This Advantage was converted into the CODA system as *Coordinator*. See page 133 of the Star Trek Player's Guide for more information on this edge.

Tactical Genius

You possess an innate sense of tactics, and strategy which makes you very hard to defeat, or out-think as a military commander.

Prerequisite: Perception 6+. May not be taken with any level of the Pacifist flaw above level 1.

Effect: +2 to all Tactics skill tests.

Telepathic Resistance

In the published CODA system, the edge, *Iron Willed* (PG., p. 135) was intended to function as the equivalent of this edge; making the character more generally resistant to psionic influences.

Toughness

In the CODA system rules, the edge, *High Pain Threshold* is meant to represent the effects of the Toughness Advantage. And as such it is often given to tough, hardy alien species such as the Klingons and Nausicaans.

However, since *High Pain Threshold* is, in and of itself a separate edge, an alternate conversion of *Toughness* is offered here.

Toughness

You have a remarkable resilience that seems to surface at just the right moment !

Prerequisite: Vitality 6+

Effect: When spending Courage to enhance a Stamina reaction, or Vitality attribute-test you receive a +5 bonus instead of the usual +3.

Wealth

As part of the original CODA rule-system for Star Trek roleplaying, this edge was converted directly, with several available levels indicating different degrees of wealth. For complete information on the converted Advantage, see page 139 of the Player's Guide.

Weapon Master

Another ICON Advantage converted for use as an edge in the CODA system – as *Weapon Mastery*. In the CODA version of the edge, Ranged Weapons were included as being available for Weapon Mastery. See page 139 of the Player's Guide for more information.

Zero-G Training

Converted into the CODA game system as *Zero-G Trained*. See page 139 of the Player's Guide for information and game effects.

FLAWS

Addiction

The first Disadvantage listed in the ICON core rules is also the first flaw listed in the CODA Player's Guide – and a fully converted version of the *Addiction* flaw can be found on page 139 of that volume.

Amnesia

You cannot remember some or all of your life experiences. You

still retain all of your skills, and professional abilities but may not recall where you learned them from or how or why you know such things. If the Amnesia flaw is acquired during play it should, most likely, be the result of an accident or injury. Amnesia acquired during character creation must have its origins determined by the player and the Narrator.

Effect: An Amnesiac character can still use his skills, but forgets important details that could pertain to a Devotion, Enemy, or other edge or flaw. Each time a character should naturally recall something of this nature a Savvy reaction is required. Failure, and the Amnesia has caused the effects of the edge, flaw, etc., to be forgotten – resulting in no effect.

Argumentative

You simply love to argue – this is a very common trait among Tellarites – even if you agree with someone you're likely to start an argument just for the fun of playing “devil's advocate”.

Effect: When the opportunity arises, the character will start, or engage in an argument. And he must make a Willpower reaction test vs the other person's Presence score (+ or – Renown modifier as appropriate) to avoid arguing.

Arrogant

This Disadvantage was converted for use in the CODA system and more information regarding its effects can be found on page 139 of the Player's Guide.

Bad Reputation

This Disadvantage was converted for use in the CODA system as Infamy. And more information as to its in-game effects can be found on page 142 of the Player's Guide.

Bloodlust

Also converted by the original CODA game designers, and described on page 139 of the Player's Guide. This flaw is not advised to be taken by Starfleet officers; even Klingons serving in Starfleet are required to control their more violent tendencies.

Chronic Pain

Some condition, such as an old war wound or chronic illness causes you to suffer extreme pain constantly. Geordi LaForge, for example, suffers chronic pain from the use of his VISOR.

Effect: Once per game session the character must make a Stamina reaction or suffer a -1 penalty to all Physical tests for the remainder of the scene due to the crippling pain.

Code of Honor

While this ICON Disadvantage was not converted into the CODA system for Star Trek, it was use as a flaw in Decipher's Lord of the Rings roleplaying game. And a Star Trek version of that flaw is offered here.

Code of Honor

You live your life according to a “code of honor” - a set of personal guidelines and principals, and self-defined moral standards.

Effect: You must choose a standard by which you live your life, and the Narrator must approve it. Some examples could be the Starfleet Prime Directive, the Vulcan code (swearing off emotions), the Code of the Jem'Hadar (fealty to the Founders), or the general Starfleet Code to uphold the ideals and policies of the Federation.

If you violate your code, even without meaning to, other characters who make Recognition tests

to determine if they know who you are receive a +2 test result bonus, and automatically know you broke your Code if they succeed in their test.

Competitive

The Competitive Disadvantage was converted into the CODA system as an edge, rather than a flaw, providing bonuses in the performance of Opposed Tests. See page 132 of the Player's Guide for more information.

The effects of the Competitive Disadvantage, as described on page 80 of the ST:TNG Player's Guide convert, roughly, to the Proud flaw detailed on page 142 of the Player's Guide.

