

Star Trek Adventures Player Charts (Draft Alpha 1.3) Side A

RANGES	Reach	0	Melee Range.	Whisper	Perception D0	Move
	Close	0 z		Talk	Perception D0	or
	Medium	1 z		Raised Voice	Perception D1	Sprint D0
	Long	2 z	Max Shooting	Shout	Perception D2	Sprint D1
	Extreme	3 z		Scream	Perception D3	Sprint D2

MOMENTUM	Additional Progress	R	1	+1 progress on extended task, before soak.		
	Avoid Injury	I R	N	Avoid suffering 1 injury. N resets end of scene.		
	Bonus Damage	R	1	+1 damage		
	Create Advantage	—	2	Establishes new fact or removes a complication.		
	Create Opportunity	I 3x	1	+1d20 to a future task before it's rolled.		
	Create Problem	I 3x	1	+1 difficulty to another's task, before it's rolled.		
	Disarm	—	2	One weapon held is knocked to ground within Reach		
	Extra Minor Actions	I R	N	Additional Minor Action. N resets each turn.		
	Keep the Initiative	I	2	Pass the Action to an ally. They cannot KTI.		
	Obtain Information	R	1	Get another question answered by the GM.		
	Penetration	R	1	Ignore 2 soak for each Momentum spent		
	Piercing Task	R	1	Ignore 2 Soak on Extended Task		
	Re-Roll ☒	—	1	Reroll any of your ☒ (Combat Dice)		
	Second Wind	I R	1	Recover 2 points of stress up to normal maximum.		

DETERMINATION	SPENDS	All spends require a value to be invoked.	
		Perfect Opportunity	1 +1d20, set to a "1", to task roll. Max +3d20
		Moment of Inspiration	1 Make a second task before handing over to the other side.
		Surge of Activity	1 Make an immediate additional task (limit once per turn)
		Make It So	1 Create an Advantage that applies to current scene
	EARN	GM Reward	1 Good RP, Heroism, Achieving goals.
		Values Complication	1 GM offers a complication based upon Value
		Value Conflict	1 Neutralize one of the 2 values rest of the story
		Voluntary Failure	1 When a Difficulty 1+ task is voluntarily failed.

CONDITIONS	Prone	+1 Diff to be hit at Medium and Long. Double soak roll results +2 momentum to attacker at Reach & Close
	Guarded	+1 Diff to be hit; on Cover dice, Effect = +2 soak
	Injured	No major/minor actions. If from lethal damage, die at end of scene
	Stabilized	No Major/minor actions. Will not die at end of scene

☒ Combat Dice
 += 1 dam
 ☑= 1 effect

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TASKS	Dice	2d20 for free. Max 5d20 by any means (momentum, threat, determination)	
	Read Each	d20 ≤ Attr. + Discipline = 1S	Focus & d20 < Discipline = 2s
	Die:	d20 ≥ 20 = Complication	No Focus & d20 < 1 = 2s
	Successes	if total S ≥ difficulty, success, & difference = momentum.	

ATTRIBUTES	Control	Physical and mental self control, Precision, Accuracy, Timing.
	Daring	Decisive action in a new or hostile situation, gut instinct, quick reflexes
	Fitness	Enduring Hardship, employing force, physical conditioning, health, endurance
	Insight	Understanding mind and body of others.
	Presence	Personality, commanding respect or attention, being diplomatic
	Reason	Logic, meticulous analysis, recall of facts, calculation of complex variables, observation, command of the facts.

DIFFICULTIES	Command	Diplomacy, Persuasion, decision making, coordination of teams, bolstering morale, resistance to fear/panic/intimidation
	Conn	Piloting, Astrogation, Starship Operations, use of other vehicles
	Engineering	Understand technology, use technology, develop technical solutions
	Security	Use of force, strategy, tactics, interrogation; Alertness.
	Science	Theory and practice of both hard and soft sciences
	Medicine	Understand alien physiology & psychology, and treat various species.

ACTIONS	MINOR	Aim	Reroll 1d20 during attack made this turn
		Draw Item	Pick up an item in reach. If no roll needed to use, also use it.
		Drop Prone	gain the prone condition as noted.
		Interact	Simple interaction with an object in the environment.
		Move	Move w/in Medium Range; Disallowed if hostiles in reach.
		Prepare	Set up for a task which requires it.
	MAJOR	Stand	Rise from prone.
		Assist	Assist another; 1d20 vs own asset to aid.
		Attack	Make one attack
		Direct	One other character immediately acts, assisted by PC.
		Exploit	Diff 1 vs target, cost to resist next turn's attack +effect rolled. Diff 2 if benefit to ally instead.
		Guard	Difficulty 1, increases difficulty to be hit by 1. Soak from Cover: +2 per Effect on Cover Dice
		Pass	Do nothing. If no minors, may take turn later in round.
		Ready	Delay until trigger, then do specified task. Lost if not triggered
		Sprint	Bravery+Security 0 move 1 + momentum spent zones.
		Treatment	Stabilize target Empathy+Medicine 1.
		Use Item	Use an item which requires a roll to use. May include picking it up.
		Other	Varies.