DIFFICULTY TABLE

DIFFICULTY	
0	• Researching a widely-known subject. • Shooting a training target with a phaser or disruptor. • Performing routine maintenance and repairs.
1	• Researching a specialized subject. • Striking an enemy in hand-to-hand combat. • Rerouting power during an emergency.
2	• Researching obscure information. • Shooting an enemy with a phaser or disruptor. • Repairing a transporter pad while under fire.
3	• Researching restricted information. • Shooting an enemy with a phaser or disruptor in poor light. • Altering a subspace antenna to overcome interference, without the proper tools.
4	• Researching classified information. • Shooting an enemy in a defensive position with a phaser or disruptor, in poor light. • Integrating Starfleet technology with the incompatible technology of another species.
5	• Researching a subject where the facts have been thoroughly redacted from official records. • Shooting a small, fast-moving target with a phaser or disruptor, in poor light. • Attempting a transport while at warp, to another vessel which is also at warp.

OPPOSED TASK OUTCOMES

- **ACTIVE CHARACTER SUCCEEDS, REACTIVE CHARACTER FAILS:** the active character achieves their goal, and their Task is successful.
- **ACTIVE CHARACTER FAILS, REACTIVE CHARACTER SUCCEEDS:** the active character fails to achieve their goal, and the reactive character's Task is resolved. Some Opposed Tasks have a specific additional outcome for the reactive character's Task.
- **BOTH CHARACTERS FAIL:** the active character fails to achieve their goal, but the reactive character gains no additional benefit.
- **BOTH CHARACTERS SUCCEED:** compare the total Momentum generated on each character's Task. The character with the higher Momentum wins and achieves their goal, but loses one Momentum for each Momentum their opponent scored. The loser then loses all the Momentum they generated, and may not spend any. In the case of a tie, the active character wins, but loses all Momentum generated.

COMPLICATION RANGE TABLE

COMPLICATION RANGE	COMPLICATIONS OCCUR ON...
1	20
2	19-20
3	18-20
4	17-20
5	16-20

IMPROVING THE ODDS

- **MOMENTUM:** The spend *Create Opportunity* (p. 85) allows characters to buy additional dice, representing coordination, teamwork, and building upon prior successes. The first bonus die costs 1 Momentum, the second costs 2, and the third costs 3.
- **THREAT:** The *Create Opportunity* spend can be paid for by adding to Threat (p. 86) instead of spending Momentum, representing taking risks or acting recklessly. This costs the same as spending Momentum, but a point is added to Threat for each Momentum spent.
- **DETERMINATION:** When spending Determination, the character adds a single bonus d20 to the Task; unlike any other source of bonus d20s, a die bought with Determination is considered to have already rolled a 1 (therefore scoring two successes automatically). Determination may only be spent in certain circumstances, as described on p. 87.
- **TALENTS:** A few Talents (p. 135) that a character may have grant them bonus d20s in specific circumstances. This costs nothing other than being in the correct situation to use, but they still count towards the number of bonus d20s that can be purchased.

USES FOR DETERMINATION

- **PERFECT OPPORTUNITY:** a point of Determination may be spent to grant the character a single bonus d20. This bonus d20 differs from most in that it is considered to have already rolled a 1, and thus generates two Successes automatically. The normal limit of additional d20s bought for a Task still applies.
- **MOMENT OF INSPIRATION:** a point of Determination may be spent to re-roll all the character's dice in their dice pool.
- **SURGE OF ACTIVITY:** the character may immediately perform another Task as soon as this one has been resolved. This is most useful in combat or other situations where the character is under pressure and cannot normally attempt two consecutive Tasks.
- **MAKE IT SO:** the character immediately creates an Advantage that applies to the current scene.

COMMON CONFLICT MINOR ACTIONS

- **AIM:** The character may re-roll a single d20 made on an Attack before the start of their next Turn.
- **DRAW ITEM:** The character may pick up an item within Reach, draw a weapon or other item carried on their person/stowed in their gear. If the item does not require a Task to use, it can be used immediately upon taking this action, allowing a character to draw and use the item with a single Minor Action.
- **MOVEMENT:** The character moves to any point within Medium range. This Minor Action cannot be taken if the character performs any movement-related Tasks. This movement is slow and careful enough to move through difficult or hazardous terrain without problem. If there are one or more enemies within Reach of the character, this action cannot be performed.
- **PREPARE:** The character prepares for, or spends time setting up, a Task. Some Tasks require this Minor Action to be taken before the Task can be attempted.

