

DETERMINATION

When a character's VALUE or the mission's DIRECTIVE would be advantageous in a situation, the PC may spend DETERMINATION to:

- Gain a bonus d20 that has rolled a 1 (2 successes).
- Re-roll all the dice in the dice pool.
- Immediately perform another TASK as soon as this one is resolved.
- Immediately create an ADVANTAGE that applies to the current scene.

When a character's VALUE or the mission's DIRECTIVE would be disadvantageous in a situation, the GM may offer or the PC may suggest and choose to gain DETERMINATION to:

- Suffer a COMPLICATION:
 - either as a specific course of action (or lack thereof)
 - or another material/situational/etc COMPLICATION

When a character's VALUE or the mission's DIRECTIVE would be disadvantageous in a situation, the PC may also *challenge* a VALUE that would affect a situation negatively to gain DETERMINATION. They may then spend this DETERMINATION to right away if another VALUE also applies. Cross out the VALUE. At the end of the mission, re-write or replace the VALUE to show character growth.

If a DIRECTIVE is challenged, it is not crossed out, but the PC may suffer disciplinary action.

TRAITS

A TRAIT imposes a context upon the world around it, and anything that may interact with it.

- If the TRAIT is *beneficial*, it allows an activity to be performed that might otherwise be impossible, or it lowers the activity's DIFFICULTY.
- If the TRAIT is *detrimental*, it prevents an activity that might otherwise be possible from being performed, or it increases the activity's DIFFICULTY.
- If the TRAIT does not apply to an activity, then it has no effect.

ADVANTAGES are TRAITS that are always beneficial. They may cancel out COMPLICATIONS.

COMPLICATIONS are TRAITS that are always detrimental. They may cancel out ADVANTAGES.

SOCIAL TOOLS

Deception:

- OPPOSED TASK.
- DECEIVER's DIFFICULTY based on how believable the deceit.
- TARGET's DIFFICULTY based on how vigilant/suspicious/gullible they are.
- SUCCESS applies a TRAIT to the TARGET.

Evidence:

- Supplying evidence applies a TRAIT to the SCENE.

Intimidation:

- OPPOSED TASK.
- DIFFICULTIES based on relative perceived strengths of each side.
- SUCCESS applies a TRAIT to the TARGET.

Negotiation:

- RP Based
- Creates an ADVANTAGE and a COMPLICATION for the NEGOTIATOR on each round of negotiations.

TASKS

- 1 The GM chooses the appropriate ATTRIBUTE and DISCIPLINE for the task.
- 2 The GM sets a DIFFICULTY:
 - A TASKS generally start at a DIFFICULTY of 1.
 - B Adjust DIFFICULTY per applicable TRAIT and it's degree: $\pm 1/\pm 2/\pm 3$.
- 3 The PC adds their appropriate ATTRIBUTE and DISCIPLINE together; this is the TARGET NUMBER.
- 4 Check if an applicable FOCUS applies.
- 5 The PC begins their pool with 2 dice:
 - A The PC may gain bonus die based on a TALENT.
 - B The PC may use DETERMINATION to gain a special die that has rolled a 1.
 - C The PC may purchase extra dice by spending MOMENTUM or by adding to THREAT: 1 die costs 1, 2 dice cost 3, 3 dice cost 5.
 - D NOTE: Only 3 extra dice may be rolled (for 5 total), no matter the source(s).
- 6 Roll the dice:
 - A Each die that rolls a 1 gains two SUCCESSES.
 - B Each die that rolls less than the DISCIPLINE for an applicable FOCUS gains two SUCCESSES.
 - C Each die that rolls equal or less to the TARGET NUMBER gains one SUCCESS.
 - D Each die that rolls equal to or higher than the COMPLICATION RANGE suffers a COMPLICATION.
 - E Each die that rolls a 20 suffers a COMPLICATION.
- 7 If the number of SUCCESSES is equal to the DIFFICULTY, the TASK is SUCCESSFUL.
 - A Gain one MOMENTUM for each SUCCESS over and above the DIFFICULTY.
- 8 If the number of SUCCESSES is less than the DIFFICULTY, the TASK is UNSUCCESSFUL.
 - A At the GM's discretion, the PC may SUCCEED AT COST. The task succeeds, but the PC suffers a COMPLICATION.
 - B COMPLICATIONS can be negated by gaining two THREAT instead.

