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# ASPHYXIATION & DROWNING & VACUUM:

## ASPHYXIATION & DROWNING:

When immersed in water for a prolonged period of time or at any time unable to breathe normally, characters will suffer damage. A character can hold his breath to delay the onset of drowning or asphyxiation for one minute plus an additionally 30 seconds per +1 Stamina modifier. Every round thereafter, the character must make a Stamina test to resist falling unconscious from oxygen deprivation. Once unconscious, he immediately suffers automatic damage each round while he remains unconscious and unable to breathe. Assuming the character doesn't die, from the moment he begins breathing again, the character will recover the damage due to suffocation at a rate of 4D6 per hour (1D6 every 15 minutes). Smoke inhalation can dealt with in the same manner and could include toxin/poison effects as well.

### Drowning/Suffocation Damage Table

| Exposure Time | Stamina TN | Damage |
|---|---|---|
| 1st Round | 5 | 1d6 |
| 2nd Round | 7 | 1d6+3 |
| 3rd Round | 10 | 2d6+6 |
| 4th Round | 15 | 3d6+12 |
| 5th Round | 20 | 4d6+18 |
| 6th Round | 25 | 5d6+24 |

## VACUUM:

Characters caught in the vacuum of space without appropriate protective gear lose one Wound level per round (no resistance possible) until they die, are rescued, or make it to a safe environment. Use the Asphyxiation rules for situations involving explosive decompression; once the character is caught to the full vacuum of space use these rules. Generally, the amount of time for the oxygen to become depleted depends on the size of the breach and the affected area. A small hole in a single room depletes oxygen in 1D6 minutes, while an entire deck is affected in 2D6 to 3D6 minutes. A gaping hole might result in complete oxygen loss in as little as 1 round (through 1D6 to 2D6 is standard for an entire deck). Apply asphyxiation rules before this time elapses, and vacuum rules afterwards.

# ATMOSPHERIC PRESSURE:

High- or low-pressure atmospheres can cause difficulty in breathing, "bends" or total system failure. On low-pressure worlds, characters have problems breathing because the atmosphere's simply too thin. By contrast, high-pressure worlds put a strain on circulatory and respiratory systems because the gases strain the limits of the body. In either case, discomfort and death can result. Variations in pressure can quickly render characters unable to function. There's no real need to go into the specifics of atmospheric pressure values; it's sufficient to determine that a planet is high- or low-pressure compared to a given character's home world. (This is especially true because pressure tolerance tends to vary widely from individual to individual.)

In slightly high or low pressure, you tend to become winded more easily, and recover more slowly. Characters from worlds with standard atmospheres suffer these effects on worlds with thin or thick atmospheres; characters from thin or thick atmospheres (who must evolve stronger rib and lung muscles in the first place) suffer them only in thick or thin air, respectively (see page 14 for atmospheric thickness details). A Human suffers these effects on thin-aired Vulcan or thick-atmosphere Ferenginar, for example, but Vulcans would only suffer on Ferenginar and not on Earth. Add one level to all exertions (Relaxed becomes Standard), and it takes twice as long to recover fatigue levels.

In very high or low pressure (trace or dense atmospheres, see page 14), you not only suffer from extreme fatigue, but you eventually suffer from hemorrhaging and other problems. Add two levels to all exertions, and you don't recover fatigue levels at all with rest. Once you collapse from loss of fatigue, you take 1D6 damage at each successive fatigue roll, and even resting isn't enough to stave off further rolls. No Class-M world has very high or low air pressure to any humanoid; worlds with damaging pressure are considered Class-K or Class-H.

Super dense atmospheres do one full Wound Level per round (no resistance possible) until the character dies, is rescued, or enters a safe environment.

Surviving in and medically treating pressure differences is a lot harder than dealing with temperature extremes. The most that you can really do is to try to pace yourself and hope that an injection of tri-ox or a similar compound can make up for respiration difficulties. No Survival test is possible to negate the penalties for extreme atmospheric pressure. Special compounds from the 23rd and later centuries may mitigate pressure problems for four to eight hours; at the Narrator's discretion (also, see the list of medications, some of which may be helpful). Obviously, a character with an artificial environment regulator (like an EVA suit) doesn't need to worry about the problems of temperature and pressure as long as the environment remains controlled.

# DEHYDRATION & STARVATION:

A character deprived of food and/or water has a hard time recovering from lost Fatigue levels. Depending on the exact situation, the Narrator may rule that no weariness levels may be regained at all, or that the time to regain them is doubled or even tripled.

<u>DEHYDRATION:</u>
In temperature climates, a character must drink at least 2 liters of water per day. This increases to 2-3 liters in hot climates, and 5 liters in scorching climates. If you drink less than the given amount a day, your Vitality attribute is temporarily reduced by 1 and you lose 1D6 Health points. Keep track of wounds lost due to Dehydration separately. If you drink less than 1 liter per day, you lose 2 points of Vitality and sustain 1D6+6 wounds. If your Vitality attribute is reduced to 0 from lack of water (even if that is not the only the case) you become delirious and – If in scorching climates – die within a day if no help arrives. All Vitality and Health points lost due to Dehydration are restored after a day of rest with ample water supplies.

<u>STARVATION:</u>
The rations and meals shown in the equipment list provide the minimum nutrition a character needs per day. For each meal you miss, your Vitality attribute is temporarily reduced by 1. Vitality so lost can only recovered by a full day's rest, including at least 1 full meal or ration. Each full meal restores 1 point of you Vitality attribute, to a maximum of 2 points per day. When your Vitality reaches 2 due to starvation, you start losing Health instead. You sustain 1D6 wounds per missed meal, unless you make a Stamina reaction test TN 5 + total missed meals. On a success you lose only ½ wounds. Keep track of wounds lost due to Starvation separately. If resting, you recover 1D6 points of Health per full meal, to a maximum of 2D6 points per day.

# DISEASE:

Characters can encounter strange and exotic diseases on their journey among the stars. Each time characters are exposed to the disease; make a **Stamina Reaction test TN 7 plus the diseases modifier** to determine whether or not a disease infects someone, this test should only be made one time per scene. A successful test means the character resists the disease. The level of success of the Stamina test can also affect the effects of the Disease

> **Complete Failure:** x1.5 Wound Point damage or Attribute damage the first time he suffers the effects, or some other effect.
> **Disastrous Failure:** x2 Wound Point damage or Attribute damage the first time he suffers the effects, or some other effect.

Each disease is expressed in the following terms.
**Onset Time:** This is the amount of time between a failed stamina test and the point at which the disease manifests. Apply the described effect immediately upon passage of the onset time.
**Potency:** This number represents the virulence of a disease. Add this number to resist the disease.
**Diagnosis:** This modifies the base TN 5 to skill tests to diagnose the disease, establishing how hard it is to discover the cause. New and rare diseases have a higher modifier.
**Treatment:** This modifies the base TN 5 Medicine skill test to treat the disease. Successful treatment halts the disease's effects, but Attribute and Wound point loss must be recovered normally (See Injury and Healing)
**Effect:** This is the diseases effect, usually expressed in damage for a period of time caused to Attribute points, Wound Points, or both. Other effects are possible, such as modifiers to skill or reaction tests, or additional flaws. In some cases a character's immune system can fight off the disease again after a specific period of time, if that case he makes the Stamina test again with the same TN.