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COMMON CONFLICT TASKS

- **DETERMINATION:** A character may spend one Determination to take a second Task during a Turn.
- **MOMENTUM:** A character may spend two Momentum from a successful Task to attempt a second Task; however, this second Task increases in difficulty by one.
- **ASSIST:** The character performs some activity that will grant an ally an advantage. The character nominates a single ally they can communicate with, and declares how they are giving aid, including which Attribute, Discipline, and Focus (if any) they are assisting with. During the nominated ally's Task, the character assists using the chosen Attribute, Discipline, and Focus, as normal for assisting on a Task.
- **ATTACK:** The character Attacks an enemy or other viable target, and attempts to inflict harm.
- **CREATE ADVANTAGE:** The character attempts to create some favorable circumstance that benefits their side. This is a **Task** with a Difficulty of 2, using Attribute, Discipline, and Focus (if any) based on how they're trying to gain an advantage. If successful, the character creates an Advantage.
- **DIRECT:** This action is available only to one character on each side in a position of authority, such as the Commanding Officer or a designated mission leader. The character nominates a single other character present, and the nominated character may immediately attempt a single Task, assisted by the commanding character. **The Direct Task may only be used once per Scene.**
- **GUARD:** The character finds some defensible position, focusses on their surroundings, or otherwise gains additional readiness for attack. This is a Task with a Difficulty of 0, and success increases the difficulty of any Attacks made against the character by +1 until the start of that character's next Turn. A character may attempt to confer the benefits of this Task to an ally instead of themselves; this increases the Difficulty of this Task by one, and the benefit lasts until the start of that ally's next Turn.
- **PASS:** The character chooses not to attempt a Task. If the character takes no Minor Actions this Turn, then the character does not count as having taken a Turn, and may act later in the Round instead.
- **READY:** The character declares that they are waiting for a specific situation or event to occur before attempting a Task. This situation or event must be chosen when Ready is declared, as must the Task to be attempted when that situation occurs. When this triggering situation occurs, the character with the readied Task temporarily interrupts the acting character's Turn to resolve the reading Task. Once the readied Task has resolved, events continue as normal. If the triggering situation does not occur before the character's next Turn, the readied Task is lost. Characters who take a readied Task can still perform Minor Actions during their Turn as normal.
- **RECOVER:** The character ducks behind cover, and takes a takes a moment to regain their breath, clear their mind, and ready themselves for more fighting. This is a Difficulty 2 **Fitness + Command Task** (reduce the Difficulty by 1 if the character is in Cover). Success means that the character gains one additional Resistance for each Effect rolled on Cover Dice, and regains their ability to Avoid an Injury (p. 176). Further, the character may regain 2 Stress per Momentum spent (Repeatable).
- **SPRINT:** The character attempts a Difficulty 0 **Fitness + Security Task**. Success means that the character moves one zone (to any point in Medium range), and one additional zone per Momentum spent (Repeatable). A character may not attempt this Task more than once per Round, and not at all if the character has performed the Movement Minor Action. Terrain and other factors may increase the Difficulty of this Task, and the Task allows Success with Cost (that is, failure means a basic success with no Momentum, but also inflicts a single Complication).
- **FIRST AID:** The character attempts to stabilize an Injured character within Reach. This is a **Daring + Medicine Task** with a Difficulty of 1; success means that the injured character is stabilized and will not die at the end of the scene, but they remain incapacitated. The character may spend 2 Momentum from this to get the patient back into the fighting right away, exactly as if they'd spent Determination to ignore the Injury.

COMMON MOMENTUM SPENDS

- **CREATE ADVANTAGE:** Momentum can allow a character to produce a positive or advantageous circumstance. Spending two Momentum establishes some new Advantage in addition to whatever effect the successful Task had. Advantages created must relate to the nature of the Task attempted, and it must be something that could logically result from the character's actions. Advantages created with this spend may alternatively be used to remove a Complication currently in play.
- **CREATE OPPORTUNITY:** (Immediate, Repeatable). One of the most straightforward uses of Momentum is to buy additional d20s for a future Task. The decision to buy these extra dice must be made before any dice are rolled on that Task. Up to three dice may be bought, with the first costing 1 Momentum, the second costing 2, and the third costing 3.
- **CREATE PROBLEM:** (Immediate, Repeatable). A character can choose to make things more difficult for an opponent, increasing the difficulty of a single Task by one for every two Momentum spent. The decision to increase a Task's difficulty **must** be made before any dice are rolled on that Task.
- **OBTAIN INFORMATION:** (Repeatable). Momentum from a successful Task allows a character to learn more about a situation. Each point of Momentum spent can be used to ask the Gamemaster a single question about the current situation, or an item, object, structure, creature, or character present in or relevant to the scene at hand. The Gamemaster must answer this question truthfully, but the Gamemaster does not have to give complete information — a partial or brief answer that leaves room for further questions is more common. The information provided **must** be relevant to the Task attempted, and it must be the kind of information that a character using that skill would be able to determine in that situation — a character could use Medicine to diagnose an illness, or Security to identify a form of ranged weapon from the damage it causes.

