Icon to Coda Conversions

By Don Mappin - Revision 5, April 2002

(Based on original material developed by Owen Seyler)

<1>Converting Icon Characters to Coda

Players of the previous Star Trek RPG developed and published by Last Unicorn Games (using the Icon system) may wish to convert their pre-existing characters to the new Coda system. Conversion rules are included in Chapter 5 of the *Player's Guide*, to make this process easier.

Please note that no conversion rules, no matter how detailed, are entirely perfect when used between dissimilar rules sets. Converted characters will be approximately the same skill level as their previous incarnations, but not entirely modeled with 100% accuracy. As an interesting exercise you may wish to recreate your character anew using the Coda system from the ground up.

Steps:

1. Convert attributes
2. Species abilities
3. Select profession
4. Convert skills
5. Convert characteristics
6. Convert renown
7. Final touches

<2>Attributes

Icon and Coda use a somewhat similar attribute system, with the exception of a new attribute in Coda, Perception. Most Icon attributes map over with little alteration, however it is necessary to factor in the Icon edges and flaws.

[[BEGIN TABLE]]

<3>Converting Attributes

Icon	Coda Attribute
(2 x Fitness) +/- Strength Edge + 2	Strength
(2 x Coordination) +/- Agility Edge + 2	Agility
(2 x Intellect) +/- Logic Edge +2	Intellect
(2 x Fitness) +/- Vitality Edge + 2	Vitality
(2 x Presence) +/- Empathy Edge + 2	Presence
(2 x Intellect) +/- Perception Edge +2	Perception
Psi + 3	Psi

[[END TABLE]]

Once your new Coda attributes have been determined, calculate your attribute modifiers as per page 81 of the *Player's Guide*. Do not modify your Coda attributes with species modifiers—those were already taken into account by converting the existing Icon attributes.

If your character had either a positive Psi Range or Focus edge the character receives the Increased Range and Psionic Focus traits respectively, for free. The character also gains (obviously) the Psionic trait as well. This will also be covered later when converting your character's characteristics to traits.

Secondary Attributes

Coda characters have a number of secondary attributes called Reactions. While there is no direct corresponding attribute in Icon, several Edges help to determine your character's reactions. When converting these edges, use only positive values. For example, an Icon character with a negative Vitality edge adds zero to the starting Stamina reaction.

[[BEGIN TABLE]]

Secondary Attributes

Icon	Coda Reaction
Reaction Edge + Coda Perception <u>or</u> Agility modifier (higher)	Quickness
Willpower Edge + Coda Perception <u>or</u> Presence modifier (higher)	Savvy
Vitality Edge + Coda Vitality <u>or</u> Strength modifier (higher)	Stamina
Willpower Edge + Coda Intelligence <u>or</u> Vitality modifier (higher)	Willpower

[[END TABLE]]

Species Abilities

You gain the species abilities listed for your species as per the applicable entry in Chapter Two of the *Player's Guide* or Chapter 11 of the *Narrator's Guide*. If a Coda entry for your species has not yet been developed, approximate 2-3 species abilities using the existing ones as guidelines and consult your Narrator. Ignore any ability entries that provide you a skill at a certain level—your pre-existing Icon skills will likely already be higher. If this is not the case, raise the skill(s) in question to the minimum value listed in the Coda species template.

If the character was of mixed species (reflected by the Mixed Species advantage), follow the rules on page 29 of the *Player's Guide* for purposes of determining your character's species abilities. (Disregard the other steps on that page.)

Select Profession

Within the Icon system a character's Overlay merely determines their starting skills. In the Coda system, however, a character's Profession has far-reaching implications. Most Icon overlays have equivalent Coda counterparts. Select yours from the following table:

[[BEGIN TABLE]]

Overlays to Professions

Parenthetical references are to Elite Professions. Unless a character is extraordinarily gifted or advanced, it is not recommended that converted characters be allowed to select elite professions—characters should earn these advanced professions through the course of play. The exception is Starfleet officers and the Starship Officer elite professions—they are selected without penalty.