## SAMPLE DISEASES:

*Aphasia Virus:* Originally developed as a Bajoran terrorist weapon for use against their Cardassian oppressors, the Aphasia virus is no longer contained within the Bajoran system.

| Onset: 10 minutes | Potency: +3 TN | Diagnosis: +7 TN | Treatment: +8 TN |
|---|---|---|---|

**Effect:** Victims initially suffer from aphasia, a condition that affects the speech centre of the brain, disconnecting words and meaning. Once the onset time has passed, the character automatically speaks in a disconnected gibberish of words. Every hour after the onset, an infected character must make a Willpower test against TN 15 or fall into a coma. The coma lasts for 24 hours before the virus kills the victim.

*Corellium Fever:* Corellium fever can affect any humanoid exposed to it. It's symptoms include a blue black mottling of the skin, fever and sweating, and numbness in the extremities until eventually the victim becomes paralyzed.

| Onset: 12 Hours | Potency: +3 TN | Diagnosis: +6 TN | Treatment: +10 TN |
|---|---|---|---|

**Effect:** -1D6 Strength and Agility per day. Once the character reaches Zero level in both Attributes, he or she dies.

*Paranisti Measles:* The viral infection causes the victim to break out in small, purple bumps all over their skin. The subject feels weak and begins suffering from cold symptoms that eventually force the victim into the hospital. If not treated, the virus eventually kills the subject.

| Onset: 3 Days | Potency: +0 TN | Diagnosis: +4 TN | Treatment: +7 TN |
|---|---|---|---|

**Effect:** 1D6 Wounds per 4 hours until death.

*Phyrox Plague:* Victims of the Phyrox plague suffer from high temperature and constant shaking for a day or two before red boils appear on their skin, at which point they must be hospitalized. Hours later, if not treated, the subject dies in a series of horrible seizures.

| Onset: 3 Days | Potency: +5 TN | Diagnosis: +5 TN | Treatment: +9 TN |
|---|---|---|---|

**Effect:** 2D6 Wounds and -1D6 Strength and Vitality loss per day. Once the character reaches Zero level in both Attributes, he or she dies.

*Psi 2000:* Named after the planet it was found, this water based virus first causes an imbalance in the victim's brain chemistry that suppresses the subject's inhabitations. As the victim becomes gradually more carefree, he slowly loses control over his actions, behaving randomly and erratically.

| Onset: 30 Minutes (Contact Psi Victim) | Potency: +8 TN | Diagnosis: +5 TN | Treatment: +7 TN |
|---|---|---|---|

**Effect:** The character must make a Willpower reaction test to resist the urges to follow his impulses (the Narrator chooses the impulse). The TN is 3 + 1 for every 10 minutes. Once the PC fails, he must make a N 15 Willpower reaction test to recover his wits to perfrom one action. The madness lasts permanently until a cure is administered.

*Sakuro's Disease:* Named after the colony on which it was first discovered. Sakuro's disease begins with flu-like symptoms that eventually weaken the victim to the point of immobility. Death follows soon after.

| Onset: 2D6 Days | Potency: +1 TN | Diagnosis: +8 TN | Treatment: +7 TN |
|---|---|---|---|

**Effect:** 2D6 Wounds per hours until dead or treated.

*Terrellian Death Syndrome:* This rare often misdiagnosed and therefore usually fatal disease first causes the dizziness and blurred vision. Often mistaken Adronesian Encephalitis, the disease goes on to cause palpitations and the victim suffers from a stinging sensation along the spine.

| Onset: 1 Week | Potency: +13 TN | Diagnosis: +6 TN | Treatment: +6 TN |
|---|---|---|---|

**Effect:** -1D6 Agility and -5 on all physical skill test results per day. Once the character reaches Zero level Agility, he or she dies.

*Xenopolycyhtheia:* This disease causes a rapid proliferation of the red blood cells in the victim, reducing the amount of oxygen carried by each cell and essentially starving them. Once these symptoms –weakness follows by collapse- begin to manifest, the subject has only days to live.

| Onset: 2D6 Weeks | Potency: +2 TN | Diagnosis: +3 TN | Treatment: +5 TN |
|---|---|---|---|

**Effect:** -1D6 Strength per day. Once the character reaches Zero level Strength, he or she dies.

# EXPLOSIONS:

Sometimes things blow up. Control panels erupt in a shower of sparks, a terroristic bomb explodes, or unstable compounds release all their energy at once. When a character is caught in an explosion, he may suffer damage based on whatever or not he is caught in the explosion's blast radius. Characters caught in an explosion make a **Quickness reaction test TN 7 + Blast radius** to reduce the damage and other effects. Character caught in the drop-off zone gain a +1 bonus for each meter beyond the blast radius. The amount in which you reduce the damage and its effects depends on the level of success (see below). Aldo, sometimes the character can also catch fire when caught in an explosion, see Fire damage for more info.

> **Extra-Ordinary Success:** Reduce the damage to a quarter.
> **Complete & Marginal Success:** Reduce the damage to half.
> **Complete Failure:** Target falls prone and drops everything he holds, x1.5 damage, and the character suffers 1D4-1 Crippling Injuries.
> **Disastrous Failure:** Target falls prone and drops everything he holds, x2 damage and the character suffers 1D4-1 Crippling Injuries.

Explosions cause damage to the area around them. Find the appropriate material type, and apply explosive damage to the amount the material can absorb, then the sustainable damage.

Each Explosion is expressed in the following terms.
**Blast Radius:** This is the area receiving the full effect of the explosion, measured in meters.
**Drop-Off:** This measures the amount of damage sustained by those outside the main blast area, expressed as points of damage per meter.
**Damage:** This is the amount of Damage the character suffers if failing

**Example:** Argine/Sorium affects a 4-meter blast radius, with a drop-off -10/meter, so a PC standing 5 meters away in an explosion suffers damage equal to -10 to the amount rolled..

## SAMPLE EXPLOSIVES SUBSTANCES:

*Argine/Sorium:* This is an explosive compound initially developed by Starfleet for industrial uses. Sorium in its pure form is extremely unstable (+3 TN for all Demolition tests), but becomes stable when mixed with Argine.

| Blast Radius: 4m | Drop-Off: -10/m | Damage: 5D6+10 |
|---|---|---|

*Bilitrium Bomb:* A crystalline element, Bilitrium is a potent energy source that can cause a tremendous explosion when fitted with an Anti-matter convertor.

| Blast Radius: 13m | Drop-Off: -8/m | Damage: 6D6+15 |
|---|---|---|

*Console Overload:* When a starship sustains damage in a battle or flies through dangerous stellar phenomena, system control panels have been known to explode as a result.

| Blast Radius: 0.5m | Drop-Off: -2/m | Damage: 1D6 |
|---|---|---|

*Dolamide:* This chemical energy source has a wide variety of industrial applications.

| Blast Radius: 6m | Drop-Off: -10/m | Damage: 4D6+10 |
|---|---|---|

*Plasma Charge:* This small powerful explosive causes a large explosion, and is often used in mining.

