

WHERE NO MAN HAS GONE BEFORE 2.0 – Quick Start

Step 1. Assign Stats

This game uses four stats: **Strength, Dexterity, Intelligence, and Charisma.**

Roll 4d6, dropping the lowest die. Total the remaining 3 dice and allocate to one of the stats. Repeat for the remaining stats. Your stat bonuses are **(STAT-10)/2, rounded down.**

Step 2. Pick A Species

Andorians. -2 Charisma. **Special Abilities:** Cold Adapted, Durable (+1 hp/level), Sharp Senses.

Humans. **Special Abilities:** +1 Action Point, +1 Talent.

Tellarites. +2 Strength, -2 Charisma. **Special Abilities:** +2 AC, Culture of Engineering.

Vulcans. +2 Intelligence, -2 Charisma. **Special Abilities:** Alien Strength, Desert Adapted, Lack of Emotion, Psychic Talent.

Step 3. Pick A Class

Characters begin at Level 1 or higher, depending on the campaign. Classes available are **Blue Shirt, Red Shirt, and Yellow Shirt.** Each class has access to all General Talents and their own Talent list.

Step 4. Choose Your Skills

There are six skills : **Communication, Engineering, Knowledge, Medicine, Physical, and Subterfuge.**

Each character must choose 1 skill they are best at (also called your “Trained skill”). Your rank in that skill will be at your level+3. All other skills will be at half your level, rounded down, plus one ($(\text{Level}/2)+1$). If you want to take more Trained skills, take the Trained Skill Talent.

Communication skill covers interaction with other people.

Engineering. Mechanical and electronic skills, including the ability to repair things. There's a bit of overlap between this skill and Knowledge—where Knowledge is about **knowing** things, Engineering is about actually **doing** them.

Knowledge is your grasp of the academic arts.

Medicine. Just as Engineering is the ability to fix machines, Medicine is the ability to heal the body. Also includes a bit of chemistry and other related disciplines.

Physical. If it's something physical that you do, this skill probably covers it. Jumping, piloting a ship, climbing and so on.

Subterfuge. The dark side of the skill sheet. Skulduggery, sneaking around, disabling security and other such things.

Step 5. Choose Your Talents.

You get 2 Talents at first level and an extra one every 2 levels past the first (3, 5, 7, 9, etc). Some Talents may be taken more than once--in that case, the effects stack. If they can be stacked, it will say so in the description. All Talents can be taken by any class.

For full details of what the Talents do, refer to the full rules. For brevity's sake, the descriptions here are primarily just to jog your memory.

General Talents

Catch Phrase. Pick a catch phrase—when used it allows you to regain an Action Point.

Cool Under Pressure. Choose one non-combat task you're good at. From now on, you can take 10 with that task while under pressure. Can be taken more than once—every additional time applies to another task.

Enlightened. Overcome a single species limitation. Can be taken more than once.

Ethnic Pride. +2 to a single stat of your choice in exchange for a bad accent and tacky furnishing. Only available at character creation.

Heroic. +1 Action Point. Can be taken more than once.

Life of Riley. Once per Episode, treat a roll of 1 as a natural 20. +1 to any roll influenced by blind luck. Can be taken more than once—gives multiple uses, but the luck bonus does not stack.

Manly Chest/Long Legs, Short Skirt. You are more attractive to the opposite sex.

Mind Meld. Requires the Psychic Talent.

Psychic. Character becomes open to psychic impressions. Also gains a bonus to rolls to resist psychic attack and manipulation.

Psychic Ability. Character gains a single psychic ability of the player's choice. Requires Psychic Talent. See full rules for details.

Ripped Shirt. Character can occasionally take advantage of a torn item of clothing (or being scantily clad in general) and kick some serious ass.

Specialist. Choose one task to be especial good at: +2 on all rolls. Taking this Talent multiple times gives additional Specialties.

Trained Skill. You are now Trained in another skill. Can be taken multiple times, each one applying to a new skill.

Vulcan Nerve Pinch. You can disable an opponent the Vulcan way.

Blue Shirt

Bedside Manner. You are exceptionally good at giving advice.

Behavioral Analysis. You can use your remarkable insight into psychology to predict a target's future actions or delve into their personality traits.

Breakthrough. You've made a scientific breakthrough in a field of your choice. This Talent can be taken multiple times.

Empathy. Gives a bonus to interaction skills.

Exploit Weakness. If you've had at least one round to study an opponent, you can designate that opponent, using brains over brawn to find ways to gain an advantage.

Field Medic. You can now use your Action Points to heal other characters in emergency situations.

“He's Dead, Jim.” This Talent requires the Field Medic Talent. When using the Field Medic Talent you can potentially get your Action Point back.

