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Star Trek Players Guide



Synopsis

To Boldly Go Where No One Has Gone Before™ ...Experience all the danger and excitement the galaxy has to offer as you and your friends become the actors in your own Star Trek adventures! The Star Trek Player's Guide contains everything you need to create and play your own characters through every era of the Star Trek universe. Intrigue and adventure await you at every turn among the stars. Do you have what it takes to boldly go where no one has gone before? The Star Trek Player's Guide includes:

- All the basic rules needed for play, easily convertible from previous Star Trek RPGs
- Original Star Trek canon consistent with previous versions of the Star Trek RPG
- Character creation, including six archetypes for fast play, ten player character species, and nine professions
- Details for playing characters from any Star Trek setting: Star Trek™, Star Trek: The Next Generation™, Star Trek: Deep Space Nine™, or Star Trek: Voyager™
- Equipment and starships from all of the TV shows and films
- Detailed, never-before-seen information about the Star Trek setting, including a comprehensive history of each Star Trek era

Book Information

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Customer Reviews

First, let me say that I bought this for the Trek content and for inspiration as a writer and may never play the game. I have played some previous RPGs (none Trek) so I can still evaluate it as one - I hope. Anyway, this appears to be a complete player's guide. Unlike some games, everything you need is here, and sourcebooks are extras not essentials. There are ten starting species to play: Humans, Bajorans, Betazoids, Cardassians, Klingons, Ferengi, Trill, Vulcans, Talaxians and Ocampan. Each matches what we have seen in the show in their attribute modifiers and special abilities, although Vulcans have so many that some were cut. The action is done by rolling dice

once, adding your character's skill score, bonuses and penalties and then comparing the result to the number needed for success. Everything your characters can do is expressed in a skill, and the range of skill coverage is very good. Characters also have edges and flaws, character traits that help define their personalities and affect their skills. Finally, each character also has Courage points. These represent heroic action and you use them to add to your rolls, either to prevent failure or boost the level of your success. (I would love this feature as a player.) There are seven basic professions: Diplomat, Merchant, Mystic, Rogue, Scientist, Soldier and Starship Officer. There are elite starship officer professions for every one we have seen in the shows. There are other elite professions that can be entered by anyone meeting their prerequisites. This system manages transfers like Spock from Science Officer to Commander to Ambassador and then probably either Envoy or Spy, all as a Starship Officer. All in all, the system really captures the feel of Star Trek characters. The guide has a number of flaws.

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