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COMBAT MOMENTUM SPENDS

MOMENTUM SPEND	COST	EFFECT
Bonus Damage	1 R	A character can increase the damage inflicted by a successful Attack, regardless of the type of Attack. Each Momentum spent adds +1 damage.
Disarm	2	One weapon held by the target is knocked away and falls to the ground within Reach.
Extra Minor Actions	1 I R	Take an additional Minor Action.
Keep the Initiative	2 I	Pass the action order to another ally instead of the enemy; may only be done once before the enemy has taken at least one action.
Penetration	1 R	The damage inflicted by the current Attack ignores two Resistance for each Momentum spent.
Re-Roll Damage	1	The player may re-roll any number of ⮝ from the current Attack
Avoid Injury	2 I	Avoid suffering a single Injury. The cost may be paid by suffering a Complication instead. Other factors may increase the cost further. May only be used once per scene, though additional uses can be obtained.
Secondary Target	2	A second target within Reach of the Attack's target is also affected by the Attack, and suffers half the attack's damage, rounding down.
Swift Task	2	The character may attempt one additional Task, increasing the difficulty by one over what the Task would normally require.

MAKING AN ATTACK

1. Attacker chooses a weapon.
2. The attacker chooses a targer. A melee weapon attack must be within Reach.
3. The character declares whether the attack is intended to be **Non-Lethal** or **Lethal**. If the attack is Lethal, add a single point to the Threat pool.
4. The attacker attempts a Task, determined by the type of Attack:
   a. **Daring + Security Task** with a Difficulty of 1, opposed by the target's **Daring + Security** (also Difficulty 1). If the target wins the Opposed Task, then they are considered to have made a successful Attack instead.
   b. **Control + Security Task** with a Difficulty of 2. This Difficulty of this Task increases by +1 if there is an enemy within Reach of the attacker. The Complication Range of the Attack increases by 1 if there are creatures within Reach of the target; a Complication may indicate that one of those other creatures are struck by the attack as well.

INJURIES

If the character suffers **five or more** damage from a single attack or hazard, after reduction from Resistance, the character suffers an **Injury**.

If the character is **reduced to 0 Stress** by that attack or hazard, they suffer an **Injury**.

If the character **had 0 Stress** before the attack or hazard, and the attack or hazard **inflicts one or more damage**, the character suffers an **Injury**.

DAMAGE EFFECTS

- **AREA:** The attack several targets at once. The attack automatically affects any character or damageable object within Reach of the initial target, and then one additional target within Close range of the initial target for each Effect rolled, starting with the next closest (as determined by the Gamemaster).
- **INTENSE:** The Cost to Avoid an Injury caused by an Intense weapon increases by one for each Effect rolled.
- **KNOCKDOWN:** If one or more Effects are rolled on this Attack, then the target is knocked prone. The target may resist this effect by adding a number of points to Threat equal to the number of Effects rolled (for NPCs, spend points from Threat instead of adding to Threat).
- **PIERCING X:** The Attack ignores X points of the target's total Resistance for each Effect rolled.
- **VICIOUS X:** The Attack inflicts X additional damage for each Effect rolled.

STARSHIP DAMAGE

D20 ROLL	SYSTEM HIT
1	Communications
2	Computers
3-6	Engines
7-9	Sensors
10-17	Structure
18-20	Weapons

SCALE	BREACHES TO...		
	DAMAGE	DISABLE	DESTROY
1	N/A	1	2+
2	1	2	3+
3	2	3	4+
4	2	4	5+
5	3	5	6+
6	3	6	7+
7	4	7	8+

If the ship suffers **five or more damage** from a single attack or hazard, after reduction from Resistance, the system hit suffers a **Breach**.

If the ship is **reduced to 0 Shields** by that attack or hazard, it suffers a **Breach**.

If the ship **had 0 Shields** before the attack or hazard, and the attack or hazard **inflicts one or more damage**, the ship suffers a **Breach**.