| Blast Radius: 20m | Drop-Off: -10/ | Damage: 6D6+25 |
|---|---|---|

*Tricobalt:* Tricobalt devices are popular among assassins and terrorists because of its extremely stable nature (+4 TN to Demolition tests)

| Blast Radius: 5m | Drop-Off: -10/m | Damage: 2D6+25 |
|---|---|---|

*Trilithium:* A byproduct of the Warp drive systems, when mixed with paralithium it can make a powerful explosive. It's very dangerous to use because of its instable nature.

| Blast Radius: 50m | Drop-Off: -2/m | Damage: 12D6+60 |
|---|---|---|

*Unstable Particle:* A variety of particles are known to be instable and likely to explode unless precautions are taken, such as the Omega particle.

| Blast Radius: 2-10m | Drop-Off: -10/m | Damage: Variable (From 1D6+5 to 12D6+60 or higher) |
|---|---|---|

# FALLING & FALLING OBJECTS:

## FALLING:

When a character falls a distance of 2 meters or more in an environment having earth-like gravity, the fall may result in injury. The amount of damage sustained depends on the distance fallen, the gravitational force of the environment, and the surface you are falling on. For environments with stronger or weaker gravity, multiply the distance accordingly. For example, the Vulcan planet (1.4 G), multiply the falling distance by 1.4, rounding up.

### Falling Effects Table

| Distance Fallen: | Damage: | Gymnastics TN |
|---|---|---|
| 0-2m | 1D6-3 | 10 |
| 2.1-5m | 1D6 | 15 |
| 5.1-10m | 2D6+3 | 20 |
| 10.1-15m | 3D6+6 | 25 |
| 15.1-20m | 4D6+12 | 30 |
| 20.1-25m | 5D6+18 | 35 |
| 25.1-30m | 6D6+24 | 40 |
| 30.1-33.3m | 7D6+30 | 45 |
| +33.3m | 7D6+33 | 50 |

## Gymnastics:

A character can use the Gymnastics (Break Fall) skill to reduce the falling damage. The TN is raised by +5 when the target accidentally falls.

**Complete & Marginal Success:** Character doesn't fall prone, and reduce the damage to half.
**Extra-Ordinary Success:** Character doesn't fall prone, and reduce the damage to a quarter.
**Complete Failure:** Target falls prone and drops everything he holds, x1.5 damage, and the character suffers 1D4-1 Crippling Injuries.  **Disastrous Failure:** Target falls prone and drops everything he holds, x2 damage, and the character suffers 1D4-1 Crippling Injuries.

## Underground:

Falling on yielding surfaces (soft ground or mud) reduces the falling distance by 3 meter.
Falls in to the water are treated somewhat differently. If the water is at least 2 meter deep, then the falling distance is considered to be 4 meter shorter. Characters who deliberately dive in the water take no damage on a successful Athletics (Swim) or Gymnastics (Break Fall) TN10, so long as the water is at least 3 meters deep for every 10 meters of fallen. However the TN rises by +5 for every 15 meter of the dive.

# FATIGUE & SLEEP:

## FATIGUE:

Sustained activity leads to Fatigue. Characters typically grow tired from sustained movement, prolonged activity (such as computer programming), and lost sleep. Your character makes a **TN 10 Stamina Reaction test** to resist Fatigue depending on the type of action in which he or she engages (See Table: Fatigue Rates).

### Fatigue Rates

| Level | Base Time | Interval Time |
|---|---|---|
| Extreme | 10 minutes | 5 minutes |
| Demanding | 30 minutes | 15 minutes |
| Standard | 1 hour | 30 minutes |
| Relaxed | 3 hours | 1.5 hours |

**Level:** Refers to the level of activity in which your character is engaged.

> *Extreme:* Actions requiring rigorous activity, such as combat, psionic use, and sprinting. Some Physical skill tests are considered Extreme, such as Athletics tests made to run a foot race, or Demolitions skill tests to disarm a bomb. AI Combat-related skill tests (Armed, Ranged, and Unarmed) are considered Extreme activity.
> *Demanding:* Actions requiring rigorous activity, sustained activity and attention to detail, such as most sports, heavy manual labor, searching a house, and mountain climbing. Academic skill tests performed under pressure or used in a physical test, and many non-combat physical tests, are considered Demanding.
> *Standard:* Action requiring an average amount of activity, such as jogging, administering first aid, searching a room, and routine uses of most physical skills. Most social tests are considered Standard.
> *Relaxed:* Actions requiring minimal physical activity, such as walking at an easy pace, performing research, and simple uses of most physical skill. Most Academic tests are considered Relaxed.

**Base Time:** The amount of time in which a character can engage in a particular activity before prompting the first Stamina reaction test.

**Interval Time:** Defines the amount of time a character can sustain activity before making an additional Stamina test. This test is made as soon as the time interval passes, with modifiers resulting from failed tests.

Characters progress through six stages of Fatigue, from energetic to collapse. Table: Fatigue Effects illustrates the fatigue levels, and associated penalties, and the rest required to recover Fatigue levels.

### Fatigue Effect

| Level | Effect | Rest Required |
|---|---|---|
| Energetic | None | None |
| Winded | -1 | 30 minutes |
| Tired | -2 | 1 hour |
| Fatigued | -4 | 2 hours |
| Exhausted | -8 | 4 hours |
| Collapse | Unconscious | * |

Each time a character fails a Stamina test to resist Fatigue he drops to the next lower Fatigue level, until he collapses.
The penalties he gets from Fatigue are cumulative with Injury penalties, and the penalties also apply to further Stamina tests to resist Fatigue.

A character must rest to recover a Fatigue level, as descried on the Table: Fatigue Effects. These rates are cumulative. An Exhausted character who rests for 4 hours becomes Fatigued. After another 2 hours, he is only Tired. Regaining lost Fatigue Levels requires one thing – rest. Rest means performing no tasks more strenuous than sitting, relaxing, sleeping, casually reading, cooking, etc.

## SLEEP:

A character can remain awake for a number of hours equal to **16 + Vitality modifier** without suffering from Fatigue. Beyond this point, a character must make a **Stamina reaction test (TN 10 +1 per additional hour)** every hour to avoid accumulating Fatigue. Whenever a character fails a test he accumulates Fatigue and will eventually reach the level of collapse. These conditions are cumulative. A character (+2 Vitality modifier) remaining awake for 19 hours and then engaging in a Demanding physical test for 1 hour makes in total 3 Stamina reaction tests. The first for loss of sleep, the second to perform 1 hour of Demanding physical activity, and the 3the for remaining a wake for another hour.

# FEAR:

One of the most powerful weapons for an enemy is to be able to induce fear.

## INTIMIDATE:

To cause fear in a target, the aggressor must make an Influence (Intimidate) test and the defender attempts to rebut this with an opposed Willpower test. The effects due to the outcome of this test and situational modifiers for fear are outlined in the tables below.

