

Star Trek Rpg Adventures

Klingon Captain Krenn is a ruthless war strategist. But on a mission to Earth, Krenn learns a lesson in peace. Suddenly he must fight a secret battle of his own. His empire has a covert plan to shatter the Federation. Only Krenn can prevent a war -- at the risk of his own life!

Space is a hell of a thing but you need to be sure that this is what you want. Like, what you really want. The idea of space exploration to further the frontiers of mankind is noble, but let's not kid ourselves – it's really all about furthering the profit margins. There's money to be made and out there is the place to make it, but you hear all kinds of stories... equipment malfunctions, strange discoveries, crewmembers going insane... You'll be out there in the reaches, alone, for months or years, breathing recycled air and drinking recycled water, with nothing but a few feet of metal and shielding between you and certain death. Are you sure this is what you want? – Crew Orientation Briefing *** Those Dark Places is a rules-light, story-focused roleplaying game about the darker side of space exploration and the people who travel the stars in claustrophobic, dangerous conditions. Starships, stations, and outposts aren't havens of safety with clean, brightly lit corridors – they're potential deathtraps, funded by budget-conscious corporate interests and running on stale, recycled air and water. The stars may be the future of humanity, but they are also home to horrors and terror the human mind cannot comprehend.

Since the introduction of fantasy into wargaming, Robert E. Howards Conan has loomed large across popular culture, recently inspiring the award-winning Robert E. Howards Conan: Adventures in an Age Undreamed Of roleplaying game and Monoliths hit Conan boardgame. Here, for the first time ever, is the crossover between these two games: miniatures and roleplaying adventure meet in the Hyborian Age! Developed closely with Monolith Entertainment, The Monolith Sourcebook provides players and gamemasters with a host of exciting material: new campaigns for both games, standalone adventures, and advice for creating original boardgame adventures using the roleplaying resources. Made in UK.

Firefly meets Dune in a breakneck race to escape across an alien moon thriving with aliens and criminals. Ten Low is eking out a living at the universe's edge. An ex-medic, ex-con, desperate to escape her memories of the war, she still hasn't learnt that no good deed goes unpunished. Attempting to atone for her sins, she pulls a teenage girl from a crashed lifecraft. But Gabriella Ortiz is no ordinary girl – she is a genetically-engineered super soldier and decorated General, part of the army that kept Ten prisoner. Worse, Ten realises the crash was an assassination attempt, and that someone wants Ortiz dead... To get the General off-world, they must cross the moon's lawless wastes, face military hit squads, savage bandits, organ sharks and good old-fashioned treachery. But as they race to safety, something else waits in the darkness. Something ancient and patient. Something that knows exactly who she is, and what she is really running from.

Welcome to your new assignment, Captain. Your continuing mission, to explore strange new worlds, seek out new life and new civilizations, to boldly go where no one has gone before

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You've won your revolution, what will you do with freedom? After occupation and revolution, your nation is finally free. Now you need to decide what happens next. Will you work with your fellow citizens to build a glorious new land, or forge your own path? Key features: Lead your House to glory, wealth and power. Explore a world drawing on Slavic fantasy, and make it your own. Wield the magic of your ancestors, and strike bargains with the land and its spirits for new powers. Manipulate your nation's ruler to suit your agenda, undermine them, or rise up to claim their throne. Tell a story of rebuilding and rediscovery spanning seasons and ages. Free From the Yoke is a standalone roleplaying game, based on Legacy: Life Among the Ruins 2nd Edition and Apocalypse World. Made in the UK.

In the twisted jungles of Paradiso, humanity fights for its survival. The fierce, alien warriors of the Combined Army have poured through the Acheron Gate, descending upon the emerald jungles of the newest colonial world in a seemingly unstoppable torrent. The bestial Morat pound the Paradiso front, where brave men and women fight ceaselessly to maintain a defensive line which the sly Shasvastii penetrate with devastating ease. In the star-swept skies above, the collected might of humanity's armadas maintain a life-or-death blockade to cut off an endless horde of alien reinforcements. And if any of humanity's fractious forces falter, then all may be lost...