Icon	Coda
Colonist	Scientist or Rogue, (Explorer)
Diplomat/Politician	Diplomat, (Ambassador or Envoy)
Maquis/Rebel	Soldier, (Assassin or Mercenary)
Merchant	Merchant, (Free Trader)
Mystic	Mystic, (Adept)
Pirate/Smuggler	Rogue, (Smuggler)

Spy	Rogue, (Spy)
Starfleet: Command	Starship Officer, Command (Command Officer or Flight Control)
Starfleet: Counselor	Starship Officer, Science (Starship Counselor)
Starfleet: Engineer	Starship Officer, Operations (Starship Engineer)
Starfleet: Medical	Starship Officer, Science (Starship Medical Officer)
Starfleet: Operations	Starship Officer, Operations (Operations Officer)
Starfleet: Science	Starship Officer, Science (Starship Science Officer)
Starfleet: Security	Starship Officer, Operations (Security Officer)
Warrior	Soldier, (Mercenary or Special Forces)

[[END TABLE]]

Once your profession has been determined, note your profession's favored attribute and select your other favored attribute. Also note your favored reaction at this time and which skills are professional skills for later development.

Unless the Narrator makes special dispensation or indicates otherwise, all converted characters may select three, and only three, professional abilities as outlined in Chapter Three of the *Player's Guide*. Sufficiently advanced characters may be allotted more at the Narrator's discretion. Note that Tier 2 and Tier 3 professional abilities have prerequisites that must be met prior to selection. (The Starship Duty professional ability, required for all Starship Officers, does not count towards this limit.)

Non-commissioned officers are handled slightly differently. Such characters have no set profession and receive no starting professional abilities. Any professional abilities purchased through advancements must be done via the Innovative edge (page 135).

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<3>A Note to Narrators

Because professional abilities can be so powerful and there is no easy way to equate Icon character strengths to Coda advancements, the recommendation of allowing each character only three professional abilities is given.

It is recommended that command-rank characters, executive officers and commanding officers, receive four professional abilities at the start of play. Adjust accordingly to fit the style and scope of your campaign.

Except for starship officers, it is highly recommended that no converted character be allowed to start play with an elite profession. At the very least the character, after conversion, should meet the minimum requirements for the elite profession as outlined in Chapter Nine of the *Player's Guide*.

[[END SIDEBAR]]

<2>Skills

Both the Icon and Coda system have similar skills which map over fairly directly. The largest difference is how levels and specializations are handled. In Icon nearly every skill has a specialization, while in Coda this is not always the case. When converting an Icon skill over to Coda make a note of the base skill level, the number of specializations, and their levels. For every two Icon specializations a character possesses the character is allowed one Coda specialization. This is summarized on the chart below. The Coda specialization selected should be the highest Icon specialization possessed, and down the line for any subsequent specialties.

[[BEGIN TABLE]]

<3>Number Coda Specializations

Icon   Coda

0-1	None
2-3	1
4-5	2
6-7	3
8-9	4

[[END TABLE]]

To determine the actual level of the Coda skill, take the Icon base skill and add one for every Icon specialization possessed. This processed is illustrated below.

> *Example: Summer has a character with the following Icon skills (among others):*
>
> *Shipboard Systems (Flight Control) 2 (3)*
>
> *(Sensors) (3)*
>
> *(Tactical) (4)*
>
> *The Icon skill,* Shipboard Systems, *equates to the Coda skill* System Operations. *Because Summer's character has three Shipboard System specialties she determines that she is allowed one System Operations specialty. Her highest Icon specialty is in Tactical, so that becomes her Coda specialty.*
>
> *Her Coda skill level is equal to her Icon Shipboard Systems level (2), plus one for each Icon specialization (3). This gives her System Operations (Tactical) a level of 5.*
>
> *Had Summer's character only had one Icon specialization, she would not have received any Coda specializations; however the Icon specialization would have counted for purposes of calculating her new Coda skill level.*

Should two different Icon skills map to the same Coda skill, combine all the specialties and/or single skill/specialty combinations to determine the number of Coda specialties granted. Take the highest Icon base skill as the starting Coda skill level and then add one for each Icon specialty or single skill/specialty combination.

> *Example: Autumn's character is a well-rounded scoundrel with a number of social skills:*
>
> *Charm (Seduction) 1 (3)*
>
> *(Influence) (2)*
>
> *Fast Talk 2*
>
> *Intimidation (Bluster) 2 (3)*
>
> *Each of these Icon skills maps to the single Coda skill,* Influence. *Autumn has three skills and three specialties, for a total of four (each of the single skill/specialty combinations count as only one). Looking at the previous chart, four grants her two Coda specialties. To determine her Coda level in Influence, she takes her highest Icon skill level, 2 (from either Fast Talk or Intimidation) and then adds one for each additional skill and skill/specialty combination (+3). Autumn then*
>
> *Charm (Seduction) and Intimidate (Bluster). Thus, Autumn's character ends up with:*
>
> *Influence (Seduction, Intimidate) +5*

Most Icon skills (and specialties) map directly to a related Coda skill. For your convenience, the following chart helps you determine their Coda equivalencies.

