

Star Trek Adventures Core Rulebook Modiphius Star

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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 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.

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 [The Art of Dishonored 2](#) - Bethesda Studios 2016-11-15

The Empire of Isles is home to fabulous wonders beyond count, and dangers to match. Now, walk in the same steps as heroes Corvo Attano and Emily Kaldwin as you examine the complexly beautiful concept and design of Dishonored 2! ArKane Studios and Dark Horse books are proud to present this gorgeous collection, featuring hundreds of pieces of art chronicling the development of the blockbuster stealth-action title. The Art of Dishonored 2 is a must-have item for art fans and gamers alike! • Exclusive never before seen concept art from the making of Dishonored 2! • The comprehensive companion to the wildly anticipated Dishonored 2! • The art book that Dishonored fans have been waiting for! • Dishonored won the 2013 BAFTA for Best Game! This is the Official Art Book for Dishonored 2. Dark Horse was also responsible for the official Art Book for Dishonored, titled Dishonored: The Dunwall Archives (978-1616555627)

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 industry's best-known adventure writers. Each article gives a different perspective on how to write adventure modules that don't suck, written by authors with decades of experience and prominent published credits. By the time you're done reading this book, you'll be on the path to designing great adventure modules on your own. Whether you're an experienced writer or an aspiring novice, you'll find something of value in this book! Made in the USA.

Star Wars Edge of the Empire RPG: Far Horizons Supplement - Fantasy Flight Games 2014-08-15

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.

Firefly - Monica Valentinelli 2014

Keep Flyin'! Prepare for thrilling, new adventures in the 'Verse with the Firefly Roleplaying Game! Set six years after the Unification War, the Firefly Roleplaying Game faithfully branches story elements from the popular FOX television series, while simultaneously expanding on the Firefly setting. Powered by the Cortex Plus system, which emphasizes character interaction and story development, this core rulebook features everything you need to venture into the black, including character archetypes, ship stats and creation rules, locations and planetary systems, a detailed Episode guide, story hooks, and more.

Beacon's Fury - Jim Johnson 2017-08-02

DEFENDING THE VEIL The Beacon of lost souls, Rachel Farran, returns! When the evil Spinner begins an all-out attack on Rachel and everything she holds dear, Rachel must draw on all the resources at her disposal to defend herself and her allies. Can she survive the challenge or will she be doomed to haunt the shadows alone for all time? Beacon's Fury is the third book in POTOMAC SHADOWS, a paranormal fantasy series set in the Washington, DC metro area.

John Carter of Mars - Adventures on the Dying World of Barsoom - Modiphius Entertainment 2019-03

Modiphius Entertainment presents John Carter of Mars: Adventures on the Dying World of Barsoom. A roleplaying game from the mind of Edgar Rice Burroughs that transports you to Barsoom, an arid, dying land of ancient civilizations and fearsome creatures. John Carter of Mars is a science-fantasy roleplaying game using a pulp-action inspired variant of the 2d20 System. A 288 page full colour, landscape hardback book with everything you need to play the game and introduce new players to the world of Barsoom. Uses a pulp-action, narrative driven version of the 2d20 system with a character generation system designed to create diverse and unique heroes. Detailed narrators section with information on how to run genre and setting appropriate campaigns. Detailed information on the people, cultures, technology and secrets of Barsoom. Introductory adventure Mind Merchants of Mars to help you begin to explore John Carter of Mars and the world of Barsoom.

Star Trek, Deep Space Nine - Herman Zimmerman 1998

A guide to the technology of the imaginary space station at the heart of the program provides descriptions, schematic diagrams, and other data

Pathfinder Lost Omens Gods & Magic - Paizo Staff 2020-02-11

No fantasy setting is complete without a pantheon of powerful deities for its characters to worship or fear. Whether you're a sneaky rogue asking the god of thievery for a blessing on your next heist or a valorous crusader calling the might of your patron down upon the forces of evil, faith and the forces behind it are key to every character's identity. Within this volume you'll find details on the gods and non-deific faiths of the Age of Lost Omens from the perspective of their clergy and lay worshippers. You'll also discover new domains, feats, and spells to customize your character, and an exhaustive index of hundreds of deities from the Pathfinder setting you can worship (and the mechanical benefits of doing so). An indispensable resource for both players looking to flesh out their characters' motivations and Game Masters aiming to bring the evil cults, zealous evangelists, and holy warriors of their campaigns to life, Pathfinder Lost Omens Gods & Magic is an essential addition to any Pathfinder Second Edition campaign!