WELCOME TO YOUR NEW ASSIGNMENT, CAPTAIN. YOUR CONTINUING MISSION, TO EXPLORE STRANGE NEW WORLDS, SEEK OUT NEW LIFE AND NEW CIVILIZATIONS, TO BODILY GO WHERE NO ONE HAS GONE BEFORE Star Trek Adventures takes you to the final frontier of the Galaxy, where new discoveries await keen explorers of Starfleet. Your duties may take you to the edges of known space, or to Federation colonies in need, to the borders of neighboring galactic powers or into the eye of interstellar phenomena. Your ship and your crew epitomize the best Starfleet and the United Federation of Planets has to offer, and you are needed more than ever. A new threat looms from across the Gamma Quadrant, as it is confirmed by Commander Sisko and his crew that the Dominion, led by the Founders, represent a significant threat to the Alpha Quadrant. Tension is already high in the region of Bajor and Deep Space 9, as the Maquis continue to act against the Cardassian-Federation peace treaty, with Captain Janeway and the crew of the U.S.S. Voyager preparing for their mission in the Badlands. It is a volatile time for the Federation and new crews have never been in higher demand.

I think this new ship was put together by monkeys. Oh, she's got a fine engine, but half the doors won't open, and guess whose job it is to make it right? The Operations Division supplemental rulebook provides Gamemasters and Players with a wealth of new material for use in Star Trek Adventures for characters in the operations division.

From the ordinary to the extraordinary, here are ten all-new fan-created stories embraced by the vision of Star Trek®! When Gene Roddenberry first created this landmark television series fifty years ago, he also tapped a wellspring of human imagination. Viewers were immediately transformed, and over the decades turned the very definition of "fan" on its ear. However, when what was on the screen was simply not enough, fans started writing their own stories... In celebration of the 50th anniversary of Star Trek, here are the electrifying results of the 2016 Strange New Worlds writing contest—the best fan-created stories by new writers such as: Derek Tyler Attico, Neil Bryant, Chris Chaplin, John Coffren, Nancy Debretson, Kelli Fitzpatrick, Roger McCoy, Kristen McQuinn, Gary Piserchio & Frank Tagader, and Michael

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Turner. By the fans, and for the fans. Boldly going where no one has gone before.

There's likely no more of a thankless job in the Federation than temporal investigation. While starship explorers get to live the human adventure of traveling to other times and realities, it's up to the dedicated agents of the Federation Department of Temporal Investigations to deal with the consequences to the timestream that the rest of the Galaxy has to live with day by day. But when history as we know it could be wiped out at any moment by time warriors from the future, misused relics of ancient races, or accident-prone starships, only the most disciplined, obsessive, and unimaginative government employees have what it takes to face the existential uncertainty of it all on a daily basis . . . and still stay sane enough to complete their assignments. That's where Agents Lucsly and Dulmur come in—stalwart and unflappable, these men are the Federation's unsung anchors in a chaotic universe. Together with their colleagues in the DTI—and with the help and sometimes hindrance of Starfleet's finest—they do what they can to keep the timestream, or at least the paperwork, as neat and orderly as they are. But when a series of escalating temporal incursions threatens to open a new front of the history-spanning Temporal Cold War in the twenty-fourth century, Agents Lucsly and Dulmur will need all their investigative skill and unbending determination to stop those who wish to rewrite the past for their own advantage, and to keep the present and the future from devolving into the kind of chaos they really, really hate. Beneath the streets of Waterdeep, a sinister dungeon awaits adventurers brave enough to face its perils. Created ages ago by the wizard Halaster, the sprawling dungeon is a lair for terrible monsters and ruthless villains. In the dark chambers, they hunger for victims and plot the downfall of those who dwell on the streets above. Who will unravel the twisting labyrinth to reveal its secrets, claim its treasures, and stop the foul machinations of the dungeon's denizens? Halls of Undermountain(tm) is a 96-page hardcover book that presents a ready-to use dungeon detailing over eighty locations. The adventure offers a way for Dungeon Masters participating in the recent D&D Encounters(tm) season, The Elder Elemental Eye(tm), to extend the adventure. In addition, this book provides all the ingredients to run a classic dungeon delve, including enticing treasures, deadly traps, a wide assortment of monsters, and two double-sided full-color poster maps.

