
Star Trek Adventures Gamemaster

Star Trek Adventures

The Game Master's Book of Random Encounters

Star Trek Roleplaying Game

Conan - Jeweled Thrones of the Earth

Only War

Star Trek Adventures - Command Division

GM Screen

A Novel

Original Adventures Reincarnated #2 - The Isle of Dread

Technical Manual

The Sciences Division (Star Trek RPG Supp., Hardback)

No disintegrations

Role-Play the Best Campaign Ever—No Matter the Game!

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

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The Captain's Oath

Agents of Influence

Masks of Nyarlathotep

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The Game Master's Book of Non-Player Characters

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By the Book

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Star Trek Adventures

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MASTER THE GAME with this indispensable tool for the world's greatest roleplaying game Lost is the poor soul borne aloft in the grip of the ancient red dragon featured in a spectacular panoramic vision by Tyler Jacobson on this durable, four-panel Dungeon Master's Screen. The interior rules content on this new screen has been revisited and refreshed as a direct result of feedback received from D&D fans everywhere. • The screen's landscape orientation allows the Dungeon Master to easily see beyond the screen and reach over, even as it keeps die rolls and notes hidden from players. • Provides an at-a-glance reference for the most relevant and often used in-game information, equipping Dungeon Masters of all skill levels with essential support. • An excellent resource for new and existing Dungeons Masters to facilitate inspired adventures and an engaging play experience. The leader in providing

contemporary fantasy entertainment, Dungeons & Dragons is the wellspring for the entire modern game industry, digital as well as analog. This newest edition draws from every prior edition to create a universally compelling play experience, and exemplifies the true spirit of a game that holds captive the hearts and minds of millions of players worldwide.

The Game Master's Book of Random Encounters Simon and Schuster
Strange New Worlds: Mission Compendium Volume 2 presents nine ready-to-play, standalone missions for Star Trek Adventures. 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.

Star Trek Roleplaying

Game Simon and Schuster
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 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.
Conan - Jeweled Thrones of the Earth Decipher
Do you play Dungeons and Dragons or Pathfinder? Are you spending hours on GM prep? Well, no longer. Cut down game master prep

time with 25 1D100 fantasy random tables. Find items for a cell, a wine cellar, a dead orc, and more. Also, exciting random encounters for different terrains. Plus food and drink. Some of the tables in the book: Inn Names Names of Knightly Orders Desert Encounters Forest Locations Road Encounters Items in a Cell Items in a Chest Items on a Dead Orc Jewelry Items in a Wagon Items in a Wine Cellar Beers Thieves Guild Quests Dungeon Health Side Effects Get The Book of Random Tables and The Book of Random Tables 2 Only War Modiphius

In their first few weeks in space, Captain Jonathan Archer and the crew of the Enterprise™ have already discovered several new species and explored strange new worlds. But each planet brings new discoveries...and new dangers. BY THE BOOK The Fazi, whose ultraregulated culture ranges from strict conversation protocols to unvarying building designs, inhabit half of a planet discovered by the Enterprise. But after a disastrous first contact with the ruler of the Fazi, Archer must depend on Vulcan science officer

T'Pol and communication specialist Hoshi Sato to help him mend relations with the people of this planet, and unravel the mystery of the other creatures living on the world.

Star Trek Adventures - Command Division Modiphius Entertainment

From the #1 Best-Selling author, Jeff Ashworth, comes the latest addition to The Game Master series, with more than 500 NPCs ready to populate your campaign whenever you need them! As is often the case in tabletop roleplaying games, players often venture into locales or look for answers in places and among people busy Game Masters simply didn't anticipate. Or, just as often, an adventure won't have fully fleshed out characters in place for the locations and encounters outlined for gameplay. The Game Master's Book of Non-Player Characters solves these issues and more by providing Game Masters with the information they need to "fill in the holes" in their campaign play. It will enable GMs to instantly add depth, color, motivation and unique physical characteristics at a moment's notice to unexpected or

underwritten characters as they pop up during gameplay, ensuring every session is a memorable one for players and GMs alike. This edition also includes more than 50 hand-drawn illustrations of select NPCs detailed in the book, 3 bonus one-shot adventures, and a foreword by online influencer Jasmine Bhullar.

