

## Conditional Modifiers to Skill Rolls

### Negative Modifiers

-5	-10	-15
Combat: Attacker Moving Combat: Target of Attack Crouched Combat: Target Running	Equipment Use: Universal Translator if Language Spoken by Non-Humanoid Psionics: Semi-Intelligent Creature Psionics: Short Message, Complex Concept Combat: Simultaneous Attacks (each attack) Combat: Target Prone Combat: Target 1/3 to 2/3 concealed	Combat: Attacker Running Combat: Medium Range with Ranged Weapon Combat: Target Evading Combat: Targeting Specific Location Combat: Target Size, Small
-20	-25	-30
Combat: Attacker Using Wrong Hand Psionics: Modification of Memory Psionics: Telepathic Conversation Psionics: Unknown Creature Type Skill Use: Computer Operation and Psychology When Using Psychotricorder Skill Use: Transporter Operation, Unstable Atmospheric Conditions Skill Use: Transporter Operation, Local Interference	Combat: Attacker- Quick Draw and Shoot Psionics: Unintelligent Creature or Animal Skill Use: Transporter Operation, Ship's Power Reserves Less Than 1/2	Combat: Attacker Evading Combat: Long Range with Ranged Weapon Combat: Target More than 2/3 Concealed Psionics: Nerve Pinch, Victim Unaware Psionics: Sharing of Thoughts and Feelings
-40	-45	-50
Combat: Target More than 2/3 Concealed Psionics: Total Thought Exchange Skill Use: Transporter Operation, Beaming within Same Ship	Combat: Extreme Range with Ranged Weapon Combat: Target More than 2/3 Concealed	Any Action Attempt Under Influence of Agonizer Combat: Target More than 2/3 Concealed Psionics: Mind Fusion Attempt
Special		
Psionics: Subject Distant= -10 or more Skill Use: General Medicine: Per Minute Since MAX OP END Was Reached= -1 Skill Use: General Medicine: Per Damage Point Below Zero MAX OP END		

### Positive Modifiers

+5	+10	+15
Skill Use: General Medicine- Using Medical Field Kit/First Aid Kit Skill Use: General Medicine- Prior Attempt at First Aid, Successful or Not	Psionics: Comfortable, Familiar Location Psionics: Friendly or Mentally Sympathetic Psionics: Intelligent Humanoid Psionics: Previously Mind-Touched Psionics: Unresisting or Unaware Skill Use: Transporter Operation, Transporter at Each End	Combat: Point-Blank Range with Ranged Weapon Psionics: Total Quiet, No One Else Present Skill Use: General Medicine: Using Med Pouch
+20	+25	+30
Psionics: Touching Subject Skill Use: Transporter Operation, Location Used in Past 24 Hours	Psionics: Willing Non-Telepath Skill Use: General Medicine: Using Starfleet Hospital or Sick Bay Facilities	
+40	+45	+50
Skill Use: Transporter Operation, Transporter at Each End		
Special		
Skill Use: General Medicine: Using Non-Starfleet Hospital or Sick Bay Facilities= +1 to +20		

**Directions:** Although this chart compiles the various modifiers from FASA's *Star Fleet Officer's Manual* of the second edition *Star Trek: RPG* into one easy reference, the main purpose is to help the gamemaster determine conditional modifier values for situations occurring during a game. At times, a GM may wish to apply a conditional modifier to a skill rating to simulate positive or negative influences on a skill use attempt. Use this chart to judge the level of benefit or severity of a modifier by comparing the situation to those listed here.