TEAMWORK

The PC may be assisted through TEAMWORK.

- 1 The GM determines how many assistants may aid in the task. This assistant could also include the starship.
- 2 The ASSISTANT & GM choose the appropriate ATTRIBUTE, DISCIPLINE, and FOCUS for this TEAMWORK roll.
- 3 The ASSISTANT rolls one die, using their own TARGET NUMBER.
- 4 If the acting PC rolls at least one SUCCESS, the ASSISTANT's SUCCESSES are also added to the total.

OPPOSED TASKS

An OPPOSED TASK is one that is resisted or avoided by another creature or entity, rather than a static challenge.

- 1 Each PC, NPC, Creature, or Entity attempt a TASK normally, with a base DIFFICULTY of 1. This DIFFICULTY can be adjusted by circumstances, such as by TRAITS in play.
- 2 The results of the each rolled TASK are compared:
 - A Active Succeeds; Reactive Fails: Active achieves their goal, and their TASK is SUCCESSFUL
 - B Active Fails; Reactive Succeeds: Active fails to achieve their goal, and their TASK is UNSUCCESSFUL. There may be additional outcomes based on the situation.
 - C Active Fails; Reactive Fails: Active fails to achieve their goal, and their TASK is UNSUCCESSFUL. No additional outcomes based on the situation are incurred.
 - D Active Succeeds; Reactive Succeeds: Compare the total MOMENTUM generated on each TASK. The side with the higher MOMENTUM wins and achieves their goal, and their task is SUCCESSFUL. In the case of a tie, the Active side is SUCCESSFUL. MOMENTUM gain is based on the difference between MOMENTUM totals (which could be zero).

EXTENDED TASKS

- 1 The GM chooses the task's BASE DIFFICULTY, WORK TRACK, MAGNITUDE, and RESISTANCE.
- 2 PCs roll individual TASKS.
 - A If the TASK was SUCCESSFUL, the PC rolls 2 + DISCIPLINE (A). Subtract any RESISTANCE. Result is WORK, which is marked on the WORK TRACK.
 - B If 5+ WORK is achieved, PC attains a BREAKTHROUGH.
 - C If the WORK TRACK gets filled, or was filled up, PC attains a BREAKTHROUGH.
- 3 For each BREAKTHROUGH, BASE DIFFICULTY is decreased by 1 to a minimum of 0. Once at 0, each subsequent BREAKTHROUGH adds +1(A) to work rolls.
- 4 Once the number of BREAKTHROUGHS equals the MAGNITUDE, the EXTENDED TASK is SUCCESSFUL.

RANGES

Range	Description	Movement	Perception
REACH	Within Reach	Minor	
CLOSE	Same Zone	Minor	
MEDIUM	1 Zone Away	Minor	+1 Difficulty
LONG	2 Zones Away	Action/Task	+2 Difficulty
EXTREME	3+ Zones Away	Action/Task	+3 Difficulty

- Base difficulty to spot something is 0 if the thing isn't trying to avoid detection or isn't subtle.
- Base task for Movement is 0.
- Creatures within REACH block movement.
- COVER is either universal such that all creatures in a ZONE receives the benefit, or requires the creature to be within REACH of the COVER to receive the benefit.
- COVER grants you a number of COVER DICE as (A). If you are PRONE, you can re-roll any number of COVER DICE.

MINOR ACTIONS

Aim	PC may re-roll a single die made during an ATTACK until the start of their next turn.
Draw Item	PC may pick up an item within REACH, or draw a weapon/item on their person. If item does not require a TASK for use, PC may use it immediately upon drawing.
Drop Prone/Stand	PC may not do both in the same turn.
Interact/Prepare	PC interacts with an object in the environment or readies for a TASK. Complex interactions may require a TASK.
Movement	PC moves up to Medium range. Cannot be combined with a TASK related movement action.