For a direct conversion of the effects of the ICON Competitive Disadvantage use the following:

Antagonistic

You are unable to restrain your desire to antagonize rivals, and even colleagues. You gloat, compulsively, when you succeed, and sulk when others show you up.

Effect: -1 to all Influence, Negotiate, Persuade, Administration, and Business tests.

Compulsion

You suffer from a psychological compulsion to do something. Examples include kleptomania (the compulsion to steal), pyromania (compulsion to set fires), compulsive gambling, or the desire to kill a specific person.

Effect: When presented with an opportunity to indulge your compulsion you must make a Willpower reaction. On failure you must indulge your compulsion for at least 1d6 rounds, or for however long it takes to complete the act.

Dark Secret

This Disadvantage was converted for the Star Trek roleplaying game by the CODA designers, and a complete description of Dark Secret, and its in-game effects can be found on page 140 of the Player's Guide.

Dependent

Someone depends on you for emotional, financial, and/or physical support. This person might be a child, a disabled person, or simply someone you feel responsible for.

Effect: For the purpose of using this flaw in the CODA system, Dependent can be treated as a specification of the *Devotion* flaw (PG., p. 140). With the same in-game effects, and the added complication of the fact that the subject of the character's devotion is also dependent upon the character. And, if put in danger this dependency could make situations more desperate.

Diminished Social Status

This Disadvantage was converted for use in the CODA system by Scott Rhymer, in his Artificial Lifeforms sourcebook, *Artilects* (page 6). Mr. Rhymer's work is designed for the flaw to function for Androids, and other forms of artificial life. The version of the Diminished Social Status flaw here is intended to be a more generic flaw available to all characters. But the in-game effects are modified from the material in *Artilects*.

Diminished Social Status

You suffer from some social condition or status which negatively effects your ability to interact with others. Primarily of your own species. This

ranges from being a slave or a member of a lesser caste or belonging to a group which suffers from discrimination.

Effects: The character begins all social tests with persons likely to be effected by, or aware of his status at a *hostile* reaction stance (as opposed to *indifferent*). Social modifiers for others, no aware of the character's diminished status begin at *indifferent*.

Domineering

You believe other people should do what you tell them. You don't hesitate to give orders, offer condescending instructions, and advice. You expect to be obeyed and may become infuriated if disobeyed.

Effect: -2 to all Administration, Influence, Negotiation, and Persuade tests, and -1 to all other Social tests.

Exile

This ICON Disadvantage was converted for the CODA system as *Exiled*, a Species Enmity variant; by Steven A. Cook, for his *A Piece of the Action* netbook. That information is reprinted here:

Exiled (Species Enmity variant)

You have been exiled from your homeworld. Whether you've committed crimes, fallen out of political favor, or made yourself an embarrassment to your government, you cannot return home without serious repercussion, such as being harassed, publicly ridiculed, or even arrested.

Effect: Upon a successful recognition test, you suffer a -4 penalty to any social tests made to influence members of your own species (Influence, Negotiate and Persuade tests). This penalty is in addition to any modifiers resulting from successful recognition tests.

Expatriate

Originally appearing in *The Way of D'Era* Romulan sourcebooks. This is a conversion of the modified Disadvantage appearing in the ST:TNG Player's Guide, on page 80.

For some reason you did something that caused your close relatives, a local community, or an entire planet to ostracize you. This could range from joining Starfleet against your mother's wishes to committing some unpardonable sin.

Effect: When you must interact with members of the community or group from which you have been expatriated, you begin with a Hostile interaction stance, and suffer a -1 penalty to all Social Skills in regard to the group.

Fanatic

You exhibit extreme devotion to a philosophical ideal or a principal. Members of such secret societies as the Alliance for Global Unity, terrorist groups such as the Maquis, conservative religious sects like the one led by Winn Adami when she was a *vedek*, and intelligence agencies like the Tal Shiar typically have this flaw, as do many servants of the Dominion, and several of the more primitive species encountered by the USS Enterprise in the 23rd century.

Effect: Whenever a character must make a skill-test related to or involving his ideal, such as an Influence test to convert a non-believer to his point of view he must spend one Courage point, improving the roll, even if the roll does not require any

improvement.

Greedy

You have a lust for latinum. Whenever there's an opportunity for profit you must pursue it to the fullest (perhaps even risking criminal prosecution or other dangers). Almost all Ferengi have this flaw although they don't see it as a hindrance.

Effects: If faced with any chance to make a profit, or “come into money”, you must make a Willpower reaction or do whatever you have to to get the money. And, if another character tries to dissuade you from this course of action they do so at a -5 penalty.

