

Apart from the fact that the *Star Trek* adventure game leaves out any rules governing space flight and operation of the *Enterprise*, its most glaring omission is its lack of provision for the romantic entanglements the characters inevitably get into. I drafted the following rules to spice things up.

## **FALLING IN LOVE**

When a personality character meets a strange personality character of the opposite sex for the first time, a Romance Roll must be made for each of them. Romance Rolls are made in accordance with the following procedure:

1. Romance Rolls are made in order of the characters' Charismas, with rolls for the highest characters being made first.
2. The player rolls 4D6 and adds his/her character's Luck modifier. If the sum obtained is less than the Charisma of the opposite sex, the first character has fallen in love. Note that Kirk has no luck in love, so his Luck modifier is never added in a Romance Roll.
3. A character will not fall in love with more than one character of the opposite sex during the course of a single adventure.
4. If, during the course of a single adventure, a character of one sex has already fallen in love, the game-master rolls 1D6. A score of three or more indicates that no more characters of that sex will fall in love during the scenario, except as the result of a successful Pass.

## **MAKING A PASS**

When one character is in love with another character, the first character will try to make a Pass at the beloved character as soon as a convenient opportunity arises. Passes are made in accordance with the following procedure:

1. The player announces that his/her character is making a Pass at the beloved and rolls 1D6. The player then adds the character's Charisma and Luck modifiers to the die score.
2. The player controlling the beloved character rolls 1D6 and adds the character's Intellect and Luck modifiers to his/her die score.
3. If the number obtained for the beloved character in step 2. is less than the number obtained for the Passing character in step 1., the Pass is successful and the beloved character falls in love with the Passing character.
4. Note again that Kirk was never lucky in love, and can't add his Luck modifier to these scores either.
5. Passes can be made by characters who are not in love in order to achieve their own ends.