### Fear Effects Table

| Aggressor's Test Result | Effect |
|---|---|
| Extraordinary Success | Unmanned: Defender flees or falls to the ground and cowers unable to move or act |
| Superior Success | Unnerved: Defender may take no actions for one round and suffers a –4 penalty to all tests |
| Complete Success | Panicked: Defender suffers a –2 penalty to all tests |
| Marginal Success | Frightened: Defender suffers a –1 penalty to all tests |
| Failure | No effect: Defender resists and acts normally |

### Inspiring Fear Modifier

| Situation | Modifier |
|---|---|
| Aggressor is in neutral territory | ±0 |
| Aggressor is in friendly territory | +2 |
| Aggressor is in friendly town or outpost | +4 |
| Aggressor is in friendly base or fort | +6 |
| Aggressor is in friendly stronghold | +8 |
| Aggressor has overwhelming numbers | +2/2x opposing force |
| Aggressor has other advantage | +2 to +4 |
| Aggressor utters terrifying soliloquy | +2 or 2x specialty bonus |
| Appropriate display of power or might | +Presence modifier |
| Aggressor brandishes object that instills fear | + Presence modifier |

### Resisting Fear Modifiers

| Situation | Modifier |
|---|---|
| Defender is in neutral territory | ±0 |
| Defender is in friendly territory | +2 |
| Defender is in friendly town or outpost | +4 |
| Defender is in friendly base or fort | +6 |
| Defender is in friendly stronghold | +8 |
| Defender has overwhelming numbers | +2/2x opposing force |
| Defender has other advantage | +2 to +4 |
| Defender friend is inspiring him | See Inspiring below |

## INSPIRING:

You can kindle fires of will and courage in those companions near you to help them resist fear and confusion. Make an opposed Influence (Inspire) test against the Influence (Intimidate) test that unmanned them. If you succeed, they may make another Willpower test with a +1 bonus for every level of success over marginal that you made.

## SITUATIONAL FEAR:

Sometimes the idea of doing something incredibly dangerous can frighten a character to the point that it affects its ability to perform. The dangerous situation is the aggressor, and it has a base test result of 7 plus any modifier based on the level of danger the effect represents for the character. The situational modifiers for situational fear are outlined in the tables below.

### Situational Fear Modifier

| Situation | Modifier |
|---|---|
| Highly Dangerous Situation | +2 |
| Extremely Dangerous Situation | +4 |
| Extremely Dangerous Situation that will probably kill the character | +8 |

### Resisting Situational Fear Modifiers

| Situation | Modifier |
|---|---|
| Character is not alone | +2 |
| Character is in familiar territory | +2 |
| Defender friend is inspiring him | See Inspiring above |
| Has benefit of a Skill synergy | +1 |
| Friend is in Distress | +2 |

# FIRE:

When a character comes into contact with extreme heat or fire, he suffers damage for each round of exposure. If exposed to fire, he must make a Quickness reaction test to avoid catching on fire. The TN depends on the size of the fire. If a character does catch on fire, he does not immediately take damage from it; he may attempt another Quickness reaction test to put out the flames at the same TN as before, costing his a full-round action. If the character remains exposed, he sustains damage as listed in the table for every round of exposure or 2D6+4 damage every round he is on fire, but not exposed to a source of fire.

Others can try to help put out the flames on the burning character; treat this as a combined test. However, those who come into contact with the burning character are susceptible to catching on fire as well. Helpers must make the same Quickness test as the character did, but with a +5 bonus.

| Fire Damage Source | Damage Per Round | Quickness Test |
|---|---|---|
| Torch | 1D6+3 | 5 |
| Campfire | 2D6+4 | 10 |
| Bonfire | 3D6+6 | 15 |
| Plasma Torch | 3D6+6 | 15 |
| Fire Bomb | 6D6+12 | 20 |
| Burning building or similar | 6D6+18 | 20 |
| Plasma Fire | 9D6+24 | 20 |
| Chemical Fire | 6D6+18 | 25 |

# GRAVITY:

Operating under gravity different from your home G can be difficult, whether the gravity is relatively higher or lower than what you are used to. Even low gravity can cause mistakes or miscalculations with some physical tests, as the relationship between inertia and weight appears different to someone with differing G-reflexes.

## LOW GRAVITY:

Under low gravity, reduce falling damage by a percentage equal to the value in G of the gravity field: a fall at 0.5 G does half damage, for example. Jump distances, throwing distances, and other Athletics test values are multiplied by the ratio of local gravity to G: in 0.5 G, a security officer can jump twice as far. Lifting weights and encumbrance loads are similarly modified by gravity: in 0.2 G a load up to Str x 25 kg is considered normal encumbrance, rather than the Str x 5 kg in Earth gravity. Physical tests in low gravity are usually more difficult (see Table 1.8: Physical Test Gravity Modifiers), although the Zero-G Trained trait removes any low-gravity penalties as well. Fatigue in low gravity is the same as normal gravity: the lessened weight of objects is counterbalanced by the stress of unfamiliar muscle operations, even with the Zero-G Trained trait.

## HIGH GRAVITY:

From a rules perspective, high gravity in many ways is the opposite of low gravity. Falling does more damage, jumps are shorter, encumbrance is higher, and so forth. Physical tests in high gravity also suffer from test modifiers (see Table: Physical Test Gravity Modifiers). Working in high gravity is also very tiring; treat exertion levels as the increment shown on Table: High Gravity Fatigue. Under Vulcan's 1.4 G, a Human treats Standard exertion as Demanding, and Demanding exertion as Extreme.

As the table indicates, at still higher gravities, damage may occur each time a fatigue test comes up. You can resist damage from gravity fatigue with a Stamina reaction test of the same TN as the associated fatigue test. So, if you're trying to resist fatigue with a Stamina test (TN 10), you also resist taking any damage with a Stamina test (TN 10).

### High Gravity Fatigue

| % of Home G | Humans | Vulcans | Exertion | Fatigue Damage |
|---|---|---|---|---|
| 126-175% | 1.26-1.75 G | 1.76-2.45 G | +1 to exertion level | — |
| 176-225% | 1.75-2.25 G | 2.46-3.15 G | +2 to exertion level | 1 point each fatigue test |
| 226-300% | 2.26-3 G | 3.16-4.2 G | +3 to exertion level | 1D6 points each fatigue test |

### Physical Test Gravity Modifiers

| % of Home G | Humans | Vulcans | Test Modifier |
|---|---|---|---|
| 0% | 0 G | 0 G | +7 TN |
| 15% | 0.15 G | 0.21 G | +6 TN |
| 30% | 0.3 G | 0.42 G | +5 TN |
| 45% | 0.45 G | 0.63 G | +4 TN |
| 60% | 0.6 G | 0.84 G | +3 TN |
| 75% | 0.75 G | 1.05 G | +0 TN |
| 125% | 1.25 G | 1.75 G | +3 TN |
| 135% | 1.35 G | 1.89 G | +4 TN |
| 150% | 1.5 G | 2.1 G | +5 TN |
| 165% | 1.65 G | 2.31 G | +6 TN |
| 180% | 1.8 G | 2.52 G | +7 TN |

Apply the TN modifier in the direction away from normal gravity; hence, Vulcans operating in 1 G suffer no modifier, Vulcans working in .5 G or 2 G take a +4 TN to physical tests. Humans on Vulcan, with its 1.4 G, suffer the same +4 TN to physical tests.

# INJURY & HEALING:

Whenever a character sustains damage, he may be injured or killed depending on the total amount of damage he has suffered. As characters take damage from attacks or other sources of injury, they progress from healthy to injured, then incapacitated to near death. The following sections describe how damage accumulates, and how injuries affect characters.