Guilt

You have an almost overwhelming sense of guilt about something you did in the past. It may have been something genuinely illegal, or unethical or it may only be something you think you did wrong, or was wrong to do. It may even be something you did not do – failing to save your parents in a fire, for example. Or failure to remain at your post on a previous assignment.

Effect: Whenever confronted with any situation that could trigger his guilt the character must make a Willpower reaction roll or suffer a -1 penalty to all tests until the situation changes, or the character can overcome his guilt. Attempts to overcome guilt are made as further Willpower reactions at 1 difficulty level higher than established for the original roll.

Hedonist

You enjoy luxuries and pleasures of all sorts, from fine food and drink to more earthy delights. This is a common flaw among Deltans, Betazoids, Tiburonians, and the Wadi.

Effect: Whenever presented with an opportunity to enjoy himself, have fun, or take pleasure in something, the character must make a Willpower reaction roll, or be unable to resist and indulge himself for 1d6 rounds.

Hides Emotions

You conceal your true feelings, never allowing yourself to display emotions. Other people never know how you feel about anything and have a hard time coaxing information out of you. Vulcans have this flaw, but they consider it a virtue.

Effect: -1 penalty to Influence, and Persuade tests. Also, the same penalty to all Administration and Business tests in the Enterprise skill group, but not to Streetwise tests.

Hypochondria

You suffer from delusions that you've contracted some horrible disease or affliction. Despite all the efforts you make to protect yourself, such as using a filter-mask whenever you go into a strange environment, you're certain you've caught something.

Effect: +2 to Stamina reactions to resist disease (to account for protective measures such as being masked). If the character feels he has been exposed to a sickness or a toxin he must make a Willpower reaction, or pester the nearest available physician with demands for tests or medications.

Imprudent

The darker side of Resolute (see page 137 of the Player's Guide for the CODA conversion of this edge). Imprudent differs from Impulsive or Reckless. A Reckless character takes rash action; an Imprudent character doesn't know when to give up.

Effect: When better judgment would indicate a character should abandon a task, or action he must make a Willpower reaction roll to do so. On a failure, all Courage spent to improve rolls until the imprudent action is abandoned confer only a +2 bonus. On a Complete Failure, only +1, and on a Disastrous Failure, no bonus at all.

Impulsive

This Disadvantage was converted into the CODA system as Reckless. And a complete description of the effects of the Reckless flaw can be found on page 143 of the Player's Guide.

The original Reckless flaw given in the Player's Guide, however, does not accurately represent a truly reckless, or impulsive person, as intended by the ICON Disadvantage. The Reckless flaw in the Star Trek rules is better suited to represent an awkward, or fumbling character.

A more accurate conversion of Impulsive can be found in the Lord of the Rings core rules – also a CODA game system – and a Star Trek-specific version of that flaw is presented here.

Reckless

You often rush into problems headlong. You prefer action over careful planning.

Effect: If you spend a Courage point to improve the results of a Physical test you receive only a +2 bonus instead of the usual +3 (+4 instead of +5 if other *Edges*, or *Professional Abilities* are applied). If anyone, including a superior officer, tries to discourage you from reckless action they make any tests to do so at a -5 penalty.

To more accurately capture the intentions of the original Reckless flaw in the Decipher Star Trek rules, the following flaw could serve as a substitute:

Ungainly

Even with a high Agility, the character is awkward, or accident-prone when performing physical skills.

Effect: -1 penalty to all Physical tests.

Inept

You are particularly clumsy or incompetent at a particular skill. Even if you have a respectable level of expertise in the skills in question.

Effect: Choose 1 skill. And the character suffers a -2 penalty when trying to perform any test with this skill. This flaw may be chosen multiple times, effecting a different skill each time.

Intolerant

This Disadvantage was pre-converted into the CODA system, and is discussed, at length, on page 142 of the Player's Guide.

Low Pain Threshold

Logically, the opposite of a High Pain Threshold, and converted along with its beneficial counterpart, into the CODA system by the original game-designers. A full description of this flaw and its in-game effects can be found on page 142 of the Player's Guide.

Marked Man (or Woman)

A person or organization has targeted you to suffer some terrible consequences for prior offenses or perceived wrongdoings. Usually this means death at the hands of an enemy or hired assassin. But it could also mean capture by authorities or anything along those lines.

Effect: The player and Narrator must determine who or what has “marked” the character. At that point, if the character comes into contact with this individual or a representative of the group as appropriate and a Recognition test is made to

recognize the Marked character, the appropriate conflict should take place regardless of other circumstances.

An attempt might be made on the character's life, even during an emergency situation, or the character might be arrested or abducted away from being able to perform an import duty.

Medical Problem

You suffer from a medical condition which requires daily, or almost daily attention. The player and Narrator must determine exactly what condition the character has, which attributes or reactions might be effected, etc.