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WEAPONS TABLE

NAME	TYPE	DAMAGE RATING	SIZE	QUALITIES	COST
Unarmed Strike	Melee	1 Knockdown	1H	Nonlethal	–
Knife/Dagger	Melee	1 Vicious 1	1H	Deadly, Hidden 1	Opportunity 1
Blade (Sword, *mek'leth*, etc)	Melee	2 Vicious 1	1H	–	Opportunity 1
Heavy Blade (*bat'leth*, *kzar'takin*, *lirpa*)	Melee	3 Vicious 1	2H	–	Opportunity 1, Escalation 1
Bludgeon	Melee	2 Knockdown	1H	–	Opportunity 1
Phaser Type-1	Ranged	2	1H	Charge, Hidden 1	Standard Issue
Phaser Type-2	Ranged	3	1H	Charge	Standard Issue
Phaser Type-3 (Phaser Rifle)	Ranged	4	2H	Accurate, Charge	Opportunity 1, Escalation 2
Pulse Grenade	Ranged	4 Area	1H	Charge, Grenade	Opportunity 1, Escalation 2
Andorian Plasma Rifle	Ranged	4 Intense	2H	Accurate, Deadly	Not Available
Phase Pistol	Ranged	3	1H	–	Standard Issue
Particle Rifle	Ranged	4	2H	Accurate	Standard Issue
Disruptor Pistol	Ranged	3 Vicious 1	1H	–	Not Available
Disruptor Rifle	Ranged	4 Vicious 1	2H	Accurate	Not Available
Jem'Hadar Plasma Pistol	Ranged	3 Vicious 1	1H	Debilitating	Not Available
Jem'Hadar Plasma Rifle	Ranged	4 Vicious 1	2H	Accurate, Debilitating	Not Available

- **ACCURATE:** The weapon is especially precise, often incorporating additional sights that allow the user to use the weapon more accurately. If the character performs the *Aim* Minor Action before making an Attack with this weapon, then any number of d20s may be re-rolled, instead of the normal benefits of aiming.
- **CHARGE:** The weapon has an adaptable energy supply, allowing its potency to be scaled to different levels. If the character performs a *Preparation* Minor Action before Attacking with this weapon, they may add one of the following weapon Damage Effects to the Attack: Area, Intense, Piercing 2, or Vicious 1.
- **CUMBERSOME:** The weapon takes patience and precision to use effectively. The weapon cannot be used to Attack unless a *Preparation* Minor Action is performed during the same Turn.
- **DEADLY:** Increase the Difficulty of Non-Lethal Attacks made with this weapon by 1.
- **DEBILITATING:** Medicine Tasks to perform First Aid on characters injured by this weapon, or to heal Injuries caused by this weapon increase in difficulty by one.
- **HIDDEN X:** The weapon is easy to conceal, or designed to be disguised as something else. When the weapon is hidden, any search of the owning character requires an **Insight + Security** or **Reason + Security Task**, with a Difficulty of X, to locate the weapon. A character may use a Minor Action to conceal a Hidden weapon.
- **INACCURATE:** The weapon is imprecise and clumsy, and very little can be done to change that. The character gains no benefit from the *Aim* Minor Action when making an Attack with this weapon.
- **NON-LETHAL:** Increase the Difficulty of Lethal Attacks made with this weapon by 1.

NPC SPECIAL ABILITIES

- **EXTRAORDINARY ATTRIBUTE X:** As indicated by a number, automatic successes on Tasks using that attribute. For example, a creature with Extraordinary Reason 1 gains one success on all Tasks using Reason, in addition to any generated by rolling.
- **FAST RECOVERY X:** At the start of each of its Turns, the creature regains X Stress, up to its normal maximum. If the creature is Injured at the start of its turn, it may instead spend two Threat to remove that Injury.
- **IMMUNE TO X:** The creature is unperturbed by conditions and effects indicated.
- **INVULNERABLE:** The creature is impervious to harm, and cannot be Injured in any way; Attacks can be attempted and damage is rolled as normal, and the creature has a Stress track, but it cannot suffer Injuries.
- **SPECIFIC WEAKNESS:** The creature has a specific weakness which can overcome its invulnerability.
- **STAGGERED:** The creature cannot be Injured, but it can be hurt. If the creature would ever suffer an Injury, it instead loses the ability to perform any Tasks or Minor Actions on its next Turn. This effect is not cumulative.
- **WRATHFUL:** The creature grows angry when challenged; if the creature would ever suffer an Injury, it instead adds 2 to Threat.
- **MACHINE X:** The creature is not a living being, but a machine, or some form of cybernetic organism, reducing the Difficulty of Tasks to resist extremes of heat and cost by two, and it is immune to the effects of suffocation, hard vacuum, starvation, and thirst. Further, the machine's sturdy construction grants it Resistance equal to X.
- **MENACING:** The creature is dangerous, heralding a greater problem for those who confront it. When a creature with this rule enters a scene, immediately add a point to the Threat pool.
- **NIGHT VISION:** Tasks the creature attempts do not increase in Difficulty because of darkness.
- **THREATENING X:** The creature begins each scene with X Threat, that may only be used to benefit itself, and which are not drawn from the general Threat pool.

NPC STARSHIP CREW SCORES

CREW QUALITY	ATTRIBUTE	DISCIPLINE
Basic	8	1
Proficient	9	2
Talented	10	3
Exceptional	11	4

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