## HEALTH:
Every character has a Health rating equal to his Vitality attribute plus his Strength modifier. This number represents the amount of damage the character can sustain before progressing from one Wound Level to the next.

## WOUND LEVEL:
As characters suffer damage, they progress through a number of Wound Levels describing their overall degree of injury. Starting with Healthy, the Wound Levels include Dazed, Injured, Wounded, Incapacitated, and Near Death. Surpassing Near Death indicates a character has died from his sustained injuries. Within each Wound Level, a character can withstand an amount of damage equal to his Health. Once a character has accumulated damage equal to this threshold, he begins accumulating damage in the next Wound Level and suffers penalties as a result of greater injury (see Table: Injury Effects). This process continues until either the damage ceases to accumulate and the character begins to heal or until the character dies from injuries, whichever comes first.

| INJURY EFFECTS | |
|---|---|
| **WOUND LEVEL:** | **EFFECT:** |
| Healthy | Character suffers no impairment |
| Dazed | Character performs tests* at -1 |
| Injured | Character is in such pain that further actions this round are impossible. Character performs tests* at -3 |
| Wounded | Character has been thrown to the ground and is in such pain that further actions this round is impossible. Character performs tests* at -5 |
| Incapacitated | Make a Stamina TN 15 test. If successful, the character has been thrown to the ground and is in such pain that further actions this round is impossible. Character performs tests* at -5. If the test fails, he will be been thrown to the ground and rendered unconscious for 2D6 minutes, once awake he cannot move or perform actions until medical attention has been received. |
| Near Death | Make a Stamina TN 20 test. If successful the character will be been thrown to the ground and rendered unconscious for 3D6 minutes, once awake he performs tests at -9. If the test fails, he will be been thrown to the ground, rendered unconscious (stays so until he reaches Incapacitated Wound level, or when awakened by using a Neural Stimulator) and will die after his Health in minutes. |
| Killed | The character dies |

*Injury penalties do not apply to Stamina reaction tests, but they do well apply to initiative tests.

## INJURY EFFECTS:
As characters sustain damage and drop from one Wound Level to the next, their injuries begin to impair their ability to perform actions. This impairment results in penalties that apply to all physical (and combat-related) tests, as well as most academic tests. The penalties represent minor fractures and lacerations that can be healed naturally.

## CRIPPLING WOUND:
The degree of success a character achieves on an attack can modify the damage he inflicts (see Actions), but if a character achieves an Extra-ordinary success with an attack, he may opt to inflict a crippling wound instead of the gaining this extra damage. The effect of this crippling wound depends on the location that suffered the damage. The Attacking character can choose which location he damages, but in some cases (example Falling or Explosions) the location is random rolled. Roll 1D6 and consult the table below, if you have to roll multiple times on the table and the same result comes up, then ignore the second roll.

**Arm or wrist broken:** You automatically drop any item held, and all physical tests (which include attribute and reaction tests) requiring the use of your arms have a –5 penalty until fully healed (See Healing).
**Leg or foot broken:** You automatically drops prone, your Movement is reduced by 1/3, and all physical tests (which include attribute and reaction tests) requiring the use of your legs have a –5 penalty (See Healing).
**Eye:** You suffer a -5 penalty on skill using the eye.

| 1D6 | Location |
|---|---|
| 1 | Roll Again |
| 2 | Dominant Leg or Foot |
| 3 | Non-Dominant Leg or Foot |
| 4 | Dominant Arm or Wrist |
| 5 | Non-Dominant Arm or Wrist |
| 6 | Eye |

## MASSIVE DAMAGE:
When a character is hit by an attack that scored an Extra-ordinary success and suffers more than three times his Health in damage in one hit, he must make a Stamina reaction test TN ½ the damage suffered (rounded down). With a failure, he falls unconscious and starts dying in the Near Death wound level with one Wound point left.

## SURVIVING AT ANY COST:
Some characters can survive damage that normally would kill him, effectively cheating dead. He takes voluntarily the Disabled Flaw (roll on the Hit Location table if there was no Called shot involved, or the Narrator decides part of the body is hit) or other appropriate Flaw (Example: Addiction Flaw to specific Medication), for each level of the flaw (or multiple Level I's) the character can ignore 1 full Health level of wound point damage. The ignored damage can bring you maximum to the Incapacitate Wound Level. The character may take the Medical Remedy Edge once he is successfully healed. If he has no enhancement picks left, he may take the Edge and must spend them the next time he goes up an advancement.

## NATURAL HEALING:

Injuries heal naturally over time, although first aid, medical science, and medical technology can speed the natural healing process dramatically. Without the benefit of medical attention or knowledge, characters must rely on their natural Vitality and Stamina to fight off infection and heal. Natural healing requires substantial rest, decent nutrition, and a sanitary environment. Assuming a character sleeps at least six hours per day, maintains a sufficient diet, and keeps open wounds clean of infection, every day a different injury heals 1 wound point. In these conditions, characters can also make Stamina tests (See Table 4: Natural Healing) at the end of every week to recover a number of additional wound points equal to their Vitality modifier. These extra wound points healed follow the same rule as above (See example). Failed Stamina tests incur no ill consequences; the character just doesn't show remarkable progress in his healing. If you determine that the character has not taken the proper precautions during a particular day, it is fair to suspend the recovery of wound points for the day. Weekly Stamina tests can also be denied on the same grounds.

| Natural Healing Table | |
|---|---|
| Subject Wound Level: | Stamina TN: |
| Dazed | 10 |
| Injured | 15 |
| Wounded | 20 |
| Incapacitated | 25 |
| Near Dead | 30 |

## Recovering From Attribute Reductions:

Some hazards, such as radiation and toxins, temporarily reduce attributes as they wreak havoc on the character's body. Although medical technologies can provide quicker remedies to these ailments, characters recover lost attribute points naturally at a rate of 1 point per day (unless otherwise specified). Recovering lost attribute points falls subject to the same conditions (rest, nutrition, and sanitation) as healing normal injuries, but characters may not ordinarily make Stamina tests to hasten attribute recovery.

## Recovering From Stun Effects:

Stun effects wear off naturally without the need for medical attention of any kind. Once the duration of a stun effect expires, the character regains consciousness (if unconscious) and returns to full functionality: test penalties for being stunned cease to affect the character.

Disabled
You suffer a grievous injury from combat, an accident, illness, or from birth that impairs your ability to perform normally.

*Restriction:* *Ambidextrous for arms, Speed for legs*
Effect: If acquiring this flaw during character creation, confer with your Narrator and select a body part that is crippled or missing. Here are some sample impairments:

- Crippled Leg – Movement reduced by 1/3; all physical tests (which include attribute and reaction tests) requiring the use of your legs have a –5 penalty
- Loss of Leg – Movement reduced by 2/3; all physical tests (which include attribute and reaction tests) requiring the use of your legs have a –10 penalty
- Crippled Arm – All physical tests (which include attribute and reaction tests) requiring the use of your arms have a –5 penalty
- Loss of Arm - All physical tests (which include attribute and reaction tests) requiring the use of your arms have a –10 penalty
- Loss of Eye – All physical tests requiring sight have a –8 penalty.
- Blind – All physical tests requiring sight have a –15 penalty.