Effect: The character suffers a -1 penalty to one Reaction, or loses 1 point of modifier in one attribute without losing an actual point in the attribute itself (ie. A character with a 12 Agility might only have a +2 modifier instead of the usual +3).

Medical Problem 2: The condition is more severe and causes a -2 penalty to a Reaction, or costs 2 points off of one Attribute modifier.

Medical Problem 3: A chronic condition that causes a -3 Reaction penalty, or reduces one Attribute modifier by three points (usually removing the Attribute's modifier completely, or even resulting in a negative modifier).

Medical Problems can be countered by a Medical Remedy (see Edges, above), and whenever this remedy is in effect the penalties caused by the Medical Problem are removed or temporarily reversed.

An alternate conversion of this Disadvantage was written up by Steven A. Cook, for his A Piece of the Action netbook. And this version of the flaw – called Medical Deficiency – functions as follows.

Medical Deficiency

You suffer from a serious medical ailment that necessitates daily treatment or therapy. The ailment could be an allergy to a common substance, a poorly functioning vital organ, an incurable disease — whatever you and the Narrator decide is appropriate. The daily treatment can either be a medical procedure performed by a doctor or a drug which when taken offsets the debilitating nature of the ailment. An example of a medical deficiency is Kalla-Nohra Syndrome, suffered by the Cardassian Aamin Marritza.

Effect: If you do not get the required daily treatment, you begin suffering terribly. Reduce your Strength and Vitality attributes by -1d3 every day the treatment is not received. When your Strength or Vitality reaches zero, you fall into a coma. When they both reach zero, you die. This flaw may be “bought off” by selecting the *Medical Remedy* edge.

Obligation

A good conversion of this Disadvantage is featured in Steven A. Cook's *A Piece of the Action* netbook (page 14), as *Indebted*.

Indebted

You owe people favors. Lots of them. Perhaps you owe money to an investment partner for a loan when the Bank of Bolarus repossessed your ship? Maybe you're grateful to Korax for watching your back at the Battle Gazziblan IV? And how about that pro scout you know who got

your kid brother on the Lunar Blades farm team when he could barely skate? Surely, you owe him one, too. Work with the Narrator to develop obligations that suit your background.

Effect: You must repay your debts. At the beginning of each episode, before play begins, the Narrator rolls 1d6. On a result of 1, one of the people you owe either turns up requesting his favor be repaid, or he influences the storyline such that you are required to do something for him. If you don't repay your debts, your life could become troublesome. Lawsuits, public humiliation, physical violence, scrutiny by the authorities, revenge — payback can be rough.

Obsessive Tendencies

You become utterly focused on particular actions or goals. Whenever you set your mind on something, you pursue it to the exclusion of everything else.

Effect: If circumstances require the character to stop concentrating on their obsession (such as an emergency, a request from another character, or even orders) then he suffers a -2 to all Social and Academic tests until able to concentrate on the obsession again.

This Disadvantage was also converted for use with the CODA system by Jason E. Carroll, and is featured in his netbook, *A Sharper Edge*.

Obsessive

This type of person has trouble admitting defeat, often becoming fixated on solving one specific problem, to the exclusion of everything else.

Effects: Choose one skill category (usually ACAD). He must spend a Courage to terminate an extended skill test within this category of skills.

Obsessive 2 (Focused): Instead, Choose only one skill.

Obsessive 3 (Possessed): This applies to all extended skill tests.

Pacifism

This ICON Disadvantage was converted for use as part of the CODA system as Pacifist. Complete information on the new flaw and its in-game effects can be found on page 142 of the *Player's Guide*.

Phobia

A character with a Phobia has an overwhelming dread of a certain object or situation (such as insects, heights, enclosed spaces, or darkness). If he encounters the thing he fears he suffers some kind of penalty until the situation changes.

Effect: The player and Narrator must determine what the character's phobia or phobias are. Each phobia is taken as a separate flaw.

When the character encounters their phobia they suffer a -3 penalty to all Skill and Reaction rolls, but not to attribute rolls. To offset these penalties a Courage point may be spent.

Phobia 2: The phobia is so severe that the -3 penalty is imposed on Attribute rolls as well.

Phobia 3: This phobia is so incapacitating that not only are Attribute rolls effected, but the penalty is -5, rather than -3 so

that spending a Courage point cannot completely offset the effects of the phobia unless an Edge or Professional Ability that increases the effects of Courage is applied.

Physically Impaired

You are blind, missing a limb, partially paralyzed, or suffering from some other severe physical impairment (chosen by the player, or incurred during game-play due to injury, an accident, etc.)

Effect: The Narrator must determine what penalties to apply, if any, due to the impairment. A blind person cannot see and all tests dependent on eyesight (aiming a weapon, working a console, etc.) could be considered Virtually Impossible (TN25) for example. The same could hold true of other tests, as applicable, to other conditions (someone who is missing a leg, or paralyzed trying to walk, or run, for example).