ACTIONS

Assist	PC nominates an ally they can communicate with and declares how they are providing aid. During the ally's turn, roll the results.
Attack	PC attacks.
Create Advantage	PC attempts to create an ADVANTAGE. Base DIFFICULTY is 2.
Direct	For Leaders only. May only be used once per SCENE. PC nominates an ally, who takes an immediate TASK, assisted by the Leader.
Guard	PC finds a defensible position. Base DIFFICULTY is 0, or 1 if protecting an ally; SUCCESS increases the DIFFICULTY of attacks against the PC by 1 until the start of the PC or ally's next turn.
Pass	PC performs no TASK. If they take no MINOR ACTIONS either, they may act later in the round.
Ready	PC declares a trigger before attempting a specific TASK as an interrupt when trigger occurs.
Recover	PC catches their breath. FIT + COMM with base DIFFICULTY of 2 (1 if in COVER). If SUCCESSFUL, gain 1 additional RESISTANCE on any COVER effects, regain ability to AVOID INJURY, and can spend 2 MOMENTUM to regain 1 STRESS.
Sprint	PC moves. FIT + SECU with base Difficulty of 0; move to MEDIUM and spend 1 MOMENTUM to move additional ZONES.
First Aid	PC treats injured creature. DAR + MEDI with base DIFFICULTY of 1; SUCCESS indicates creature is stabilized, and can spend 2 MOMENTUM to get patient back into the fray per DETERMINATION spend.

ATTACKS

- Choose WEAPON and choose TARGET.
- Declare LETHAL or NON-LETHAL. LETHAL adds one THREAT to pool.
- Make attack TASK:
 - Melee: OPPOSED TASK of DAR + SECU with a base DIFFICULTY of 1. If TARGET wins OPPOSED TASK, resolve as SUCCESSFUL (counter) ATTACK.
 - Ranged: CON + SECU with a base DIFFICULTY of 2, 3 if an OPPONENT is within REACH. COMPLICATION RANGE of the attack increases by 1 if there are any creatures within REACH of the TARGET.
- If the ATTACK was SUCCESSFUL, inflict DAMAGE:
 - Roll DAMAGE (A).
 - TARGET rolls RESISTANCE (A).
 - Subtract DAMAGE result from RESISTANCE result.
- Subtract Step 4 result from STRESS TRACK:
 - If a creature takes 5+ DAMAGE from the attack, they suffer an INJURY.
 - If a creature is reduced to 0 STRESS from the attack, they suffer an INJURY.
 - If a creature takes DAMAGE when at 0 STRESS, they suffer an INJURY.
- INJURIES can be LETHAL or NON-LETHAL:
 - A NON-LETHAL INJURY is converted to a LETHAL INJURY when a creature takes another INJURY of any type.
 - A creature that takes 2 LETHAL INJURIES is dead.
- INJURED creatures are INCAPACITATED for the remainder of the scene.
- A creature may AVOID INJURY once per SCENE by either spending 2 MOMENTUM or suffering a CONSEQUENCE.
 - A creature may also spend DETERMINATION to ignore an INJURY for the remainder of a SCENE.
- A creature with a NON-LETHAL INJURY recovers at the end of the SCENE.
- A creature with a LETHAL INJURY dies at the end of the SCENE unless they have received FIRST AID. This is a DAR + MEDI with a base DIFFICULTY of 1. If they live, they remain INJURED.
 - A creature may spend DETERMINATION to ignore the effects of an INJURY for a SCENE.
- A creature requires treatment to HEAL. CON + MEDI with a base DIFFICULTY of 2; SUCCESS removes the INJURY and any COMPLICATIONS from it.

ATTACK PROPERTIES

Accurate	If Aimed, creature may re-roll any number of d20s.
Charge	If Prepared, creature may add either Area, Intense, Piercing 2, or Vicious 1
Cumbersome	Must be Prepared each turn to use.
Deadly	Increase DIFFICULTY by 1 to make a NON-LETHAL attack.
Debilitating	FIRST AID on creatures INJURED by this weapon increase DIFFICULTY by 1
Grenade	Cannot attack at LONG or EXTREME range. May be used 3 times per SCENE.
Hidden X	Weapon may be hidden as a MINOR ACTION. Searches require INS + SECU or REA + SECU with a DIFFICULTY of X to locate the weapon.
Inaccurate	Weapon gains no benefit from Aim.
Non-Lethal	Increase DIFFICULTY by 1 to make a LETHAL attack.
Area	Attack affects every creature or object within REACH of TARGET, plus one additional target within CLOSE for each EFFECT rolled. Allies may be hit for a COMPLICATION.
Intense	Cost to AVOID INJURY is raised by 1 for each EFFECT rolled.
Knockdown	TARGET is knocked PRONE if an EFFECT is rolled. Avoid by spending THREAT per EFFECT.
Piercing X	Attack ignores X of RESISTANCE for each EFFECT rolled.
Vicious X	Attack inflicts X additional DAMAGE for each EFFECT rolled.

