

# STA: Captain's Log

The following is a concise rules summary of *Star Trek Adventures: Captain's Log*, a narrative-focused roleplaying game that uses a simplified 2d20 system for solo, coop, or GM'd play.

## Characters

### Character Creation

**Creation Options:** Choose between Lifepath (longer but more detailed, 45-90 minutes) or Creation-in-Play (quicker, 15-30 minutes) methods.

**Traits:** Characters have traits (at least their species and potential others).

**Attributes:** Control, Daring, Fitness, Insight, Presence, Reason (range 7-12 for humanoids, 8 is considered average)

**Disciplines:** Command, Conn, Engineering, Security, Science, Medicine (range 0-5, Starfleet PCs have at least a 1 in each)

**Focuses:** specific skills/topics/activities. Six focuses per character, can be replaced after missions.

**Values:** Statements reflecting character's core beliefs, affecting their actions.

### Attributes and Disciplines

Attributes (7-12)	Description
Control	Self-discipline, coordination, fine motor skills.
Daring	Bravery, quick thinking, acting w/o hesitation.
Fitness	Physical strength and stamina.
Insight	Understand environment & people.
Presence	Personality, command attention or respect.
Reason	Logic & problem-solving abilities.

Discipline (0-5)	Description
Command	Directing crew; leading team.
Conn	Pilot a starship or ground vehicle.
Security	Defend yourself; conduct investigations.
Engineering	Resolve mechanical / technical problems.
Science	Knowledge of the universe.
Medicine	Heal others and treat illnesses.

Common Actions	Roll
Melee Attack	Daring + Security
Ranged Attack	Control + Security
Sprint	Fitness + Security
Recover	Fitness + Cmd
First Aid	Daring + Medicine
Healing	Control + Medicine
Sensors	Insight + Science

### Creation in Play Method

- Choose **rank** and **assignment**.
- Assign **attributes** (10, 10, 9, 9, 8, 7 in any order)
- Choose **species** (pp. 93-94) and consequently increase certain attributes), name, pronouns.
- Assign two **disciplines** (4,4 or 5,3).
- Choose a single **value** (p. 90).
- Begin playing.

During play, fill in the remaining values, disciplines, and focuses as you encounter tasks.

- **Values:** Add new, up to a total of 4.
- **Disciplines:** Assign 3, 2, 2, and 1 in any order to the remaining disciplines.
- **Focuses:** Add new, up to a total of 6.

## Game Play Options

**Solo and Coop Games:** Complete a mission divided into three acts, with five scenes in each act. Tasks, which require rolling dice, are used to complete scenes and acts. A mission tracker represents each scene as a delta symbol. When a scene is completed, fill the symbol. If failed, mark it with an X. The count of filled deltas indicates mission success.

**Guided Games:** Games can also be run with a GM.

## Values

When using or challenging a value, you can **increase your Momentum** or **reduce Threat**. (If you already have Momentum, you can't gain more).

Each value can be used or challenged only **once** in a game. Mark it off once used.

At the end of the mission, replace any used value with a new one, reflecting your character's growth and change. The new value can't be the same as the old one.

## Game Mechanics

**Tasks:** To perform a task, combine the ratings of one attribute and one discipline to form a target number. Roll 2d20. Each d20 roll equal to or less than this target scores a success.

Success on both dice generates **Momentum**. If both dice roll over the target number, the task fails and generates **Threat**.

**Momentum:** Missions **start with one Momentum**. Momentum is gained from exceptional success (both dice roll <= the target number). Only one Momentum can be stored at a time.

**Threat:** Threat is generated when one of the dice rolls a 20. Like Momentum, only one Threat can be stored at a time. It is possible to succeed on a task roll still generate Threat if any of your dice results is a 20.

**Values:** Invoke to increase your Momentum or reduce Threat.

**Focus:** If your character has a relevant focus and rolls <= to the Discipline used in the roll, you may roll on the **Advantages table (p. 268)** or choose an advantage.

### Momentum and Threat Spends

#### Momentum

- **Re-roll a single d20 on failure** (keeping 2nd result).
- **Create an Advantage.**
- **Remove a Threat.**
- Add 1 hit to Opposition. (*Personal and Starship Combat*)
- Remove 1 hit. (*Personal and Starship Combat*)

#### Threat

- **Create a Complication.**
- **Increase the Difficulty.**
- Add 1 hit.
- Remove 1 hit from Opposition.

**Difficulty:** With increased Difficulty, the next action must succeed on both dice to simply succeed; no Momentum can be generated even if both d20's roll under the target number.

**Momentum and Threat Matrixes:** To assist in decision-making, refer to the **Complication or Threat matrix (pp. 269 & 278)**. For introducing new situations, complexities, and threats to the game, consider utilizing other probability matrixes such as the **Encounters matrix (p. 270)**.

**Succeed at Cost:** When failure could disrupt your goals, you may want to succeed with consequences.

**Probability Matrixes:** If the need to roll a task is uncertain, consult the **Yes/No Probability matrix (p. 254)**. Other matrixes can introduce new situations, complexity, and dangers.

## Personal Combat

**Hit Tracks:** Assign a Hit Track with 3 slots for each PC and NPC character.

**Turn Order and Ambushes:** The turn order in combat can be determined using the Yes/No Probability Matrix (p. 254). In ambushes, the enemy inflicts an automatic hit.