Fallout Wasteland Warfare Roleplaying Game Licensed, Full Color, Hardback - Modiphius 2019-08-27

The Fallout: Wasteland Warfare roleplaying game builds on the narrative wargame experience of the tabletop miniatures game and will include new rules for character creation and creating adventures in the wasteland. Delve into abandoned Vaults, ruined cities, strange facilities,

and antiquated military bases. Encounter Super Mutants, Raiders, Survivors, Vault Dwellers, the Brotherhood of Steel, the Institute and the Enclave, and many more! Will you roam wide and far, or build up and protect your settlement? For those who want to create your own unique characters or use the faction based Archetype cards to start your own hero and see them grow from adventure to adventure. Includes: Complete rules for tabletop roleplaying in the wasteland, based on the popular Fallout: Wasteland Warfare miniatures game. Full rules for character creation, archetypes and original player ideas alongside existing characters from the Fallout universe. Packed with lots of full colour photographic scenes of the Fallout: Wasteland Warfare range to inspire your adventures! Interact with familiar characters and creatures drawn from the world of Fallout. Background on the locations and factions that players can encounter. 3 free adventures in a linked campaign or for use as one-shot missions to support GM's. Guidance for players to build their settlement as a base of operations. Advice and tools to help GM's create and run exciting new adventures in the Fallout universe. Every copy of the Fallout: Wasteland Warfare Roleplaying Game Expansion will come with a printed code to get you a set of free downloadable files: PDF copy of the rulebook, Character cards from Fallout: Wasteland Warfare, Weapon cards from Fallout: Wasteland Warfare, Character Archetype cards, Character Playmat. Can be played as a standalone product using free downloadable cards and a set of the Fallout: Wasteland Warfare Dice (MUH051279) sold separately. Made in the UK.

Infinity RPG - Modiphius Entertainment 2018-10

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...

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.

Invisible Sun - Monte Cook 2017-11-30

Conan the Pirate - Modiphius Entertainment 2018-10

TO THE DEVIL WITH EMPTY SEAS! WERE BOUND FOR WATERS WHERE THE SEAPORTS ARE FAT, AND THE MERCHANT SHIPS ARE CRAMMED WITH PLUNDER!

Alien RPG - Free League Publishing 2019-12-10

"Space is vast, dark, and not your friend. Gamma rays and neutrino bursts erupt from dying stars to cook you alive, black holes tear you apart, and the void itself boils your blood and seizes your brain. Try to scream and no one can hear you - hold your breath and you rupture your lungs. Space isn't as empty as you'd think, either - its frontiers are ever expanding. Rival governments wage a cold war of aggression while greedy corporations vie for valuable resources. Colonists reach for the stars and gamble with their lives - each new world tamed is either feast or famine. And there are things lurking in the shadows of every asteroid - things strange and different and deadly. Things alien. This is the official ALIEN tabletop roleplaying game - a universe of body horror and corporate brinkmanship, where synthetic people play god while space truckers and marines serve host to newborn ghoulish creatures. It's a harsh and unforgiving universe and you are nothing if not expendable. Stay alive if you can"--Back cover.

Starfinder RPG: Galactic Magic - Paizo Publishing 2021-11-23

Unravel the eldritch mysteries of the galaxy! The new Galactic Magic hardcover rulebook for the Starfinder Roleplaying Game adds magical flair to any hero with a wealth of fantastical magic-infused character options for starfarers of any class! More than 100 spells, a host of powerful rituals, and an array of magic gear, hybrid items, and artifacts give you the edge to survive in a weird universe with lurking dangers at the end of every jump. The brand-new precog class allows you to see and change the future, relying on predictive prerolls to navigate clutch situations and quick reflexes to manipulate combat. Study arcana among the stars with a host of new magical organizations and spellcasting schools or petition higher powers using new faith-based options tied to the galaxy's gods and philosophies. Whatever your path to magical

might, Galactic Magic is your guide!

The Captain's Oath - Christopher L. Bennett 2019-05-28

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.