MOMENTUM

MOMENTUM is a pool. It is shared by all PCs. The maximum MOMENTUM possible in the pool is six.

Cost	Spend	When	Effect
2	CREATE ADVANTAGE	After a SUCCESSFUL TASK	Immediately establish a new ADVANTAGE in relation to and in addition to the effect of the SUCCESSFUL TASK.
2	REMOVE COMPLICATION	After a SUCCESSFUL TASK	Immediately remove an existing COMPLICATION in relation to and in addition to the effect of the SUCCESSFUL TASK.
2	CREATE PROBLEM	During an opponent's turn before they roll for a TASK (I)(R)	Increase the difficulty of an opponent's TASK by one. Must be done before dice are rolled.
1	OBTAIN INFORMATION	After a SUCCESSFUL TASK (R)	Learn more about a situation by asking the GM one single question about the current situation, or an item, object, structure, creature, or character present in or relevant to the scene. The information must be relevant to the TASK and DISCIPLINE used.
1	ADDITIONAL WORK	After a SUCCESSFUL TASK during an EXTENDED TASK (R)	Work done by +1 for this task, before reductions for RESISTANCE.
1	PIERCING	After a SUCCESSFUL TASK during an EXTENDED TASK (R)	Ignore 2 RESISTANCE for this TASK.
1	RE-ROLL WORK	During a TASK during an EXTENDED TASK	Re-roll any number of Challenge Dice for the current TASK.
1	BONUS DAMAGE	After a SUCCESSFUL ATTACK (R)	Add +1 Damage
2	DISARM	After a SUCCESSFUL ATTACK	One weapon held by the target is knocked away and falls to the ground within REACH.
1	EXTRA MINOR ACTION	Anytime (R)	Gain an additional MINOR ACTION.
2	KEEP THE INITIATIVE	End of a PC Turn	Pass action order to another ally instead of the enemy; can only be done once before an enemy must go.
1	PENETRATION	After a SUCCESSFUL ATTACK (R)	Damage ignores 2 RESISTANCE
1	RE-ROLL DAMAGE	After a DAMAGE ROLL	Re-roll any number of (A) from the current attack.
2	AVOID INJURY	After suffering an INJURY	Avoid taking an INJURY; take a COMPLICATION instead. May only be used once per scene per PC.
2	SECONDARY TARGET	After a SUCCESSFUL ATTACK	A second target within REACH is also affected, and suffers one-half the DAMAGE
2	SWIFT TASK	After a TASK	Perform an additional TASK, increasing the DIFFICULTY by 1.
1	BONUS DAMAGE	After a SUCCESSFUL SHIP ATTACK (R)	Add +1 Damage
1	PENETRATION	After a SUCCESSFUL SHIP ATTACK (R)	Damage ignores 2 RESISTANCE
1	RE-ROLL DAMAGE	After a SHIP DAMAGE ROLL	Re-roll any number of (A) from the current attack.
2	DEVASTATING DAMAGE	After a SUCCESSFUL SHIP ATTACK	Roll an additional SYSTEM; that SYSTEM suffers an additional hit dealing half the primary attack's DAMAGE, rounding up.
2	SWIFT TASK	After a SHIP TASK	Perform an additional TASK, increasing the DIFFICULTY by 1.
1	POWER LOSS	After a SUCCESSFUL SHIP ATTACK (R)	The attack also removes one point of the target's POWER.