Holodeck Adventures provides Narrators with information on creating and using holodeck stories of their own, as well as four existing story lines: Travel the streets of 1940's San Francisco as the infamous detective, Dixon Hill. Unravel the ancient horror of King Korvos' lonely castle. Set sail in search of a pirate's treasure. Holodeck Adventures takes the Star Trek: The Next Generation Roleplaying Game in new directions...roleplaying in the 19th century.

The Starship Rhea has discovered a cluster of carbon planets that seems to be the source of the quantum energies rippling through a section of space. A landing party finds unusual life-forms inhabiting one of the planets. One officer, Lieutenant T'Ryssa Chen -- a half-Vulcan -- makes a tenuous connection with them. But before any progress can be made, the Rhea comes under attack from the Einstein -- a Starfleet vessel now controlled by the Borg. The landing party can only listen in horror as their comrades are assimilated. The Borg descend to the planet, and just as Chen accepts that she will be assimilated, the lieutenant is whisked two thousand light-years away. A quantum slipstream -- instantaneous transportation -- is controlled by these beings in the cluster, and in the heart of the cluster there is now a Borg ship. Cut off from the rest of the Borg collective, the Einstein cannot be allowed to rejoin it. For the sake of humanity, the Borg cannot gain access to quantum slipstream technology. Starfleet Command gives Captain Picard carte blanche: do whatever he must to help the beings in the cluster, and stop the Einstein no matter the cost.

The Sciences Division supplemental rulebook provides Gamemasters and Players with a wealth of new material for use in Star Trek Adventures for characters in the sciences division. The Sciences Division supplemental rulebook includes: Detailed description of the

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sciences division, covering the science and medical departments, Starfleet Exploratory Division, Starfleet Science, and Starfleet Medical. An expanded list of Talents and Focuses for science and medical characters, as well as new character creation choices for cybernetic and genetic enhancements. A list of medical equipment and pharmaceuticals, and rules for their inclusion in Star Trek Adventures missions. Guidance on creating truly strange and unique alien species, as well as advice on including spatial anomalies, parallel universes, the Q, and time travel in your adventures. Rules for creating new, truly alien species, introducing hazardous and hostile environments into scenes, and new mechanics for suffering or curing diseases. Detailed descriptions and game statistics for a range of Science and Medicine focused NPCs and Supporting Characters, including Carol Marcus, Noonian Soong, and Zefram Cochrane.

An electrifying thriller from New York Times bestselling author Dayton Ward, set in the Star Trek: The Next Generation universe. 2031: United States Air Force fighter jets shoot down an unidentified spacecraft and take its crew into custody. Soon, it's learned that the ship is one of several dispatched across space by an alien species, the Eizand, to search for a new home before their own world becomes uninhabitable. Fearing extraterrestrial invasion, government and military agencies which for more than eighty years have operated in secret swing into action, charged with protecting humanity no matter the cost... 2386: Continuing their exploration of the Odyssean Pass, Captain Jean-Luc Picard and the crew of the Starship Enterprise discover what they at first believe is a previously uncharted world, with a civilization still recovering from the effects of global nuclear war. An astonishing priority message from Starfleet Command warns that there's more to this planet than meets the eye, and Picard soon realizes that the mysteries of this world may well weave through centuries of undisclosed human history... ™, ®, & © 2016 CBS Studios, Inc. Star Trek and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.

