

[Free] "Star Trek" Role Playing Game

"Star Trek" Role Playing Game

James Cambias, etc.

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James Cambias, etc. : "Star Trek" Role Playing Game before purchasing it in order to gage whether or not it would be worth my time, and all praised "Star Trek" Role Playing Game:

8 of 8 people found the following review helpful. RED, YELLOW, BLUE-You know it!!You love it!By J. D. DayThis game is the LUG trek system of the original tv series. Back when Spock was Spock, Kirk was Kirk, and the Klingons were evil. This book has lots of great info about what goes on around Kirk and the Enterprise NCC-1701 and its 5 year mission such as the early history and founding of the Federation and starfleet, TOS era alien species, spaceships, equipment, and planets. The LUG system is compatible with the other TNG and DS9 games that are also out of print. Note the info in this fine game was designed to follow the TOS canon not necessarily the Trek films or the Enterprise series for those who may wonder. The LUG trek system is an D6 Difficulty number system that is easy to use and easy to learn. Starship combat and character creation are easy and simple to use as well. This is a great RPG for Trek lovers who want to campaign in the era of Jim Kirk, Spock, Scotty, and The Original Series. The book has lots of great pics and info for gamers and fans alike. An adventure is included in the book as well plenty of info for GMs on creating and narrating episodes of this game. If you can find it there is a Narrators toolkit available with an adventure for this product as well. I recommend this product highly.1 of 1 people found the following review helpful. Good.By Alfonso Jermaine TurnageGood. I always loved Trek. Original Series is a classic and I love playing as such. Thank you for the ops.2 of 3 people found the following review helpful. Core Rule Book for Table Top RPGBy Rev. F. Anthony ClaxtonWorth the buy if you like Star Trek table top RPGs. It was a sad day in the table top RPG world when LUG

went out of business. The books were well printed, and well written for their gaming system. This book is a Core Book for this gaming system. Well thought out, and a pleasure to read, and use in game

This is the Star Trek Roleplaying Game, a game of swashbuckling adventures, parallel histories, and saving the universe every week. You and your friends can take on those mythic roles aboard the U.S.S. Enterprise at the height of its five-year mission, or you can explore strange new worlds with characters of your own creation. Stride the sands of Vulcan, duel with alien intruders at the edge of the galaxy, stun Klingon agents with your trusty phaser, and marvel at the wonders of new life and new civilizations. The Star Trek Core Game Book gives you all the tools you need to revisit these legendary voyages. So grab your phaser, take the helm, and set your course for the second star on the right. This 288-page, full-color book includes: A history and timeline of the Federation, with a map of Federation space and its neighbors in 2269, with location guides to Starfleet ships. 6 starbases, 17 planets, 11 alien races (not only the Klingons and Romulans, but the Gorn, the Medusans, the Horta, and the Tholians), 10 creatures (including the Denebian Slime Devils and Tribbles), and Klingon and Romulan supporting cast. The complete Icon System rules, including over 50 skills and over 80 custom traits, 7 species Templates, and 8 Starfleet Overlays to build your character -- and 7 ready-to-play, but fully-customizable, archetypes. Dozens of weapons and items of Star Trek technology, with 18 fully-statted ships (and a complete diagram of a Constitution-class starship and its bridge), plus complete rules for ship-to-ship combat. Scientific (and dramatic) guides for designing planets, new life, and new civilizations, along with a random planet generator. Tons of great ideas and advice for narrating your own Star Trek RPG episodes, including episode seeds, a complete starting adventure with ready-to-play characters, and a new frontier section of Federation space.