



## Star Trek Roleplaying Game Narrator's Guide

By Mathew (et al) Colville

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This installment in the Star Trek RPG provides Games Masters with everything needed to establish and run a "series" of roleplaying episodes set in the Star Trek universe. The 254-page hardcover **Narrator's Guide**, matching the Player's Guide in format, covers episode-building, the Coda rules system for resolving player actions, starship operations and combat rules, plus information on creating your own alien characters, creatures, and worlds.

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