

# STAR TREK DECIPHER RPG - ERRATA

## Errata & Typos

Page 183, chart 10.4 phaser settings 9 through 16 have an incorrect notation of 'Kill\*' referring to the Appendix on "Stun." Remove the asterisk.

Page 251, under the heading "Stun, Kill, and Disintegration Effects" there is mention of making reaction tests for each of these but only rules and TNs given for shrugging off Stun results. The text is in error; there are no reaction tests to avoid damage once you've been hit. Use the Dodge action to avoid being disintegrated!

Page 102, Table 6.5, TN modifiers for academic tests under memory loss. The modifiers should be positive values (a penalty), raising the TN of any academic tests.

Page 96, under the Emergency Medic and Ship's Doctor Professional Development packages, late layout changes accidentally removed portions of the descriptive text. The packages, however, are complete. (This text may be made available at a later date for those interested.)

Page 146, descriptive text under Assigning Reactions. As per the Psionic edge, Lovek's starting Psi should be 4, not 2. (Typo)

Page 71, Table 3.10, Operations Officer Skills. The table erroneously refers to the "engineer officer's" professional skills. The table is otherwise correct.

Page 24, Command Officer Archetype. "Command 1" should actually be "Promotion 1."

Page 153, Advancing Skills and Reactions. The descriptive text is misleading in stating that you may only spend a certain number of **picks** per advancement. The limitations are **per advancement**, not pick. Thus, a character may increase a maximum of two professional skills, one non-professional skill, two favored reactions, or one non-favored reaction per advancement (provided

they have enough picks).

Page 91, Rogue: Scoundrel package. Drop the "Fast On Your Feet" trait.

Page 181, Table 10.3, Ranged Weapons: Archaic Weapons. The crossbow is listed twice. Remove the duplicate entry.

Page 66, Starship Officer: Capable professional ability. Last sentence should read "When performing actions in excess of their action allowance, starship officers suffer only a -3 to professional skill tests, rather than the -5 test penalty that normally applies." (Note: This crops up in other places as well, such as the Staff description on page 185. Anything that notes the multiple action penalty is lowered from 10 to 5 should instead read that the penalty is lowered from 5 to 3.)

Page 135, Innovative edge: Under effects, the following should be added: "The Starship Duty ability may not be selected in this manner."

Page 66, Command Officer, Prerequisites: Should read "Starship Duty **or**..." The same applies to the prerequisites listed for **all** Starship Officer elite professions.

### **Rules Clarifications (Q/A)**

Q: When I Dodge (page 248) and roll less than my Defense, is the TN to hit me lowered as well?

A: No. The TN to hit you is always the better of the two results: your Defense or the Dodge result. You can not 'zag' into a punch, for example.

Q: On page 249 a mention is made of multiple Dodge actions. How does that work?

A: Every time you take a Dodge action and make a quickness reaction test, the result (if higher) becomes the TN to hit you. Always use the highest result if better than your Defense.

Q: Do skills under skill groups have specialties?

A: Yes, but you do not get them for free. You must purchase them through advancements or have a specialty granted to you through a package.

Q: On page 109 the sample skills under Armed Combat tell me to choose a specialty. Do I have to take one?

A: Those are sample specialties that may be purchased. You do not get a specialty for free.

Q: Why are there no sample specialties under the Unarmed Combat skill group?

A: While the Narrator may allow characters to specialize in different unarmed styles (skills), the exact type is up to the Narrator. It is presumed that most, if not all, unarmed combat skills do not have specialties.

Q: Can I spend a few of my picks during an advancement and hold onto the rest for later?

A: No. All advancement picks must be spent prior to resuming play (the next adventure).

Q: Can Flaws be 'bought off?'

A: Yes, although the chart on page 153 does not implicitly show this. The cost of lowering a flaw (Addiction 2 to Addiction 1 or Addiction 1 to nothing) is the same as purchasing an Edge.

Q: How much damage does an unarmed combat strike do?

A: 1d3+Str, +2 for a complete success, +4 for an extraordinary success (pg 250).

Q: On page 250, under Inflicting Damage, it says on an extraordinary success to use maximum damage. Does this include unarmed attacks?

A: No. This text refers to close (armed) combat attacks (i.e. with weapons) only.

Q: What is the process of creating a character?

A: The entire character creation process is listed in order and illustrated on pages 20 and 21.

Q: Does the Starship Duty professional ability waive both the prerequisites for Starship Officer elite professions and the five advancement picks required to take an elite profession?

A: The first time Starship Duty is taken it waives both the prerequisites **and** the five advancement picks. Subsequent selections waive **either** the prerequisites or the picks, but never both.

Q: Can someone from a basic profession other than Starship Officer use Innovative to get Starship Duty?

A: No. Starship Duty **cannot** be gained through the use of the Innovative edge.

Q: Can a character ever select/purchase a second base profession?

A: No. A character only has one base profession. Characters may purchase as many Elite Professions as they qualify for, as per the rules.