This flaw can also be used temporarily or permanently when dealing with injuries during play. If a character, for example, breaks a leg, it will require ½-d6+4 weeks to heal and he is conferred a penalty to all physical tests that require the use of his legs equal to this same result. As the leg heals, the penalty is reduced by 1 for every week it heals.

For wounds such as these, there is always a chance to reaggravate them even to the point of becoming permanent. If making a physical test requiring the use of the disabled body part, a TN 10 Vitality test is required to make sure the character didn't reinjure himself plus a ±1 bonus/penalty equal to the level of success or failure of the physical test. The penalty conferred from this flaw does not affect the Vitality test. If the character succeeds, there are no ill effects from the physical exertion. If the character fails, the injury has become aggravated and requires a longer time to heal and may even never fully heal (see Table 20)

Table 1: Disastrous Effects for Disabled Body Parts

| Level of Failure | Effect |
|---|---|
| Failure | Add ½-d6+2 days to time remaining for healing |
| Complete | Add 1d6+4 days to time remaining for healing |
| Disastrous | Roll 2d6+number of times a Disastrous Failure has occurred; a result of 12+ will cause the body part to be permanently disabled and retaining the current physical test penalty (no greater |

than if the part was lost), a result of <12 will add half that value in weeks (rounded down) to the time remaining for healing

Note: This additional time, if enough to add weeks, will also increase the physical penalty.

**Upgrade:** Yes.  Every time you take this flaw, select a new body part that is disabled.

# PREPARATION & TRAINING:

Characters can prepare them self by spending time studying, training or meditating (Narrator's discretion) to improve their chances of succeeding in a specific task. Training and preparation requires 30 minutes for a simple task and up to 2 hours for a very complex task. You only prepare for 1 specific task per day. The Narrator is the ruler what qualifies for a specific task, but as a general rule a specific task is a Skill specialty for non-combat related skills, or a combat maneuver or weapon proficiency for combat related skills. At the end of your training time, make a skill check using the specific skill for the task. The TN is the tasks TN-5. If there is no TN for the task, make a skill check against a TN 15. A Marginal or Complete Success grants a +1 bonus to the skill test for the specific task, and character that are not trained in the skill may use it untrained, but still suffer the penalty for being untrained. A Superior success grants a +2 bonus, and an Extra-ordinary success grants a +3 bonus. On the other hand failure could give penalties – a Failure means that he spends all this time preparing himself with no results, a Complete Failure grants a –1 penalty, and a Disastrous Failure grants a –2 penalty. The bonus or penalty to the specific task last until the end of the day or until you train in another specific task. The Narrator may rule that the character must have some sort of plan, must have a training facility (Holodeck), or must be in possession of all the facts before he can attempt a specific preparation skill test. Preparation and training is considered Demanding activity, so make a Fatigue tests every hour. While training you can benefit from a trainer, treat the preparation test as a Combined test, with the character preparing or training as team leader, but the trainer must have a higher skill level as his pupil.

# RENOWN & STARSHIP RENOWN:

## RENOWN:

Characters in Star Trek, particularly "lead" characters like character players in your series, are often "larger than life", which qualities to match. Because of these qualities and achievements they allow, characters often become well known, even famous, throughout the galaxy. The Star Trek RPG reflects this notoriety with a characteristic called Renown. Generally speaking, a character with a high Renown score is better known and more recognizable than one with a lower one; NPC's are more likely to have heard of him and to know something about his reputation.

## Earning Renown:

Renown uses the same scale as a character's other Attributes but carries no upper limit. Characters that truly enjoy galaxy-spanning fame can possess levels as high as 20 or 30, although a level of 12 is very high for most characters. All characters start the game with Renown 0 –they're just starting their career, so they're not really known for anything yet (unless a Development package or something similar provides them with a Renown bonus). Characters develop their Renown through play; the Narrator may assign points as a result of specific actions, or character may select additional Renown during Advancement. Characters normally earn Renown during Game play. As the game progresses, the Narrator awards Renown to characters based on their actions and accomplishments, much as he awards Experience points, but at a much lower rate. Characters who perform dramatic actions that change the course of an episode or series, and that attract attention; normally gain a point of Renown.

### Renown Modifier Table

| Renown: | Modifier: * |
|---|---|
| 1-5 | ± 0 |
| 6-10 | ± 1 |
| 11-15 | ± 2 |
| 16-20 | ± 3 |
| 21-25 | ± 4 |
| 26-30 | ± 5 |

± Indicates that the modifier is relative when used in Social tests. For example, Captain Kirk trying to charm Kor suffers for his fame (-) whereas he might receive a bonus (+) to intimidate him.

## Recognition:

Renown has two uses in the game: determining whether one character knows another and modifying certain tests the character makes. The first and most important, use of Renown is to make recognition tests to determine whether a character has heard of, or knows about, another character. A recognition test is usually a Intellect attribute test against a base TN determined by the size of the region or society the two characters have in common (see table below). However if the character has a appropriate Knowledge skill and speciality, the Narrator may allow him to use that skill for the Recognition test instead of just his Intellect. The Narrator may allow a character with Specific Wold (Vulcan) or Culture (Vulcan) use one of these skills when making a recognition test to determine what he knows about a specific Vulcan. Similarly, the Narrator may allow two characters within the same profession or with some other connection, to use an appropriate skill for recognition tests (Example: Tactics or Engineering). In either case the character Renown modifies recognition tests other characters make to know about him. Applies the character's Renown modifier (if any) to the other character's recognition test. If the test succeeds, the other character knows about him; if it fails, he hasn't heard of the character. If an NPC does recognize the character, he probably knows his reputation based on traits the character possess (Fame, Infamy, Species Friend, and so forth). The relationship between the characters will affect the NPC's attitude toward the character.

## Renown and Social Tests:

Renown can also act as a modifier for tests involving certain Social skills. If a character is generally famous, or is known for possessing certain personality traits, he can use such facts to his advantage in some situations –even if he doesn't have doesn't have those traits at all. In appropriate circumstances, the target of a Social skill should make a recognition test to see if he knows about the character. If the target recognizes the character, the character may add his Renown modifier to any appropriate Social skill test for the remainder of the encounter. The NPC must recognize the character to allow those bonuses.