**Rolling Successes & Failures:** Each success counts as a hit against the enemy, while each failure counts as a hit against you. If the number of hits against you equals the Hit Track, you're defeated.

**Momentum in Combat:** Momentum in combat can be generated through rolling two successes on a Difficulty 1 roll or using/challenging a value.

**Resolution:** Combat is resolved once any individual suffers three hits and is injured (but three PCs each having only 1 hit would mean the combat continues).

**Injuries:** After 3 successful hits, you are injured. See the **"Where are You Injured" matrix (p. 316)** and **"What Type of Injury" matrix (p. 316)**.

## Injuries and Healing

**Injuries:** When **three hits** successfully land on a creature, it's considered injured. Injuries can be determined by the **Where Are You Injured (p. 316)** and **What Type of Injury matrices (p. 316)**. Other situations (e.g. radiation) can also create injuries.

**Getting Back Into The Action:** Narrate how your character recovers from injuries. Some injuries may impose complications, making some actions highly improbable.

**Acting While Injured:** Injured characters can still act, but additional complications may apply. For instance, tasks could automatically be Difficulty 2, or complications could be imposed based on mental traumas. These complications can enhance the drama of the story.

**Healing Injuries:** Minor injuries are usually resolved by the end of a scene, act, or mission. However, some injuries can be integral to character development and persist longer.

## Starship Operation

Starship Actions	Roll
Hail Them	Communications + Conn
Jam Their Signal	Communications + Engineering
Go to Impulse	Engines + Conn
Engage Warp Drive	Engines + Conn
Scan	Sensors + Science
Transport	Sensors + Engineering

Ship Combat Action	Roll
Disengage	Engines + Conn
Emergency Repairs	Structure + Engineering
Divert Power to Shields	Computers + Command
Divert Power to Weapons	Weapons + Command
Defensive Maneuvers	Engines + Conn

### STARSHIP COMBAT

**Standalone Ship Rolls:** When not performing a player character task, roll the appropriate ship's **System + Department** (this represents the crew).

**PC Rolls Discipline + Ship System:** When a player character rolls, you may utilize the **ship's system rating in place of any of your attributes**. You also gain access to the ship's talents as if they are your own focuses.

**Additional Actions:** Other actions can be performed during combat, like disengaging, repairing, or diverting power.

**Ship Talents:** Similar to personal focuses, ship talents can provide an **advantage** if the dice rolls equal to or less than the department rank.

**Starship Hit Track:** The number of hits needed to defeat a ship equals Scale +2 (for PCs) but just Scale (no +2) for Opposition.

**Initiative & Ambushes:** The first strike usually depends on the narrative. Ambushes deal automatic hits like personal combat.

**Ship Attacks:** Roll **vessel's Weapons + Security**. On a success, mark 1 hit against your enemy. Spend **Momentum** to inflict one additional hit. When a ship has received a number of hits equal to scale+2, they are defeated.

**Damage:** Failed tasks result in a hit to the ship, with consequences determined by the **Systems Hit Matrix (p. 308)** and the **Generating Ship Damage matrix (p. 309)**. If your ship receives a **number of hits >= than its Scale**, a system is automatically **critically damaged**. If that system already has critical damage, continue rerolling on the Systems Hit Matrix until a system without critical damage is chosen.

**Three Criticals:** Once three systems are critically damaged, the ship can no longer engage in combat.

**Repairing Damage:** Repairing damage requires filling in a delta on the Mission Tracker.

## Extending Conflicts

**Extended Conflict:** Extended conflicts require more than 3 hits to resolve. These conflicts can form the crux of a scene. The number of hits required to win or lose a conflict is determined by the Hit Track.

**Huge Creatures:** The number of hits to defeat a large creature equals its scale.

**Momentum & Complications in Extended Conflicts:** Momentum can be spent to turn a failure into a hit, reroll a die, remove a hit, or deal an additional hit. Threats generated can lead to complications.

**Momentum in Extended Conflicts:** In an extended conflict, Momentum can be spent to do the following:

- Turn a failure die into a hit.
- Reroll 1 die.
- Remove 1 hit from your character.
- Deal 1 additional hit to an enemy or starship.

**Complications in Extended Conflicts:** If you generate Threat in an extended conflict, roll one of these random effects:

Roll	Threat Use
1-4	The enemy removes 1 hit.
6-10	You suffer 1 additional hit.
11-15	You lose Momentum.
16-20	Reroll all successes.

## Yes/No Probability Matrix (p. 254)

To use this chart, (1) ask your question, (2) determine probability, (3) roll a d20, (4) incorporate the result into the story.

Probability	Yes	No
Highly Probable	01-18	19-20
Probable	01-15	16-20
Somewhat Probable	01-12	13-20
50/50	01-10	11-20
Somewhat Improbable	01-07	08-20
Improbable	01-05	06-20
Highly Improbable	01-02	03-20

## Character Development

**Post-mission:** After a mission, you can swap one focus for a new one and must replace any used or challenged character values.

**Log Entries:** Record log entries at the end of each adventure, noting the mission, your involvement, and any values used or challenged. You can rewrite challenged values.

**Milestones:** Milestones allow you to adjust attributes and disciplines (reduce one by 1, increase another by 1) and swap a focus. You may not increase an attribute above 12, nor reduce it below 7. You may not increase a discipline above 5, nor reduce it below 1.

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