Plan. If you have time to prepare a plan prior to a dramatic situation, you can grant a bonus on all skill checks and attack rolls made by you and your allies.

Pure Logic. Choose an area of study. Whenever the GM would allow you to take 10 on a skill check in that area of study, substitute your Int score instead for the d20 roll. Taking this talent multiple times gives additional specialties.

Recollection. You have read a vast amount of material on every subject conceivable. Once per Episode, on any skill roll involved with or aided by remembering scientific or academic information, you can roll twice, taking the better of the two rolls.

Red Shirt

Brawler. Your unarmed attacks are upgraded from 1d4 to 1d6 damage. You can take this one more time to upgrade your unarmed damage to 1d8.

Breakthrough. As per the Blue Shirt ability.

Durable. +1 hp/level. Can be taken multiple times.

Flurry. Choose either melee or ranged attacks: you can gain an additional attack in exchange for a -2 to hit on all attacks per round by flurrying. Taking this Talent again allows you to do this with the other type of attack.

Intuition. You have an innate ability to sense trouble in the air. +1 initiative and the ability to roll to check for danger in the immediate area.

Judo. If you successfully grab an opponent, you can perform your next grapple action immediately instead of waiting for the next round.

Jury Rig. You gain a bonus on skill checks made to attempt temporary or jury-rigged repairs.

Miracle Worker. Spend an Action Point and repairs take half the time. Take this Talent twice and you can spend 2 Action Points to quarter the time.

Power Attack. You can take a penalty to your attack roll and add the same amount to your damage roll, assuming you hit. Up to one-half your total attack bonus can be transferred this way.

Pride of the Fleet. This Talent requires Worried Engineer. Any ship you serve on becomes improved in some way after some time due to your Talent at tweaking and fine-tuning ship systems.

Red Shirt. If your character is killed by alien monsters or heroic sacrifice, he will be replaced in the next appropriate scene by a character with exactly the same stats, skills, talents, equipment and experience but with different physical features and name.

Starfleet Commendation. You've served admirably in some previous encounter. This Talent can be taken multiple times.

Stiff Upper Lip. Once per Episode, any single damage roll inflicted on your character can be rerolled, taking the lower of the two rolls.

Worried Engineer. Spend 1 Action Point and reroll any damage roll to your ship. You must, however, accept the second roll.

Yellow Shirt

Agile. +1 to AC, can be taken multiple times.

Bluff. You have a knack for fighting dirty.

Brawler. As per the Red Shirt ability.

Command. You can give an order to someone. If they follow said order, they gain a skill or combat bonus.

Defensive Roll. This requires the Agile Talent. If you are in a position to dodge out of the way of an attack but it hits you anyway, you can spend 1 Action Point and completely avoid damage.

Flurry. As per the Red Shirt ability.

Inspirational Speech. Once per Episode, you can make an Inspirational Speech about a single topic, giving skill and attack bonuses to allies.

Judo. As per Red Shirt.

Measure of a Man. Your innate feel for what makes people tick allows you to study them and gain bonuses against them. It also allows you to guess their intentions and general capabilities.

Plan. As per the Blue Shirt ability.

Power Attack. As per the Red Shirt ability.

Space Jockey. This Talent gives you the ability—once per Episode—to roll one ship piloting skill check twice, taking the better of the two rolls.

Starfleet Commendation. As per the Red Shirt ability.

Unorthodox Maneuver. You have a gift for coming up with...unusual tactics...in the heat of battle.

Step 6. Hit Points, AC and AP's.

Your **hit points** are equal to your STR + 1d6/level.

Your **AC** is equal to 10 + one-half your level, rounded down + DEX bonus.

You also have **2 Action Points**, which can be used to boost rolls, heal yourself or otherwise save your bacon on a tough mission. See the section on Action Points in the full version for more information.

Step 7. Gaining Levels.

At levels 3, 5, 7, 9, 11, etc, give your character another Talent.

At every level divisible by 4 (e.g. 4, 8, 12, etc.) add 1 point to either STR, DEX, INT, or CHA.

Promotions:

Lvl	Rank	Lvl	Rank
1	Green Cadet	7	Lt. Commander
2	Cadet	8	Commander
3	Green Ensign	9	Captain
4	Ensign	10	Commodore
5	Lt. Junior Grade	11	Rear Admiral
6	Lieutenant	12	Vice Admiral

Step 8. You're Done! Play!

Character Sheet

Name:

Species:

Class:

Ship Position:

Rank:

Level:

XP:

HP:

AC:

Action Points:

Str:

Trained Skills:

Dex:

Int:

Cha:

Talents: