

Star Trek Rpg Adventures

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Holodeck Adventures -
Last Unicorn Games
1999-09
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 Captain's Oath -
Christopher L. Bennett
2019-05-28
An all-new Star Trek

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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 Guild - Felicia Day
2010-11-23

Chronicling the hilarious on--and offline--lives of a group of Internet role-playing gamers, the Knights of Good, The Guild has become a cult hit, and is the winner of numerous awards from SXSW, YouTube, Yahoo, and the Streamys. Now, Day brings the wit and heart of the show to this graphic-novel prequel. In this origin tale of the Knights of Good, we learn about Cyd's life before joining the guild, how she became Codex, her awful breakup with boyfriend Trevor, and how she began to meet the other players who would eventually become her teammates. * This story line fills in details never before revealed on the web show, making it an

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essential new chapter for existing fans as well as a perfect jumping-on point for new fans! * See the web series at watchtheguild.com. * Collects the three-issue series and features a sketchbook section and pinups! Written by Felicia Day! Internet phenomenon The Guild comes to comics!

Starship Traveller - Steve Jackson 1983

Star Trek Adventures - These Are the Voyages - Modiphius Entertainment 2018-10

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.

The Voyages of Star Trek - K. M. Heath 2020-11-16

Star Trek emerged alongside mini-skirts, bellbottoms, and VW vans; flourished in the shadow of Madonna, big hair, and greed; and expanded with computers, Beanie Babies, and religious revitalization. Star Trek survived the culture shock of 9/11 and experienced a revival in the era of yoga pants, hybrid cars, and Starbucks. After more than 5 decades, Star Trek is alive and well, still voyaging through space and time. But, why is that? How has this science fiction franchise managed to anticipate and adapt to such rapid culture change? In *The Voyages of Star Trek: A Mirror on American Society through Time*, authors K. M. Heath and A. S. Carlisle, investigate the enduring appeal of Star Trek, noting how it has mirrored,

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foreshadowed, and adapted to contemporary American culture from 1966 to the present. Through anthropological analysis, the authors examine the evolution of Star Trek by tying its storylines to events and developments in the U.S., assessing the extent to which the visual image of Star Trek is reflected on the screen from “snapshots” of randomly selected episodes and all of the films. By examining how Star Trek addressed contemporary social issues through a sci-fi lens over time, the authors postulate, Americans can better understand their own changing culture. If StarTrek can continue to anticipate and adapt to our rapidly changing world, then it should remain a part of the cultural landscape for another 50 years, truly going where few

franchises have gone before.

Star Trek Adventures the Operations Division Star Trek RPG Supp. Hardback

- Modiphuis 2019-05-07

"This book requires the Star Trek Adventures core rulebook to use"-- Page 4 of cover.

Power Rangers RPG Core Book - Bryan C. P.

Steele 2021-10

ST STARSHIPS - Decipher Inc 2003-03

Over forty different starship designs, complete with illustrations, history, and technical data. - Back cover.

Gangs of the Undercity Core Rulebook - 2020-11

Star Trek Deep Space

Nine Roleplaying Game -

Christian Moore 1999-07

Shadowy undergrounds, interstellar black markets, political scheming, and diplomatic treachery are all hallmarks of the Star

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Trek RM: Deep Space Nine TM setting. Next Generation stories and DS9 stories are not cut from the same cloth. If TNG corridors are brightly lit and streamlined, those in the world of DS9 are dark, hazy, and slightly tarnished. The Star Trek RM: Deep Space Nine TM Core Game Book invites players to explore the frontiers of the Alpha Quadrant, far from gleaming starships and Federation law. Experience all of the excitement and adventure of the frontier, as players shed their Starfleet uniforms and take on the roles of Cardassian spies, Bajoran mystics, and Ferengi smugglers. The DS9 Core Game Book provides the rules necessary for players to create their own adventures in the DS9 universe. So go beyond the show -- step into

the action and make the story come alive. Planetary Adventures - Poul Anderson 2021-06-07

Star Trek Adventures Core Rulebook Collector's Ed. Ltd. Ed. Sci Fi RPG - Modiphius 2019-05-07

WELCOME TO YOUR NEW ASSIGNMENT, CAPTAIN. YOUR CONTINUING MISSION, TO EXPLORE STRANGE NEW WORLDS, SEEK OUT NEW LIFE AND NEW CIVILIZATIONS, TO BODLY 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

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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.

How to Write Adventure Modules That Don't Suck
- Goodman Games 2017-07
Over the last 15 years, Goodman Games has established a reputation for publishing some of

the best adventure modules in the industry. Now we present our advice on how you can write great adventures! This compilation of articles is authored by two dozen of the industrys best-known adventure writers. Each article gives a different perspective on how to write adventure modules that dont suck, written by authors with decades of experience and prominent published credits. By the time youre done reading this book, youll be on the path to designing great adventure modules on your own. Whether youre an experienced writer or an aspiring novice, youll find something of value in this book! Made in the USA.

Star Trek Adventures - Beta Quadrant -
Modiphius Entertainment
2018-10

YOU JUDGE YOURSELVES
AGAINST THE PITIFUL

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

Star Trek Roleplaying
Game Narrator's Guide -

Don Mappin 2002
Fantasirollespil.

*Power Rangers
Roleplaying Game GM
Screen* - Bryan C. P.
Steele 2021-09-30

Simply6: A Fast,
Universal, Tabletop
Roleplaying Game - Russ
Morrissey 2019-07-30

Welcome to Simply6!
Simply6 is a fast, light
tabletop roleplaying
game by Russ Morrissey
for 2 or more players
which you can play using
just six-sided
dice. Simply6 is a multi-
genre game. You can play
in fantasy settings,
science-fiction
settings, or
contemporary settings.
You can play in the Wild
West or a cyberpunk

dystopia. The scope of
your setting is entirely
up to you, and these
rules are simple and
flexible enough to
handle them all. In this
short rulebook, you'll
find sections which tell
you the core rules, how
to create a character,
how to adjudicate magic
and combat, and a list
of monsters for your
characters to fight. It's
small. It's simple. It's
Simply6.

Star Wars Edge of the
Empire Roleplaying Game
- 2017

Star Trek Adventures -
Gamma Quadrant -
Modiphius 2020-03-03
The Gamma 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 Gamma
Quadrant Sourcebook

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contains: Information on the Federation's relationship with the Dominion and other Gamma Quadrant denizens, as of 2375. Material about the Dominion and its history, structure, and culture; including information on many of its member worlds, allies, and enemies. Detailed information about the brutal Dominion War, from its beginnings as a cold war to open conflict involving billions of beings. A dozen new alien species to choose from during character creation, including the Dosi, Lurians, S'ona, Wadi, and the Changelings! A selection of starships from the Dominion and S'ona, as well as several notable wartime Federation vessels. Guidance for the Gamemaster on running missions and continuing voyages in the Gamma Quadrant and

on the front line, along with a selection of new Non-Player Characters to enhance encounters. Made in the UK.

Warhammer Fantasy Roleplay 4e Core - Cubicle 7 2018-12-12
Warhammer Fantasy Roleplay takes your customers back to the Old World. Get the gang together, create your (anti)heroes, and set off to make your way through the vile corruption, scheming plotters and terrifying creatures intent on destruction. The Warhammer Fantasy Roleplay Rulebook contains everything you need for grim and perilous roleplaying adventures in the Old World. 320 page full color hardcover
Haunted West - Chris Spivey 2021-10-20
One moment sets the course of destiny. But what if that one moment was changed in the

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smallest of ways? What if one madman's plan actually were to succeed beyond our known history? The Old West- The Wild West, The American Frontier-is one of the world's most familiar modern myths. The time was draped in ruggedness; there was an idealized dream of freedom, and a notion that just one person could shape the world. That myth belongs to all of us. Yet so many stories of truth, justice, and the American Way have been stolen, erased, and never recorded. Haunted West is a game about hope through struggle. It is a game that pieces together the stories of the largely forgotten people of the Old West, the people who have been whitewashed by history. Discover the American experience in the Weird West. Grab your rifle, jet pack, and spurs to

battle traitorous rebels in the defense of freedom, join the fight against temporally displaced dinosaurs, rustle cattle to make ends meet, and hijack a train full of illicit Confederate gold!

Worf's First Adventure -

Peter David 2008-06-25
Cadet Worf arrives at Starfleet Academy™ as the first Klingon to gain entrance since the Federation-Klingon, Peace Treaty. Raised on Earth by human parents, Worf wonders whether he is still a Klingon, the proud member of an honorable warrior race, or is he more human? Command-level classes fill his schedule, but nothing prepares him for his fellow cadets, among them his human foster brother. Intelligent, ambitious, and confident, the Academy cadets make life difficult for the young warrior. Worf must win

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over his classmates -- including the always logical Vulcans and the fierce Brikar -- even though they are still trained to think of him as the enemy. Then a routine trip to a training satellite turns into an unexpected disaster, and Worf must unite the cadets and risk his life before a terrible accident destroys the entire mission.

Dream Park - Larry Niven
2010-05-11

The beginning of a hard sci-fi series, Dream Park is a visionary science fiction classic from Larry Niven and Steven Barnes. A group of pretend adventurers suit up for a campaign called "The South Seas Treasure Game." As in the early Role Playing Games, there are Dungeon Masters, warriors, magicians, and thieves. The difference? At Dream Park, a futuristic

fantasy theme park full of holographic attractions and the latest in VR technology, they play in an artificial enclosure that has been enhanced with special effects, holograms, actors, and a clever storyline. The players get as close as possible to truly living their adventure. All's fun and games until a Park security guard is murdered, a valuable research property is stolen, and all evidence points to someone inside the game. The park's head of security, Alex Griffin, joins the game to find the killer, but finds new meaning in the games he helps keep alive. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Star Trek: The Next Generation: Greater than the Sum - Christopher L.

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Bennett 2008-07-29

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.

Dark Mirror - Diane Duane 2012-12-11

One hundred years ago, four crewmembers of the "U.S.S Enterprise™ crossed the dimensional barrier and found a mirror image of their own universe, populated by nightmare duplicates of their shipmates. Barely able to escape

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with their lives, they returned, thankful that the accident which had brought them there could not be duplicated, or so they thought. But now the scientists of that empire have found a doorway into our universe. Their plan is to destroy from within, to replace a Federation Starships with one of their own. Their victims are the crew of the "U.S.S. Enterprise NCC-1701-D, who now find themselves engaged in combat against the most savage enemies they have ever encountered, themselves.

Infinity - Adventures in the Human Sphere - Modiphius Entertainment 2018-10

From the unreachable boardrooms of the Hyperpowers to the cold asteroids of Human Edge, and the bright allure of Maya to the dark corners of Arachne, intrigues and confrontations take

place across every aspect of the Human Sphere. New plots, counteroffensives, and plans for subterfuge are deployed with a frantic pace even ALEPH would struggle to process.

Star Trek Adventures: Strange New Worlds - Mission Comp. Vol. 2 (Star Trek RPG Supp.) -

Modiphius 2019-11-05
Strange New Worlds: Mission Compendium Volume 2 presents nine ready-to-play standalone missions for Star Trek 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.
Star Trek Adventures - Modiphius Entertainment 2017

Welcome to your new assignment, Captain. Your continuing mission,

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to explore strange new worlds, seek out new life and new civilizations, to boldly go where no one has gone before

Star Trek Adventures - Command Division - Modiphius Entertainment 2018-10

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

Star Trek Adventures - Modiphius 2019-04-16
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 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.

**Star Trek Adventures
Alpha Quadrant Star Trek
RPG Supp., Hardback -**

Modiphius 2019-08
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.

*Original Adventures
Reincarnated #2 - The
Isle of Dread* - Goodman Games 2018-12

An adventure for levels 3-7. Goodman Games expands its partnership with Wizards of the Coast with the second release in the Original Adventures Reincarnated line! The first

installment, Into the Borderlands, is already a best-seller, and this second release will transform a hit title into a hit product line. OAR 2: The Isle of Dread brings back the very first wilderness adventure ever published by Wizards of the Coast. This tutorial adventure by legendary designers Zeb Cook and Tom Moldvay was included in the D&D Expert Set and has been seen by millions of gamers. Now the 1E edition is released in hardcover form, accompanied by a 5E conversion and expansion. This is your chance to revisit an iconic adventure from your youth and play it in the newest rules set with the next generation!