Physically Impaired characters can counter their disability with a Medical Remedy (see Edges, above). Some examples of such remedies in the Star Trek universe include Geordi LaForge's VISOR, and later Occular Implants to counter his blindness, or Ensign Nog's Biosynthetic Leg. Voyager's EMH, if considered to have a Physical Impairment of limited mobility could be considered to have a Medical Remedy to counter it in the form of his Mobile Emitter.

This Disadvantage was converted by Steven A. Cook, for use in the CODA system, and is featured on page 14 of his *A Piece of the Action* netbook.

Physical Impairment

You have a physical disability that impairs your movement. You might have a lame leg or missing limbs, reduced motor skills from chronic injury, suffer from excessive obesity, or have genetic deformities. Modern medicine can usually correct or improve physical impediments, but your condition is incurable, too expensive, or otherwise unavailable to you.

Effect: When making tactical scale movement actions, reduce the normal distance you move by half. In addition, whenever you make a test involving movement actions or you use the dodge action (and the Armed Combat, Athletics, Gymnastics, Sport, Stealth, Unarmed Combat, and other physical skills at the Narrator's discretion) you suffer a -2 penalty to your test. If you want to remove this flaw later, you must "buy it off" by selecting the Medical Remedy edge. In story terms, a cure is found, you receive an implant or biosynthetic replacement, or you undergo regenerative therapy.

Upgrade: Physical impairment can be upgraded (or worsened actually). Gaining this flaw a second time means you are so completely physically impaired that you cannot move at all without assistance, such as a gravity sled, wheelchair, and so forth.

Poor Chemoreception

Your sense of smell is poorly developed at best.

Effect: -2 to all Observe (Smell) tests.

Poor Hearing

Your sense of Hearing is poorly developed at best.

Effect: - 2 to all Observe (Listen) tests.

Poor Sight

Your vision is poorly developed.

Effect: -2 to all Observe (Spot) tests.

The above three flaws all act as the reverse of various *Skill Focus* edges – *Skill Focus (Keen Smell)*, listed in this booklet, and *Skill Focus (Keen Hearing)*, and *Skill Focus (Keen Sight)* from the original CODA rules.

In keeping with CODA's naming conventions for Skill Focus edges, each of these flaws could be referred to as Skill Focus (Poor Smell), (Poor Hearing), or (Poor Sight) respectively.

So, why would a Skill Focus confer a penalty? Because the "Focus" is not on the Skill, or trait in question. And the flaw represents either a lack of development of an ability or as much of a physical detriment to Sight, or Hearing, as the original Skill Focuses implied a superiority in these areas.

To extend this application of Skill Focus Flaws, other Skill Focus edges could have flawed versions, imposing a penalty where the original Focus allows a bonus – *Skill Focus (Uncompassionate)* would impose a -1 penalty to *First Aid* and *Medicine* skills. *Skill Focus (Non-eloquent)* could impose a -2 penalty to *Negotiate (Entreat)* and *Persuade (Oratory)* skill tests, etc.

Power-hungry

What Greedy is to finance, Power Hungry is to the political arena. You are ambitious willing to do just about anything to achieve power; whether over an entire world, a nation, a tribe, a religious group, or a squad of officers or soldiers.

Effect: If faced with any chance to enhance your power or advance your status, you must make a Willpower reaction or do whatever you have to to gain more power. And, if another character tries to dissuade you from this course of action they do so at a -5 penalty.

If the character fails his Willpower roll, and yet the result of trying to advance his personal power is considered successful by the Narrator, then the character either gains one point of Renown, or one Advancement, as appropriate, depending on his Profession and the circumstances.

Reprimand

This Disadvantage, originally described on page 81 of the ST:TNG Player's Guide; was converted for application to the CODA system by Jason E. Carroll, and featured in his *A Sharper Edge* netbook.

Reprimand

You have a "black mark" on your record with your organization.

Effects: You suffer a -1 penalty on all social rolls with anyone in your organization (or helpful to it) that is aware of your record.

Reprimand 2: Your record is littered with accounts of failure, insubordination, and the like. You have been demoted at least once

Effects: Cancel one Promotion. Penalty is -2

Reprimand 3: It is a miracle you are still a member of your organization (or possibly even

alive) as you have faced a Court Martial (or similar process) for your infractions.

Effects: Cancel one Promotion and you are not likely to get another (double cost/renewal requirements). Penalty is -3.

Rival

This Disadvantage was converted, and covered in depth in the original CODA Star Trek rules. Page 143 of the Player's Guide gives extensive information on handling Rivals within the framework of the system.

