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local galaxy followed by 30 pages of "history", split into early history, 23rd Century (aka TOS era) and recent history.5 Minute Workday » Review: Star Trek Adventures! think you'll all be very happy with Star Trek Adventures, but you don't have to take my word for it. Brew some Earl Grey or some Romulan Ale* and download the free Quick Start Guide before you commit to getting a core rulebook or a gigantic Borg cube. Have your free cake and play it.RPG Review: Star Trek Adventures - Shut Up & Sit DownIntroducing a complete 2d20 game system for creating your own Star Trek stories of discovery and adventure on the final frontier, the Star Trek Adventures Core Rulebook features an extensive exploration of the United Federation of Planets and its galactic neighbors in the Alpha, Beta, and Gamma Quadrants, a full catalogue of aliens and antagonists including Klingons, Romulans, Cardassians, the Borg, and the Dominion, and personal logs and intercepted communications by Starfleet Intelligence ...paizo.com - Star Trek Adventures RPG: Core RulebookMechanics: Star Trek Adventures makes use of Modiphius' in-house 2d20 system, one that is fairly unique to the RPG hobby.It's fairly simple, using elements of dice pool mechanics – a PC who intends to accomplish a task is given a target number that they need to roll below.

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I think you'll all be very happy with Star Trek Adventures, but you don't have to take my word for it. Brew some Earl Grey or some Romulan Ale* and download the free Quick Start Guide before you commit to getting a core rulebook or a gigantic Borg cube. Have your free cake and play it.

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The Star Trek Adventures - Core Rulebook is the first release in the Star Trek Adventures role playing game. Published in August 2017, the rulebook was released in both a standard edition and a Collector's Edition; it also formed part of the Borg Cube Collector's Edition box.

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