An all-new Star Trek technical manual of the legendary Klingon Bird of Prey, presented in the world-renowned Haynes Manual format! The Bird-of-Prey is the classic Klingon starship—a tough raiding and scouting vessel that has served at the heart of the Klingon Defense Force for more than a hundred years. Life on board is harsh and brutal, with any sign of weakness leading to a challenge to the death. The ship itself is stripped back and lean, with everything designed for a single purpose—war. This Haynes Manual traces the origins of a Bird-of-Prey from the moment it is commissioned by one of the Great Houses and constructed at the shipyards of the Klingon Naval Academy. It then proceeds to examine General Martok's famous ship the I.K.S. Rotarran in unprecedented detail. Featuring a stunning cutaway drawing and, for the first time ever, detailed deck plans and incredible new computer-generated artwork, the Haynes Bird-of-Prey Manual is a technical tour of the ship's systems, from the bridge and engineering rooms to the disruptors, torpedo launcher, and the all-important cloaking device. In addition, the Manual provides a unique insight into life on board a Klingon ship and the Rotarran's glorious history in the Dominion War. This Haynes Manual is fully authorized by CBS. All the new artwork has been designed by STAR TREK: THE NEXT GENERATION and STAR TREK: VOYAGER's senior illustrator Rick Sternbach, who is the world's leading expert on STAR TREK technology, with CG renders produced by STAR TREK VFX artist Adam 'Mojo' Lebowitz.

Strange New Worlds: Mission Compendium Volume 2 presents nine ready-to-play standalone missions for Star Trek

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Adventures RPG. This book arms Gamemasters with new stories designed to stretch the boundaries of what is known and to challenge Player Characters as they engage in Starfleet's mandate to explore. Made in the UK.

Captain's log: We have entered a galaxy where beloved illustrator Jenny Parks has conjured an astonishingly vivid homage to the original Star Trek series with an unexpected twist: a cast of cats. Featuring a hilarious new take on iconic characters and scenes—from Kirk in the Captain's chair to Spock offering his Vulcan wisdom—this eye-opening adventure stays true to the tone of the classic TV show. Playful, loving, and from a strange new world, Star Trek Cats is the perfect gift for fans of, well, Star Trek and cats.

Gathers diagrams of spaceships, transporters, control stations, equipment, medical instruments, weapons, shuttlecraft, uniforms, insignia and fleet headquarters, and includes Federation maps and treaties

Star Trek AdventuresThe Roleplaying Game : Core RulebookModiphius Entertainment

HOME, SWEET HOME. WE ARE ALL EXPLORERS DRIVEN TO KNOW WHAT'S OVER THE HORIZON, WHAT'S BEYOND OUR OWN SHORES. The Alpha Quadrant Sourcebook provides Gamemasters and Players with a wealth of information to aid in playing or running adventures set within the Star Trek universe. Made in the UK.

The Delta Quadrant Sourcebook provides Gamemasters and Players with a wealth of information to aid in playing characters or running adventures set within the ever-expanding Star Trek universe. The Delta Quadrant Sourcebook contains: Detailed information about the post-war Federation and U.S.S. Voyager's monumental mission, bringing the Star Trek Adventures timeline up to 2379. Information on many of the species inhabiting the quadrant, including the Kazon Collective, the Vidiian Sodality, the Malon, the Voth, and more. Extensive content on the Borg Collective, including their history, hierarchy, locations, processes, and technology. A dozen new species to choose from during character creation, including Ankari, Ocampa, Talaxians, and even Liberated Borg! A selection of alien starships, including Kazon raiders, Voth city-ships, Hirogen warships, and a devastating collection of new Borg vessels. Guidance to aid the Gamemaster in running missions and continuing voyages in the Delta Quadrant, with a selection of adventure seeds and Non-Player Characters. This book requires the Star Trek Adventures core rulebook to use. Made in the UK.