Romantic Attachment

Your character harbors romantic feelings for someone, ranging from a mild infatuation to true love. Whether the object of his affection is aware of this attraction is up to the Narrator if the person is an NPC, or another player if the character is a PC.

Effect: Like Dependent (above), this Disadvantage is considered a part of the Devotion flaw in the CODA system (see PG., p. 140). For the purpose of using this flaw in the CODA system, Romantic Attachment can be treated as a specification of the *Devotion* flaw. With the same in-game effects, and the added complication of the fact that the subject of the character's devotion is also the subject of their romantic affections.

This separates Devotion from the subject of romance and allows for Devotions to other people who are neither the object of an attraction or a dependent. In this case, a parent, , a pet, or even a thing (like Montgomery Scott's devotion to the USS Enterprise) can qualify for the generic version of the Devotion flaw given in the CODA rules.

Shady Background

You have a less-than-reputable background. The authorities, or others either suspect you of engaging in criminal activities, or you might even be a known criminal.

Effect: One the character has been recognized by a member of a law-enforcement group, or other appropriate group they will interact at an Aggressive or Unfriendly stance. And he will remain at this -5 Interaction Stance as long as he is in contact with the effected person or group.

Slow Healing

This Disadvantage was converted into the CODA system by the original designers, and details of its function, in-game, can be found on page 143 of the Player's Guide.

Species Enemy

This Disadvantage was converted into the CODA system as *Species Enmity*. And details on its function as a flaw in the Star Trek roleplaying game can be found on page 143 of the Player's Guide.

Stubborn

This Disadvantage, which originally appeared in the ST:TOS core rule book, on page 95, was converted into the CODA system as the flaw, Proud. Complete information on this flaw can be found on page 142 of the Player's Guide.

An alternate use of Stubborn as a general character flaw can be arrived at by generalizing the Tellarite species trait, Stubborn, described on page 145 of Aliens.

Stubborn

Once you set your mind you rarely change it.

Effect: Once the character enters into an argument he must spend 1 courage point to back

down from his position. Most Stubborn people can compromise but will almost never abandon a particular approach.

As an added bonus, a character with the actual Stubborn flaw, and not just the Proud flaw receives an additional +1 to all rolls made to resist Intimidation and Interrogation.

Suppressed Memory

You have a memory too painful or dangerous to recall. The memory must be a discrete fact significant to the character, and not remembering it must somehow be disadvantageous to the character, or to someone else.

Effect: It is possible to trigger a repressed memory to surface. If appropriate circumstances arise to trigger a memory, the character must make a Willpower reaction test. A failed test means the memory has surfaced.

Suppressed Memory 2: The suppressed memory is so intense that, if triggered by a failed Willpower reaction the character must make a Stamina reaction test (TN12) or pass out from the shock.

Suppressed Memory 3: This level of a suppressed memory is so traumatic that if triggered, the character must make a Stamina reaction at TN15, or pass out.

Sworn Enemy

This ICON Disadvantage has already been converted as, simply, Enemy (PG., P. 141).

Vengeful

This Disadvantage has been converted, directly, for use in the CODA system by Steven A. Cook and is listed in the *A Piece of the Action* netbook on pages 14-15.

Vengeful

You have a deep hatred for a specific group. They may have wronged you or perhaps they were responsible for the death of a loved one. The mere presence of members of this group sends you into a rage. You want revenge.

Effect: You choose a small, uncommon group as the subject of your vengeance when selecting this trait. Examples include Am Tal agents, Flaxians, Maquis, pirates, or members of the House of Duras. When you encounter them, you lash out violently and uncontrollably (attacking them if at all possible). If you spend 1 Courage, with no benefit, you are able to suppress your feelings of hatred. Although you do not act violently, your simmering anger remains evident.

Upgrade: You can upgrade this flaw to increase the size and frequency of the group you hate or to add a second small group.

Vengeful 2: You hate a medium sized group, such as Andorians, Ferengi, Breen, or Vulcans.

Vengeful 3: You hate a large, commonly encountered group, such as Cardassians, Humans, Klingons, or Starfleet Officers.

Wanted

You are sought after by the legal authorities for some reason. Maybe you have actually committed a crime, or perhaps you have just been *Wrongfully Accused* or even mistaken for someone else.

Effect: This flaw is almost always taken with another such as

Infamy, Dark Secret, Species Enmity, or Enemy. The player and the Narrator should work out exactly what the character is wanted for, and by whom. Once this is established the effects of the flaw can also be established.

Once a Wanted character is properly identified by any one who might know they are wanted or represent the people who “want” him the character must make a *Presence* attribute test. Failure and the recognizing group or person will attempt to take the character into custody, or act towards them in a way befitting their customs and culture (*a Klingon might react with violence depending on the nature of the presumed crime*).