Vampire - The Masquerade - The Fall of London - Modiphius 2020-06-30

London 2012. Mithras, god among vampires, returns from diablerie at the fangs of Montgomery Coven. The Heralds of the Sun awaken from torpor unable to remember who they are, but driven to seek five artifacts to restore their master to his full glory. The Second Inquisition rises to burn London's Kindred to ashes. The characters find themselves embroiled in history as it unfolds. Their actions might see a god return, or cast him down to the darkness from whence he came. London burns under Operation Antigen, one of the earliest and most devastating attacks of the Second Inquisition. All the while they slowly uncover the shards of their own identities. What legacy do they leave? The Fall of London includes: A sprawling chronicle covering 6 large chapters 6 different endings tailored to the coterie's choices 5 pregenerated characters as the Heralds of the Sun 6 new Loreshets, including one for secret diablerists Statistics for 7 venerable elders, including Mithras and Queen Anne A detailed description of London, to facilitate additional chronicles before the Fall An epilogue to use for chronicles set after the Fall Made in the UK.

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.

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 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.

Cyberpunk Red Data Screen - 2021-03-12

Only War - Fantasy Flight Games 2012-10-16

Star Wars Age of Rebellion Roleplaying Game - 2016

Star Trek Adventures - Delta Quadrant - Modiphius 2020-06-02

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.

Mindjammer - Sarah Newton 2009-11-01

Mindjammer is a sourcebook for the Starblazer Adventures game set in the strange and distant future of our own planet Earth. It is a cool yet believable science-fiction setting of lost worlds, incredible technologies, and clashing civilizations, drawing upon the far future transhuman space stories by writers like Cordwainer Smith, Iain M. Banks, Dan Simmons, and Peter F. Hamilton. The Mindjammer setting introduces the New Commonality, the nascent interstellar state attempting to dominate the Rediscovery Era, a time when ultra-advanced technologies rub shoulders with lost and regressed worlds. Mindjammer contains exotic races and new careers, sentient starship characters, far future technologies including the interstellar 'Mindscape' and technological psionics, new skills and stunts, new starships, rules for interstellar cultures and cultural conflict, starmaps, worlds and a detailed background of a huge Star Empire and its allies and foes. There's also a complete campaign of four linked scenarios, 'The Black Zone', including spectacular Starblazer action with combat walkers, mass battles, and terrifying alien technologies!

Unity - Core Rulebook - Modiphius Entertainment 2018-11

A 368-page beautifully crafted, hardbound book containing a mysterious and exciting world to explore, gorgeous artwork, and a unique game system emphasizing teamwork and storytelling. The Unity RPG Core Rulebook will contain everything you need to play. Full roleplaying rules for character creation, adventuring, and combat. Full setting guide that explores the world of Unity and its rich history. 4 Factions complete with cultural write-ups and short stories. 9 Classes and hundreds of power combinations to master. Mysterious and perilous locations to explore. Deadly foes to fight. Powerful treasures to acquire. A Game Masters Guide.

Star Trek Adventures - Modiphius Entertainment 2017

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

Haunted West - Chris Spivey 2021-10-20

One moment sets the course of destiny. But what if that one moment was changed in the 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!

Star Trek Roleplaying Game - Decipher 2002

Fantasirollespil.

Dishonored - Maria Barrett 2009-09-26

In India in 1857, the beloved wife of a British colonel dies during a native riot, an incident that spawns one hundred years of hatred, revenge, and violence and leads to a tragic romance.

Star Trek Adventures the Operations Division Star Trek RPG

Supp. Hardback - Modiphius 2019-05-07

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

Those Dark Places - Jonathan Hicks 2020-11-26

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.

The Final Reflection - John M. Ford 1999

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!

Mickey7 - Edward Ashton 2022-02-15

The Martian meets 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 Adventures - Beta Quadrant - Modiphius Entertainment 2018-10

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

Shanghai Vampocalypse - Jennifer Brozek 2010-07-13

Welcome to 2048 and one of the greatest cyberpunk cities in the near-future - Shanghai. The government has infected a hundred villages with a vampire virus to create the perfect super-soldiers, but the peasants revolted and a virus that was supposed to be sterile is spreading with every neck they bite. Unless the characters can keep the mysterious scientist Doctor Wu alive for twelve hours, Shanghai will be just the first snack on the way to vampire domination of all mankind. Shanghai Vampocalypse is the first setting book for characters who reach the new Demigod rank Suzerain introduced to Savage Worlds. Because one vampire is a challenge, but eight million are an apocalypse... and a suitable challenge for demigods!

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.