Mickey7 - Edward Ashton 2022-02-15

Soon to be the major motion picture Mickey17
The Martian meets

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Multiplicity in Edward Ashton's high concept science fiction thriller, in which Mickey7, an "expendable," refuses to let his replacement clone Mickey8 take his place. Dying isn't any fun...but at least it's a living. Mickey7 is an Expendable: a disposable employee on a human expedition sent to colonize the ice world Niflheim. Whenever there's a mission that's too dangerous—even suicidal—the crew turns to Mickey. After one iteration dies, a new body is regenerated with most of his memories intact. After six deaths, Mickey7 understands the terms of his deal...and why it was the only colonial position unfilled when he took it. On a fairly routine scouting mission, Mickey7 goes missing and is presumed dead. By the time he

returns to the colony base, surprisingly helped back by native life, Mickey7's fate has been sealed. There's a new clone, Mickey8, reporting for Expendable duties. The idea of duplicate Expendables is universally loathed, and if caught, they will likely be thrown into the recycler for protein. Mickey7 must keep his double a secret from the rest of the colony. Meanwhile, life on Niflheim is getting worse. The atmosphere is unsuitable for humans, food is in short supply, and terraforming is going poorly. The native species are growing curious about their new neighbors, and that curiosity has Commander Marshall very afraid. Ultimately, the survival of both lifeforms will come down to Mickey7. That is, if he can just keep from dying for good.

**Star Trek Spaceflight
Chronology** - Stan

Goldstein 1980

Covers the history of space flight from the beginning of the twentieth century through the year 2202, with the story of man's conquest of the stars chronicled in illustrations and star maps

The Final Reflection -

John M. Ford 1999

Klingon Capt. Krenn is a ruthless war strategist. But on a mission to Earth, Krenn learns a lesson in peace when his empire hatches a covert plan to shatter the Federation. Only Krenn can prevent a war--at the risk of his own life!

Tapani Sector Instant

Adventures - West End Games, Incorporated

1997-12-01

Starstruck - Elaine Lee

2012-09-01

Collecting all 13 issues

of the completely remastered Starstruck series by Elaine Lee and Michael Kaluta - that's 360-pages of Starstruck and Galactic Girl Guides adventures, covers, pin-ups, glossary, postcards, and so much more! The first truly comprehensive collection of this material in a grand, over-sized edition, this beautiful book features some of the finest art ever put to paper by Kaluta, including many pages that were never printed in the original run. Additionally, Kaluta painstakingly added approximately 20% of art to nearly every page to ensure the aspect ratio of the comic would be consistent and correct. The end result is unlike anything you've ever experienced, a head-spinning, synapse-snapping, soul-searing ride to a world like no other... the world of

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Starstruck!
Invisible Sun - Monte
Cook 2017-11-30

*Mythic Game Master
Emulator* - Tom Pigeon
2018-01-25
Mythic Game Master
Emulator Create dynamic
role-playing adventures
without preparationFor
use as a supplement with
other systems NOTE: This
product provides the
Game Master Emulation
rules found in Mythic, a
product that contains
emulation rules and a
full, universal role
playing game. Mythic
Game Master Emulator is
for those who do not
want the universal role-
playing rules, but just
the game master emulator
at a reduced price.
Mythic Game Master
Emulator is a supplement
meant to be played with
your favorite role-
playing games. Most
Role-Playing Games
operate under the
principle that there are

players and there is a
Game Master. The GM
prepares all the details
of an adventure, and
then "runs" the players
through that adventure.
This usually requires a
great deal of
preparation on the part
of the GM. Mythic is
different in that it
requires no preparation
from the GM. Mythic
adventures are meant to
be played off the cuff,
with perhaps a few
minutes of brainstorming
to come up with the
initial setup. Mythic
can also be played
entirely without a GM.
The same mechanics in
Mythic that allow a GM
to run an adventure
without preparation also
allows a group of
players to do without
the GM. In a Mythic
adventure, the GM (or
players without a GM)
can start an evening's
entertainment with about
five minutes of
preparation. As the

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adventure unfolds, the GM is just as surprised by the twists and turns as the players are. There are various ways in which Mythic can be used: No GM, multiple players. Players decide on an opening scenario, and perhaps a few details or two, and Mythic takes it from there. All action is decided through the asking of yes/no questions and the application of logical principles. By answering questions, the adventure moves along, with the occasional random event throwing players a curve ball. The action is broken into scenes, just like in a movie, to keep everything straight. No GM, one player Mythic

can be used to go solo. Solo play in Mythic works the same as group play. You're just alone. One GM, any number of players. For those who like to be a GM, we have something for you, too. The same tools that allow Mythic to automatically generate adventures on the fly without a GM also work with a GM. This means very little to zero preparation, if you don't want to prepare. Simply create an opening scenario (hey, you can come up with that on the drive over!) and follow Mythic as it guides you along. Mythic will throw in its own twists and turns, so the GM will be just as shocked as the players.