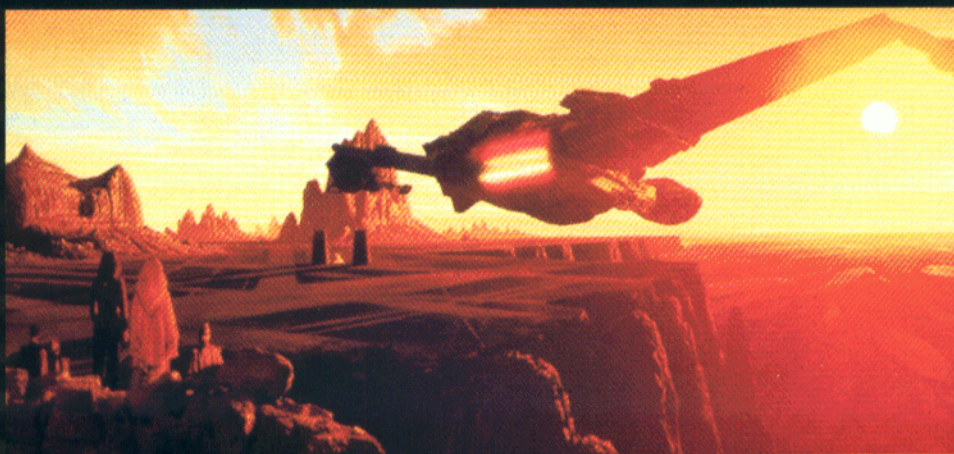
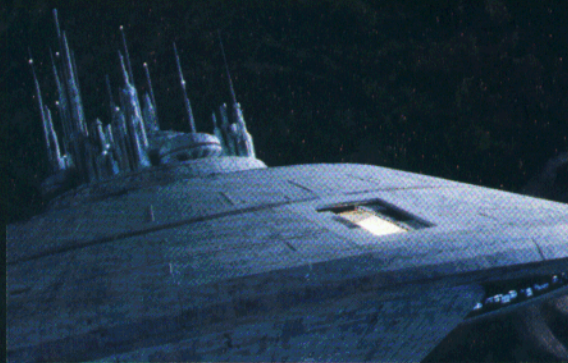


STAR TREK[®]
THE NEXT GENERATION[™]
ROLE PLAYING GAME



NARRATOR'S TOOLKIT





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A VIACOM COMPANY

DIFFICULTY NUMBER	DESCRIPTION
0	Automatic action - no roll required
3, 4, 5	Routine
6, 7, 8	Moderate
9, 10, 11	Challenging
12, 13, 14	Difficult
15+	Nearly Impossible

PSIONIC SKILLS RANGE

RANGE	DIFFICULTY MODIFIER
Touch	-1
Point Blank (5m or less)	+0
Short (5.1-20m)	+1
Medium (20.1-50m)	+2
Long (50.1-100m)	+3
Extreme (over 100m)	+4

RANGED COMBAT DIFFICULTY

RANGE	DIFFICULTY
Point Blank	Routine (3)
Short Range	Routine (4)
Medium Range	Moderate (7)
Long Range	Challenging (10)

TEST MODIFIERS

SITUATION	MODIFIER
Lack of proper tools or equipment	+1 Difficulty (or more)
Using particularly good or high-quality equipment	-1 Difficulty (or more)
Using off hand (unless character has Ambidexterity Advantage)	+1 Difficulty
Visual Interference (for Search and similar Skills)	
<i>Light smoke, dim light</i>	+1 Difficulty
<i>Heavy smoke, moonlight</i>	+2 Difficulty
<i>Very thick smoke, total darkness</i>	+3 Difficulty
<i>Zero Gravity (unless character is Zero-G Trained or makes a Routine (4) Personal Equipment (Environmental Suit))</i>	+1 Difficulty
Zero Gravity	+1 Difficulty

PSIONIC SKILLS MODIFIERS

CIRCUMSTANCE	DIFFICULTY MODIFIER
Environmental interference	
Strange energy fields that warp psionics	+1 to +3
Using Psionic Skill through large amounts of rock (or like substance)	+1 to +2
Large number of minds thinking or feeling the same thing (Receptive Skills only)	
2 minds	-1
3-4 mind	-2
5-8 minds	-3
9-16 minds	-4
17-32 minds	-5
33-64 minds	-6
65-128 minds	-7
129-256 minds	-8
257-512 minds	-9
513-1,024 minds	-10
... and so on	
Character or target is injured	See Wound Level Table
Character is in combat	+1
Extremely strange, bizarre, or unusual minds	+1 to +3
Character cannot see target directly	+1

TERRAIN MODIFIERS

TERRAIN TYPE	MODIFIER
Swampy	+3
Mountainous/Steep	+2
Wet/Slick/Icy	+2*
Water (2' or higher)	+2
Obstacles, many/large	+2
Obstacles, few/small	+1
Sandy	+1
Rocky	+1
Extremely flat or even	-1
Paved	-2

DEFAULT RENOWN DIFFICULTIES

Difficulty	Description
3-5	Routine: Your Ship
6-8	Moderate: Starfleet
9-11	Challenging: Your Home Planet, the Sector
12-14	Difficult: The Federation, the Quadrant
15+	Nearly Impossible: Across Known Space