What does every fantasy RPG campaign need? Monsters! Monsters! Monsters! The Fantasy AGE Bestiary gives Game Masters a plethora of new foes to challenge their players, from classics like the basilisk and minotaur to new monsters like the eldritch crown and shard lord. Each creature is fully detailed, with background information, adventure hooks, game stats, and variants. This beautiful full-color hardback is the first sourcebook for the Fantasy AGE RPG and an indispensable resource for Game Masters.

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Wanderhome is a pastoral fantasy role-playing game about traveling animal-folk, the world they inhabit, and the way the seasons change. It is a game filled with grassy fields, mossy shrines, herds of chubby bumblebees, opossums in sundresses, salamanders with suspenders, starry night skies, and the most beautiful sunsets you can imagine.

These are the Voyages: Volume 1 presents eight ready-to-play missions for Star Trek Adventures. Within this 164 page hardback book, Gamemasters will find the means to test their Starfleet officers at the front line of Starfleet operations.

Character guide for the Dragon Age role playing game.

COMMAND A STARSHIP. A HUNDRED DECISIONS A DAY, HUNDREDS OF LIVES, STAKED ON YOU MAKING EVERY ONE OF THEM RIGHT.

An all-new Star Trek adventure set during The Original Series era and featuring James T. Kirk! The saga of James T. Kirk's historic command of the U.S.S. Enterprise is known throughout the galaxy. But one part of the legend has barely been touched upon until now: the story of Kirk's first starship command and the remarkable achievements by which Starfleet's youngest captain earned the right to succeed Christopher Pike as the commander of the famous Enterprise. From his early battles with the Klingons to the rescue of endangered civilizations, Kirk grapples with difficult questions: Is he a warrior or a peacemaker? Should he obey regulations or trust his instincts? This thrilling novel illustrates the events and choices that would shape James T. Kirk into one of the most renowned captains in Starfleet history.

The reader's decisions determine the adventures of the crew of the Enterprise on a trip into outer space.

This low-level adventure introduces the players to a contained wilderness environment known as Newville. It is designed to fit into most traditional fantasy campaigns. The open nature and local environment can extend the adventure across multiple sessions. So beware the danger behind the joyful cruelty of the enemies and their pathetic holiday slaves. It's up to a small band of brave heroes to save Christmas this year, and without their unwavering Christmas spirit and willingness to face the cruelties of both winter and a twisted aspect of the great Demon Prince, they'll never discover How Orcus Stole Christmas Swords & Wizardry

Long before the Clone Wars, the Empire, or the First Order, the Jedi lit the way for the galaxy in a golden age known as the High Republic! This exciting full-color storybook brings to life an epic clash between the Jedi Knights and their mysterious enemies, the Nihil. Burryaga the Wookiee Padawan and his fellow Jedi must save the day!

Welcome to 1.75 Edition! The Micro Sci-Fi RPG system is an ultra-simple dark sci-fi roleplaying game that is designed specifically for solo play. Take on the role of a lone space traveller, scouting away missions, killing aliens, gathering credits, and becoming an interplanetary hero! These basic rules are the definitive rules for the system and are all you need to play any adventure for the system. They are considered the new 1.75 edition rules, but remain completely compatible with all the other game content in the

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system.

At last the stars are almost right. Soon Nyarlathotep's plans will come to fruition. Then the world will be changed irrevocably - but not quite yet. Pesky human investigators have learned much. Now they must survive long enough to make sense of what they know, and take resolute action. This roleplaying classic is a series of linked adventures forming one long and unforgettable campaign. Horrifying deeds and dangerous sorcery dog those who dare attempt to unravel the fate of the Carlyle Expedition. The non-linear narrative keeps players baffled and on their toes. Action is the byword as the player-characters evade or combat cultists, magic, mad men, and the dread powers of the Outer Gods.

YOU JUDGE YOURSELVES AGAINST THE PITIFUL ADVERSARIES YOU'VE ENCOUNTERED SO FAR: THE ROMULANS, THE KLINGONS... THEY'RE NOTHING COMPARED TO WHAT'S WAITING.

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