### Base Recognition Test Difficulty Table

| Difficulty: | Example: | Region/Society: |
|---|---|---|

| TN 5 | Local | The same starship, the same city/region, the same class at the Academy |
|---|---|---|
| TN 10 | World | The same fleet or division, the same planet, the same branch in Starfleet |
| TN 15 | Star System/Sector | The same star system or local region, Starfleet |
| TN 20 | Neighboring Sectors | The same sector and neighboring sectors, the same multisystem government (e.g. the Federation) |
| TN 25 | Quadrant | The same quadrant, two or more multisystem interstellar government/powers |
| TN 30+ | Galaxy | Multiple quadrants, numerous multisystem government/powers |

### Recognition Test Modifiers Table

| TN Modifier: | Circumstance: |
|---|---|
| +0 | Target is of the same species |
| +1 | Target is of a different, but friendly/allied species (e.g. Humans and Klingons in the late 24th century) |
| +3 | Target is of a different, hostile species (e.g. Humans and Klingons during most of the 23th century) |
| +5 | Target belongs to a species with which the character's species have no contact or relations |
| -1 | Target is of the same profession |
| -2 | Target is of the same elite profession |

## STARSHIP RENOWN:

Starships as much as the crew, are characters in Star Trek adventure. They are home to their crews, and engender devotion and even love from those who serve aboard them. The can be stubborn or stalwart or touchy, just like a character. And as the starship participates in important events and overcome obstacles (with the help of the crew) they earn a reputation for their accomplishments. Starship Renown is synonymous with character Renown (See above). Just as characters earn Renown for their trials and their accomplishments, so can starships earn Renown for much the same thing. Renown is a measure on how recognizable a starship is, even outside's its own fleet. When the Enterprise under captain Kirk is in the area, the Klingons know it, and think twice about pulling any shenanigans.

## Earning Starship Renown:

Starship Renown, like Character's Renown is awarded after an episode for a particularly noteworthy accomplishment. The more Renown a starship has, the easier it is for others to remember and recognize it. Being posted to a famous starship with a high Renown can also bolster a character's individual Renown. – Everyone wants a posting on the Enterprise, the most prestigious ship in the fleet. Ships that perform particularly heroic actions or overcome great odds may receive more Renown than those that do not. Record the starships Renown on the starship profile, or alternatively the player with the highest rank can keep track of the starships Renown. Should a starship be destroyed but later re-commissioned, such as the USS Enterprise D to the USS Enterprise E, the new vessel receives half the original ship's Renown.

## Starship Recognition:

The most basic use of a starships Renown is a recognition test to determine if another party has heard of, or is familiar with, the ship in question. In some cases this can provide important additional tactical information on a vessel on a particular god roll. A recognition test is typically an Intellect test against a TN determined by the size of the region of space where the ship operates (see table below). Alternatively, a characters Tactics or appropriate Knowledge skill may be substituted when making this test, at the Narrator's discretion. A ship's Renown modifier adds to this roll, making it easier to recognize particularly famous ships over those that have few accomplishments. Consult Table: Renown Modifier (see above) to determine the modifiers for your vessel's current Renown. On a Complete or Superior success the character has not only heard about the ship but also a bit about its history, providing a +2 bonus to any History skill tests. With an Extra-ordinary success, the character's +2 bonus is expanded to any Computer Use skill tests related to the vessel in question. In addition, the Narrator should also make available the vessel's starship display to the character.

## Starship Renown and Social Tests:

Sometimes a ship's reputation, and perhaps that of its crew, may precede it. In such a case a starship's Renown modifier can also modify Social tests made by its captain and crew. What Klingon wouldn't think twice of attacking Enterprise under the command of James T. Kirk? Applying a starship's Renown modifier to Social test is a twofold process. First, the character must be recognized through a recognition test. Second, with a successful character recognition test, the character making the test can now test to recognize the starship. Bonus (or penalties) for starship Renown modifiers are cumulative with character Renown. Remember, recognition tests are conducted as a free-action. If the character's recognitions test fails, the character can make reference to their starship as part of their Influence or Persuade test, thus prompting a starship recognition test. Characters with the command 1+ or Promotion 3+ edges are automatically recognized for their starship with a successful character recognition test, and the starship Renown modifier can be applied to his or her Social tests. With a success in both character and starship recognition tests, the

character knows the ship on which the subject character serves, and the starship Renown modifier can be applied to his or her Social tests. Finally the starship must be present in order for its Renown to affect Social tests. Narrators should keep the circumstances of the encounter in mind when determining whether a starship recognition test is warranted. An alien culture with warp drive capability may or may not have heard of a ship. But a primitive culture certainly wouldn't have. Similarly, the effects of Renown are relative depending on the parties involved. While the Enterprise merits a positive bonus for Influence (Intimidate) tests against Klingons, it merits a negative modifier for Influence (Charm) test involving Klingons.

### Base Starship Recognition Test Difficulty Table

| Difficulty: | Example: | Region: |
| --- | --- | --- |
| TN 5 | Local | The same fleet (8th Fleet), some class of starship, some home starbase |
| TN 10 | System | The same planet or star system |
| TN 15 | Sector | The same sector or organization (Starfleet, IKDF) |
| TN 20 | Neighboring Sectors | The same sector and adjacent sectors |
| TN 25 | Quadrant | The same quadrant (Alpha, Beta) |
| TN 30+ | Galaxy | Multiple quadrants in the same Galaxy |

### Recognition Test Modifiers Table

| TN Modifier: | Circumstance: |
| --- | --- |
| +0 | Target is of the same fleet (Starfleet) |
| +1 | Target is of a different but friendly/allied fleet |
| +3 | Target is of a different but hostile species (Klingons during most of the 23th century |
| -5 | Target has the Famous starship edge |
| -3 | Target participated in a noteworthy action related to the recognition test |

# STUNNING:

Certain weapons can cause stun. When a target is hit by a weapon that stuns, he must make a Stamina Reaction test. A successful Stamina reaction test suffers action penalties for the duration of the stun effect. And a failed test results in unconsciousness for a number of rounds or minutes. The TN this test depends on the weapon type used (See Energy weapons and Melee & Unarmed).
**Superior Success:** Halve the Duration of the Stun effect.
**Extra-ordinary Success:** The target doesn't suffer any Stun effect.

## ENERGY WEAPONS:

The Stamina reaction test TN depends on the setting of the weapon. If a character scores an Extraordinary success when using an Energy weapon set to stun, then the Stamina reaction suffers a +5 TN.

### Energy Weapons Stun Effects

| Setting and Power | Reaction TN | Duration | Effect (Failed/successful)* |
|---|---|---|---|
| 1 Light Stun | 9 | 3D6 + 3 rounds | Unconscious / -5 |
| 2 Medium Stun | 12 | 2D6 + 2 minutes | Unconscious / -9 |
| 3 Heavy Stun | 15 | 1D6 + 10 minutes | Unconscious / -12 |

\* The penalty listed is for Physical tests, for Academic tests half the listed penalty.

## MELEE & UNARMED:

The Stamina Reaction test for Melee or Unarmed attacks using the Battering Blows maneuver depends on the level of success. This can only be done using Bludgeon weapons or unarmed strikes.

| Level of Success | Reaction TN | Duration | Effect (Failed/successful)* |
|---|---|---|---|
| Complete Success | 5 | 3D6 + 3 rounds | Unconscious / -5 |
| Superior Success | 12 | 2D6 + 2 minutes | Unconscious / -9 |
| Extra-ordinary Success | 15 | 1D6 + 10 minutes | Unconscious / -12 |

\* The penalty listed is for Physical tests, for Academic tests half the listed penalty.