ADDITIONAL MODIFIERS

Situation Modifier to Target's Renown Test

Same Species	no modifier
Different friendly species (Humans and Vulcans)	+1 Difficulty
Different hostile species (Humans and Cardassians)	+2 Difficulty
Different alien species (Humans and Anticans)	+4 Difficulty
Both characters operate on same planet	-2 Difficulty
Both characters operate in same immediate region of space (system or group of systems)	-1 Difficulty
Both characters operate in same sector	no modifier
Characters normally operate far from one another (across a quadrant)	+1 to +5 Difficulty
Opposing character would probably know target (he has read or studied him, heard stories from his compatriots, etc.)	-1 to -3 Difficulty
Opposing character would probably not know target (a backwater miner trying to recognize a Starfleet officer, etc.)	+1 to +5 Difficulty

STARSHIP MANEUVERS

MANEUVER	DIFFICULTY
Turn to port/starboard	Routine (4)
Climb/dive	Routine (5)
Climb/dive and turn	Moderate (6)
Hard to port/starboard	Moderate (7)
Steep climb/dive	Moderate (7)
Steep climb/dive and turn	Moderate (8)
Steep climb/dive and hard turn	Challenging (9)

MOVEMENT TABLE

TYPE OF MOVEMENT	RATE	DIFFICULTY
Crawl	5m per action	No roll
Walk	10m per action	No roll
Run	15m per action	Routine (5)
Sprint	20m per action	Moderate (7)
Swim	3m per action	Routine (4)
Jump	2m forward, 1m up	Moderate (6)
Climb	2m per action	Moderate (7)

LIFTING

WEIGHT	DIFFICULTY
Up to 20kg	No roll required
21-50kg	Routine (2-4)
51-150kg	Moderate (5-7)
151-300kg	Challenging (8-10)
301-500kg	Difficult (11-13)
Over 500kg	Nearly Impossible (14+)

EXPERIENCE POINT AWARDS

POINTS	CIRCUMSTANCE
1 to 2	Characters accomplished the goal(s) of the episode
-1	Characters accomplished the goal(s) of the episode, but did so poorly or caused additional problems
+1	Characters accomplished the goal(s) of the episode in an exemplary and clever fashion
1	Characters failed to accomplish the goals of the episode, but nevertheless did their best and learned from their failures
+0	Characters were roleplayed properly
+1 to +2	Characters were roleplayed well
-1 to -2	Characters were roleplayed poorly
+1 to +2	Characters did or accomplished something which was of extraordinary service or benefit to Starfleet, the Federation or its citizens, or which required great personal sacrifice on the characters' part
+1	Characters triumphed against overwhelming odds or overcame tremendous obstacles

IMMEDIATE ACTIONS (acts which take no time in combat)

- Dropping a weapon
- Shouting an order; brief communication ("We come in peace!")
- Casually observing the surroundings
- Making an Initiative Test
- Certain Attribute Tests

TIMED ACTIONS (acts which take time and require an action in combat)

- **Drawing a weapon.** It takes an action to draw a weapon. A character can draw a weapon and fire it during the same round, but this counts as a Multiple Action (see below).
- **Combat Maneuvers.** See the Combat Maneuvers Table.
- **Movement Maneuvers.** See the Movement Maneuvers Table.
- **Reloading.** Most weapons have an ammunition supply (which determines how many times the weapon can fire before it is exhausted or requires reloading). Unless specified otherwise in the weapon's game statistics, reloading it (if possible) takes an action.
- **Stun setting.** Most energy weapons have variable damage and range settings. A character can switch a weapon's setting without making a Skill Test, but doing so takes an action.
- **Taking a tricorder or sensor reading.** Taking a basic tricorder or sensor reading requires an action; more detailed or difficult scans may take multiple actions, at the Narrator's discretion.
- **First aid.** Applying first aid to an injured character takes an action.
- **Making a Test.** Making most Skill Tests requires an action; Attribute Tests may or may not require an action. However, it is always up to the Narrator to decide whether a particular roll is a Timed action or an Immediate action.

STAR TREK THE NEXT GENERATION ROLE PLAYING GAME

COVER

COVER	ARMOR
Thin wooden door	6
Wooden door	8
Thin, unarmored metal door	10
Reinforced metal door; large rocks	14
Armored bulkhead	20
Heavily-armored security door	24

OPPOSED TEST MODIFIERS

SITUATION	MODIFIER
Small Advantage (sun in opponent's eyes)	+1 to Test Result
Moderate Advantage (opponent has very bad footing)	+2 to TR
Significant Advantage (opponent has suffered significant relevant injury)	+3 to TR
Dominating Advantage (opponent is blinded and badly injured)	+4 to TR
Small Disadvantage (a loud noise momentarily distracts you)	-1 to TR
Moderate Disadvantage (you are in poor position to face your opponent; significantly below him, on fluctuating terrain, etc.)	-2 to TR
Significant Disadvantage (you are caught completely off guard; your opponent is cheating, possesses important information which you do not, etc.)	-3 to TR
Dominating Disadvantage (you have suffered major damage or injury)	-4 to TR

DEGREE OF INJURY

DEGREE OF INJURY	DIFFICULTY TO DIAGNOSE/HEAL
Stunned	Routine (4)
Injured	Moderate (7)
Wounded	Challenging (8)
Incapacitated	Difficult (13)
Near Death	Impossible (15)