Wanted 2: Once the wanted character is recognized action will be taken – the character does not get to make a *Presence* test.

Weak Will

This Disadvantage was converted into the CODA system by the original game designers, as *Weak Willed*. Complete information on the effects of this flaw can be found on page 143 of the Player's Guide.

Weakness

Due to your innate frailty you do not resist damage as well as most people. This flaw is the antithesis of the ICON Advantage, Toughness. And, while Toughness was converted into the CODA system as High Pain Threshold, with an opposing flaw, Low Pain Threshold, both Toughness, and Weakness can function as separate traits.

See Toughness, above, for the effects of that edge.

Weakness

You have a low degree of resistance to injury.

Prerequisite: Vitality 6-

Effect: Upon acquiring this flaw, you lose -1 Health. The Weakness flaw may be upgraded up to three times, each time producing an additional -1 to the character's overall Health score, in exchange for additional edge picks.

Wrongfully Accused

You have been incorrectly accused of having committed some crime or other terrible act.

Effect: Exactly what the character is accused of must be determined by the player, and agreed to by the Narrator. The Narrator also decides what, if anything, will be required to remove the accusation.

The effects of this flaw are generally the same as Wanted.

Once a Wrongfully Accused character is accurately identified by any one who might be aware of the accusation the character must make a *Presence* attribute test. Failure and the recognizing group or person will act towards them in a way befitting their customs and culture – depending on the crime the character is accused of this could be any reaction from attempting to arrest the character or have him arrested, to an outright attack.

Zero-G Intolerance

You do not react well to a zero-gravity environment. This flaw is the virtual opposite of Zero-G Training. And acquiring Zero-G Training can cancel out the effects of Zero-G Intolerance.

Effect: All penalties imposed for working in a Zero-G environment are doubled.

SKILL FOCI

One of the most important aspects of the CODA system's Edges are the Skill Focuses, or “Skill Foci” to borrow the term from Last Unicorn's Starfleet Academy material.

And so, to seal off this iteration of *Life on the Edge*, I've decided to include a table collecting all the Skill Foci, from the Player's Guide, “forgotten” Focuses left out of the Player's Guide (most notably, *Skill Focus: Attentive*), all the Skill Focus edges added to the system as of this writing, and a few extra ones listed only in the table below.

In keeping with the spirit of the CODA system, I have tried to create an expanded version of **Table 7.3** on page 138 of the Player's Guide.

Some of the Skill Focus edges below are described earlier in this book, in broader detail than most of the Skill Focuses in the actual CODA rulebooks. Focuses new to this table are given in the same format as those described in *Table 7.3*.

NAME	BONUS	SKILLS
3-D Thinking	+2 each	Space Science (Astrogation) & Systems Operations (Flight Control)
Attentive	+1 each	Investigate & Observe
Attractive	+1 / +2	Influence / Influence (Seduce)
Charismatic	+2 each	Influence & Administration
Compassionate	+1 each	First Aid & Medicine
Craftsman	+1 each	Construct & Repair
Diplomatic	+4	Negotiate (Mediate)
Eloquent	+2 each	Negotiate (Entreat) & Persuade (Oratory)
Furtive	+2 each	Stealth (Hide) & Conceal (Cache)
Inquisitive	+2 each	Inquire (Fraternize) & Investigate (Inspect)
Keen Hearing	+4	Observe (Listen)
Keen Mind	+2 each	Investigate (Inspect) & Investigate (Deduce)
Keen Sight	+2 each	Observe (Spot) & Investigate (Inspect)
Keen Smell	+2	Observe (Smell)
Keen Taste	+2	Observe (Taste)
Keen Touch	+2	Observe (Touch)
Linguist	+1	All Language skill-tests
Mathematician	+2	Physical Science (Mathematics)
Miserly	+2 each	Appraise & Negotiate (Bargain)
Naturalist	+2 each	Survival (any 2 specialties)
Natural Leader	+2 each	Tactics (Unit) & Tactics (Ground)
Persuasive	+2 each	Inquire (Interrogate) & Influence (Fast Talk)
Seductive	+2 each	Influence (Charm) & Influence (Seduce)
Scientific Genius	+1	All tests in Science skill-group
Swashbuckler	+2 each	Armed Combat & Gymnastics
Talented	+4	Entertain (any 1 specialty)

THE LORD OF THE RINGS

As Decipher's "sister game" to feature the CODA system as it's core-mechanics, the Lord of the Rings roleplaying game is often interchangeable with Decipher's Star Trek effort.

Attributes, Skills, Edges, and Flaws are all easily convertible and cross-over play is an easy route to take to liven up a session of either game.

Elves in Starfleet ? A Klingon crew crash-lands in the Misty Mountains ? Very possible due to the nearly identical systems used to power each game.