Monte Cook Games

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!

GM Screen Simon and Schuster

They say there have been eight worlds before ours. Eight times the people of this Earth, over vast millennia, built their civilizations. They reached heights we cannot even imagine now: they spoke to the stars, reshaped the creatures of the world, and mastered form and essence. They built cities and machines that have since crumbled to dust, leaving only their vast outlines and barest remnants. This is the Ninth World. The people

of the prior worlds are gonescattered, disappeared, or transcended. But their works remain, in the places and devices that still contain some germ of function. The ignorant call these magic, but the wise know that these are our legacy. They are our future. They are the... Two 416-page corebooks, two poster maps, a handsome and sturdy slipcase, a metal medallion, and additional play aids all for the price of the corebooks alone. All existing Numenera supplements remain compatible with these corebooks.

A Novel Simon and Schuster

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

Original Adventures Reincarnated #2 - The Isle of Dread Modiphius Entertainment

The Perfect Firewall!

Protect your important notes and die rolls from players' prying eyes with the Starfinder GM Screen! This beautiful, four-panel screen features stunning artwork from Ignacio Bazón Lazcano on the players' side and a huge

number of tools and tables on the GM's side to speed up play and keep key figures at your fingertips. With helpful rules and reminders about tactical and starship combat, skill Difficulty Classes, common conditions, environmental radiation, zero gravity, and more, this GM screen gives you the information you need to keep the game fast and fun. Constructed of ultra-high-grade hardcover-book stock, this durable screen is perfect for convention play or use in your regular home game.

Technical Manual Media Lab Books

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.

The Sciences Division (Star Trek RPG Supp., Hardback) Media Lab Books

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.

No disintegrations Star Trek Adventures - Beta Quadrant

I think this new ship was put together by monkeys. Oh, shes got a fine engine, but half the doors wont open, and guess whose job it is to make it right? The Operations Division supplemental rulebook provides Gamemasters and Players with a wealth of new material for use in Star Trek Adventures for characters in the operations division.

Role-Play the Best Campaign Ever—No Matter the Game! Free League Publishing

An epic new Star Trek saga by New York Times bestselling author Dayton Ward set during the original Five-Year Mission! For years, Starfleet Intelligence agents have carried out undercover assignments deep within the Klingon Empire. Surgically altered and rigorously trained in Klingon culture, they operate in plain sight and without any direct support, while collecting information and infiltrating the highest levels of imperial power. Their actions have given Starfleet valuable insight into the inner workings of

Klingon government and its relentless military apparatus. After three of Starfleet's longest serving agents fear exposure, they initiate emergency extraction procedures. Their planned rendezvous with the USS Endeavour goes awry, threatening to reveal their activities and the damaging intelligence they've collected during their mission. Tasked by Starfleet to salvage the botched rescue attempt, Captain James T. Kirk and the crew of the USS Enterprise must discover the truth behind a secret weapons experiment while avoiding an interstellar incident with the potential to ignite a new war between the Federation and one of its oldest adversaries.

The Book of Random Tables 3 Wizards of the Coast

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

Modiphius Entertainment
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

Dungeon Master's Screen Reincarnated Modiphius Entertainment

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.

Star Trek Adventures - Delta Quadrant Decipher
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.

The Captain's Oath St. Martin's Press

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.

Agents of Influence Simon and Schuster

Hither came Conan the Cimmerian, black-haired, sullen-eyed, sword in hand, a thief, a reaver, a slayer, with gigantic melancholies and gigantic mirth, to tread the jeweled thrones of the Earth under his sandalled feet.

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