# SKILL TESTS:

Skill levels rank

| Ranks: | Ranks Description: |
|--------|--------------------|
| 0 | Untrained |
| 1-2 | Beginner |
| 3-4 | Novice |
| 5-6 | Professional |
| 7-8 | Veteran |
| 9-10 | Expert |
| 11-12 | Elite |
| 13+ | Legendary |

Add +2 to level for a specialty

## Tests:

To accomplish certain actions a character needs to make a dice tests. There are 3 sorts of dice tests: The Attribute Tests, Reaction Tests, and the Skill test. A Standard test consists of rolling 2D6, adding the characters corresponding Attribute modifier, Skill level, Reaction modifier, and any other relevant modifier. The test result is then compared to a target number (TN) which refers to action's difficulty. The amount of the result exceeds or misses the TN determines the overall success or failure of the test. When rolling dice for any test or dealing damage, having all the dice come up with 6's is a very special situation. Unless specified in a given situation, roll an additional 1D6 until a 6 does not come up; the total of all the dice rolled is then added to the total modifier for the test to get the test result. Follow the rules below for each test separately.

Attribute Tests: All characters possess at least six defining attributes that measure a character's personal endowment in each of these areas. Attribute scores translate into fixed modifiers and these are added to the 2D6 dice roll for an attribute test. Attributes tests are used when skill isn't required to accomplish the feat like lifting a heavy object or catching something before it hits the ground.

**Attribute Test Result = 2D6 + Attribute Modifier + Miscellaneous Modifiers**

Reaction Test: Although characters generally make attribute tests when exercising their raw talents, but sometimes they are required to resist outside influence, which is typically hostile. These types of tests are called reaction tests, using the reaction score and modifiers for given situations as listed in Chapter 2.

**Reaction Test Result = 2D6 + Reaction Score + Miscellaneous Modifiers**

Skill Tests: Most tests in the game will come in the form of skill tests such as when a character wishes to repair the shields, swing a sword, or speak a different language. As with attributes and reactions, characters show a level of progression, in this case experience and competence, for skills; this is measured in ranks, which is added to the test roll. Because natural talent also augments a character's level of competence, their attribute modifiers are added to the test roll.

**Skill Test Result = 2D6 + Attribute Modifier + Skill Ranks + Miscellaneous Modifiers**

Skill tests results can be augments by a number of factors. First, skill specialties confer a +2 bonus, if the skill has specialties. Second, affinities gained through similar skill or unique conditions can grant a bonus from +1 and higher.

Some skills tests can be attempted without having any ranks in the skill; this is referred to as an untrained attempt. When a skill test is an untrained attempt, use the following equation, the -2 penalty is due to unfamiliarity with the skill:

**Untrained Skill Attempt = 2D6 + Attribute Modifier + Miscellaneous Modifiers - 2**

Sometimes certain tests would be considered impossible due in the current conditions of the attempt. If this is the case, the Narrator could either declare the attempt impossible, set the TN to a very high number to let the character attempt, or set the TN to 30 and require the character expend as much Courage as possible to make the attempt successful.

Lastly concerning skill tests are repeated attempts for certain skills and situations. They may be allowed if a previous attempt failed, but with a cumulative -2 penalty as well as having the possibility remain that the entire attempt may fail regardless.

## Test Difficulty, Target Numbers, and Modifiers:

A test's difficulty establishes the severity of the challenge posed by the action the character attempts, ranging from Simple to Virtually Impossible. To determine the difficulty of a test, the Narrator must decide the general difficulty category the action belongs to (refer to the table below). The difficulty category gives the Narrator the base TN for the character's test. The attribute and skill descriptions in earlier chapters provide specific TN's for typical game situations.

| Difficulty Category | Base TN |
|---------------------|---------|
| Routine | 5 |
| Standard | 10 |
| Challenging | 15 |
| Difficult | 20 |
| Virtually Impossible | 25 |

After the Narrator determines the base TN, he must consider any factors that might increase or decrease the base TN and modify the TN accordingly. These factors may include adverse lighting, surface conditions, equipment availability, or cultural biases. It is for these reasons that the tests are grouped into three categories: Academic, Physical, and Social. Except in unusual circumstances, there should be few modifiers that apply to any given test. The tables below outline a number of possible factors that could modify a given test.

# TEMPERATURE:

Exposed to Vulcan's searing deserts, a Human quickly dehydrates and tires. On Andoria, the freezing snows bring frostbite. Humanoids can often survive in a wide range of climes, but very few species can survive in *all* conditions.

Typically, characters in very hot or very cold climes suffer fatigue more rapidly than normal. Heat leads to exhaustion, heat stroke, prostration, loss of body fluids, and eventually to delirium and death. Cold causes freezing of flesh, muscular coordination problems, desiccation of soft tissues and eventually unconsciousness and death.

Most humanoid species have a comfortable "temperature window" and can function normally within certain ranges. It's not generally necessary to calculate an exact temperature; all that's necessary is for the Narrator to determine where the temperature window lies for a given character. (In temperate-zone Humans, the comfort zone runs between roughly 15 and 30 degrees Centigrade, although warm or well-insulated clothing can extend the comfort zone considerably.) Characters exposed to higher or lower temperatures can suffer from accelerated fatigue and even injury, as shown on the accompanying table. The average Human temperature gradient is about 10 degrees Centigrade: an unprotected temperate-zone Human begins suffering "cool" effects at 5 "cold" effects at -5, and so forth. Many factors can affect these numbers: use the 10-degree increment as a first rule of thumb. As the table shows, a character in very hot or very cold weather suffers from accelerated fatigue as well as the possibility of damage. In scorching or frigid climes, a character can quickly be incapacitated by the frequent fatigue rolls and accompanying damage. Increases in exertion level make fatigue tests more frequent and difficult—in cool or warm weather, Relaxed exertion becomes Standard instead (see Fatigue above). Damage occurs each time a fatigue test comes up, if the temperature so indicates. You can resist damage from temperature with a Stamina reaction test of the same TN as the associated fatigue test. So, if you're trying to resist fatigue with a Stamina test (TN 10), you also resist the damage with a Stamina test (TN 10). A successful Stamina test to resist this damage cuts it in half, rounded down, so you'll still eventually succumb to very high temperatures.

## Temperature Tolerance

| Relative Temperature | Exertion | Damage |
|---|---|---|
| Frigid | +3 to exertion level | 1D6 points each fatigue test |
| Cold | +2 to exertion level | 1 point each fatigue test |
| Cool | +1 to exertion level | — |
| Comfortable | Normal | — |
| Warm | +1 to exertion level | — |
| Hot | +2 to exertion level | 1 point each fatigue test |
| Scorching | +3 to exertion level | 1D6 points each fatigue test |

### Surviving in Extreme Temperatures:

If you have the Survival skill, you can try to mitigate the effects of extreme temperature. Make a Survival test (TN 10). On a marginal success, treat the temperature as one category closer to comfortable; on a complete success, move it two categories, and on an extraordinary success, move it three categories. Each Survival test counts until the next fatigue test comes up. Remember, a lack of appropriate tools may cause a penalty to the test. (See Table 6.3: Physical Test modifiers on page 101 of the *Star Trek RPG Player's Guide*.) If you're dropped in the middle of the desert totally unequipped, that worsens the TN by 15—making survival a ridiculously difficult proposition! Medicine in the 23rd and 24th century can offer partial solutions; injections of special compounds may help to regulate body functions and thus prevent temperature exhaustion. This can either count as having specific, precise "equipment" for the job, or in some cases might reduce all temperature penalties by one category for four to eight hours.