And Edges and Flaws are, of course, a big part of this. Most of the Edges in the CODA Star Trek game were already given their Lord of the Rings equivalent in the latter game's Core Rulebook. Some traits, such as *Reckless* were actually better defined in the Lord of the Rings rules.

And with a bit of work on the part of a talented Narrator most of the Edges and Flaws in this booklet can be used with Lord of the Rings.

Some would not work in the medieval world of J.R.R. Tolkien's Middle-Earth. Engineering Aptitude, Pattern Recognition, Scientific Genius, or Zero-G Training would be good examples.

But, any Edge or Flaw, such as the flaws Wanted, or Marked Man can be ported into a Tolkien setting. A character might be wanted for a crime in Gondor, or Marked by Saruman, or even Sauron himself, for death for some reason (surely both Gandalf, and Frodo Baggins would have been "Marked Men" in their time).

In a future edition of Life on the Edge, I will try to include a conversion-chart for Edges and Flaws, both from ICON and from the Star Trek Player's Guide for use in a Lord of the Rings chronicle.

Until then, a bit of renaming, and rewording of the above text by a Narrator with some extra time on her hands and you have a whole new set of character traits for adventuring in the world of Lord of the Rings.

CONVERSION NOTES _____

Wherever possible, I have tried to use the actual conversions of edges and flaws – Advantages and Disadvantages – converted from the ICON system into the CODA system by the original writers of both games, considering several of the same people worked on both systems and the CODA system was intended to be an improvement on the ICON system.

One could classify CODA as ICON v2.0.

Where the actual CODA conversions varied widely enough from the original ICON material as to warrant the inclusion of a new conversion of the ICON trait, I have tried to convert the traits in the spirit of the CODA rules, replacing expenditures of Courage points with reaction rolls, doubling some modifiers from a +/- 1 to a +/- 2 to reflect CODA's generally higher number curve encountered when resolving tests, and so forth.

As a rule-of-thumb I have used the following formula in making

my own conversions from the ICON system:

ICON Value	CODA Value
Spend 1 Courage	Reaction roll
+1 die to roll	+2 bonus to roll
-1 die to roll	-2 penalty to roll
Receive 1 extra courage	+5 bonus for Courage spent instead of +3

Other values I have attempted to extrapolate exponentially – i.e. +2 dice to roll = +4 bonus to roll, etc.

REACTION ROLLS

There are several entries in this booklet where I have specified a reaction roll, usually in connection with a character resisting the effects of a flaw. Most often these are Willpower or Stamina reactions. And there are no TNs or Difficulty Levels specified in these entries.

It is intended that these TNs be set by the Narrator as per the majority of TNs in the Decipher Star Trek RPG. This allows the Narrator to control the circumstances at which flaw-effects must be resisted from moment to moment in her game.

But, I have generally assumed an Average difficulty level (TN10) for most of these reaction rolls. Narrators wanting to make it more difficult for a character to resist the effects of their flaws might set a default at TN15. But, much higher and the character might not have a chance to resist these effects.

And, especially in the case of Starfleet officers, most characters in the Star Trek universe will be able to resist their own compulsions, fears, and vices long enough to do the job at hand.

Then again, the fun of roleplaying often comes when a character cannot resist said compulsions, despite their duty staring them in the face.

OTHER SOURCES

I have used several sources aside from my own conversions to arrive at the values in the entries in this booklet.

The first source I would normally consult was the ICON-to-CODA conversion document written by Don Mappin – one of the original CODA designers, who also worked on the Star Trek roleplaying games from Last Unicorn.

This document helped to set the groundwork for which traits I considered to be converted, already, for CODA use.

I also consulted two netbooks that we have used, heavily, in our games. A Piece of the Action by Steven A. Cook, and A Sharper Edge by Jason E. Carroll.

Both of these netbooks can be found, in their entirety, at Patrick Goodman's *Beyond the Final Frontier* website – along with many other invaluable fan-produced supplements, and add-ons for Decipher's Star Trek RPG.

I also consulted the extensive collection of House Rules and System Modifications created by my sister for our gaming group. As our Narrator, my sister had already converted several of the ICON traits for use with the CODA system.

And finally, I found at least one conversion – the information on *Mixed Species Heritage* – from a recent issue of the Beyond the Final Frontier e-zine to be most useful.

CREDITS

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Conversions Original to this Netbook by [Tamanny J.](#) &
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Other Conversions by [Steven A. Cook](#), [Jason E. Carroll](#),
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Original ICON Material now under Copyright to [Wizards of
the Coast](#)

Original CODA Material © 2002-2005, [Decipher INC.](#)

The [A Piece of the Action](#) & [A Sharper Edge](#) netbooks, as well as all issues of the [Beyond the Final Frontier](#) e-zine can be found at the [Beyond the Final Frontier](#) website.