MELEE OPTIONS

Disengage	Move out of REACH and anywhere into CLOSE range.
Grapple	Requires an empty hand. Place a grappled COMPLICATION on the TARGET; TARGET may only attempt to break free via FIT + SECU base DIFFICULTY of 2 or attack their grappler with DIFFICULTY increased by 1. Grappler gains one bonus MOMENTUM against TARGET.
Shove	Move TARGET out of REACH anywhere within CLOSE range. Roll standard damage (A); this is solely to test for KNOCKDOWN.
Strike	Inflict DAMAGE.

SHIP MINOR ACTIONS

Change Positions	PC may move to any station or location on the ship. If that station is unoccupied, PC takes control immediately. If occupied, PC takes control after occupier's TURN. If other location on the ship, PC arrives at the start of their next TURN.
Interact/Prepare	PC interacts with an object in the environment or readies for a TASK. Complex interactions may require a TASK.
Raise/Lower Shields	Must be at Tactical. PC raises or lowers SHIELDS. Cannot be done twice per ROUND.
Restore	PC repairs a ship SYSTEM of DISRUPTION or MINOR DAMAGE.

SHIP ACTIONS

GENERAL				
Assist	Create Advantage	Pass	Ready	
COMMAND				
Override	Direct	Rally		
HELM				
Maneuver	Impulse	Warp	Evasive Action	Attack Pattern
Ramming Speed	Escape			
NAVIGATION				
Plot Course	Chart Hazard			
SENSOR OPS				
Sensor Sweep	Scan for Weakness	Launch Probe		
SECURITY				
Internal Sensors	Deploy Security	Containment Fields		
TACTICAL				
Fire Weapon	Modulate Shields	Tractor Beam		
COMMUNICATIONS				
Hailing Frequencies	Respond to Hail	Intercept	Signals Jamming	Damage Report
INTERNAL SYSTEMS				
Power Management	Regenerate Shields	Damage Control	Transporters	
MAIN ENGINEERING: Reduce INTERNAL SYSTEMS DIFFICULTIES by 1				
SHUTTLEBAY: Cannot launch when SHIELDS are up				
MEDBAY: Once per SCENE may attempt to bolster a DEPARTMENT that has suffered a BREACH				
TRANSPORTER ROOM: Reduce Transporters TASK DIFFICULTIES by 1				

SHIP SCALE

1	Shuttles, Fighters — small craft
2	Runabout, Maquis Raider
3	Defiant-class starship, Jem'Hadar attack ship, B'rel bird-of-prey
4	Constitution-class starship, Intrepid class starship, Galor class cruiser, Klingon D7 battle cruiser
5	Akira-class starship, Excelsior-class starship, Sovereign-class starship, K'vort bird-of-prey, Vor'cha cruiser
6	Galaxy-class starship, Negh'var battle cruiser, Jem'Hadar battle cruiser, D'deridex-class warbird
7	Borg sphere

POWER

- A ship begins each SCENE with its full POWER score.
- Spend POWER to perform certain ACTIONS.
- Spend (additional) X POWER on an ACTION to increase COMPLICATION RANGE by X and increase MOMENTUM generated by X.
- If POWER goes below 0, suffer a COMPLICATION.

ATTACK PROPERTIES

Calibrate	Must be Prepared each turn to use.
Devastating	Increase DIFFICULTY by 1 to repair DAMAGE by this attack.
Hidden X	Weapon may be hidden as a MINOR ACTION. Scans to locate weapons increase DIFFICULTY by X when hidden.
High-Yield	If attack inflicts one or more BREACHES, incur one additional BREACH.
Versatile X	If MOMENTUM is generated, gain + X MOMENTUM.
Area	Attack affects every creature or object in CONTACT with the TARGET, plus one additional target within CLOSE for each EFFECT rolled. Allies may be hit for a COMPLICATION.
Dampening	Remove 1 POWER for each EFFECT rolled.
Persistent X	TARGET suffers an additional X damage at the end of each ROUND. This lasts for a number of rounds equal to the number of EFFECTS rolled.
Piercing X	Attack ignores X of RESISTANCE for each EFFECT rolled.
Spread	Attack inflicts additional hit to a random SYSTEM dealing one-half DAMAGE + 1 per EFFECT rolled. Treat this hit as a completely separate hit.
Vicious X	Attack inflicts X additional DAMAGE for each EFFECT rolled.