[[BEGIN TABLE]]

Skill Equivalencies

Icon	Coda

Acrobatics	Gymnastics
Administration	Enterprise: Administration
Animal Handling	Science: Life or Knowledge: Trivia
Artistic Expression	Craft
Athletics	Athletics
Bargain	Negotiate
Behavior Modification	Indoctrinate
Charm	Influence
Command	Persuade
Computer	Computer Use
Culture	Knowledge: Culture
Demolitions	Demolitions
Diplomacy	Negotiate
Disguise	Impersonate
Dodge	+1 Quickness Reaction per Icon skill level
Energy Weapon	Ranged Combat: Energy Weapons
Engineering, Material	Engineering: Structural
Engineering, Propulsion	Engineering: Propulsion
Engineering, Systems	Engineering: Systems
Espionage	Forgery or Conceal
Fast Talk	Influence
First Aid	First Aid
Gaming	Gaming
Heavy Weapons	Ranged Combat: Heavy Weapons
History	Knowledge: History
Intimidation	Influence
Language	Language: specific language
Law	Knowledge: Law
Life Sciences	Science: Life
Medical Sciences	Medicine
Merchant	Enterprise: Business
Personal Equipment	Repair
Persuasion	Persuade
Physical Sciences	Science: Physical
Planetary Sciences	Science: Planetary
Planetary Tactics	Tactics
Planetside Survival	Survival

Primitive Weaponry	Armed Combat: specific weapon or Ranged Combat: Archaic Weapons
Projectile Weapon	Ranged Combat: Projectile Weapons
Search	Investigate
Security	Tactics
Shipboard Systems	System Operation
Sleight of Hand	Sleight of Hand
Social Sciences	Science: Social
Space Sciences	Science: Space Sciences
Starship Tactics	Tactics
Stealth	Stealth
Strategic Operations	Tactics
Streetwise	Inquire
Unarmed Combat	Unarmed Combat: specific style
Vehicle Operation	System Operation
World Knowledge	Knowledge: Specific World
Psionic Skills	
Mind Control	Mind Control
Mind Meld	Mind Meld
Mind Shield	Mind Shield
Projective Empathy	Empathy
Projective Telepathy	Telepathy
Receptive Empathy	Empathy
Receptive Telepathy	Telepathy

[[END TABLE]]

<1>Characteristics

Both Icon and Coda systems use a Characteristic/Trait to reflect character advantages and disadvantages. While Icon characteristics have various levels of value, Coda traits are of approximate equal value, although some can be selected multiple times. When mapping Icon characteristics to Coda traits be aware that, like skills, not all will be perfect matches. Some may need to be altered (with Narrator approval) or outright dropped. Discuss the implications of any character-altering changes with your Narrator.

Use the accompanying table to determine how each Icon characteristic is modeled in Coda.

[[BEGIN TABLE]]

<3>Characteristics to Traits

Any notation of "drop" means that the Icon characteristic it is reflected inherently in the Coda system or is not currently modeled. For example, a character need not possess the Icon Alien Upbringing advantage to have grown up on an alien world—any Coda character can have such a background at no cost. (Such a character would gain the benefit of the Cultural Flexibility trait, however, as a bonus.)

Note that in the case of Icon disadvantages, although they may be "dropped" in the Coda system, they are still a part of your character's background/personality. You should continue to play them even if the disadvantage has no tangible game effect. (Although there is no Reprimand trait with a game effect, for

example, your character is not exonerated of their reprimand—there are still the story repercussions of such a transgression.)

If you receive the same trait twice, upgrade if possible. Otherwise treat as if you received the Trait Upgrade trait.

<4>Icon Advantages

Icon	Coda
Alertness	Alert
Alien Upbringing	Cultural Flexibility
Ally	Ally (upgrade for +5 variant)
Ambidexterity	Ambidexterity
Artistic Talent	Skill Focus (+2 Craft, Entertain, or Impersonate)
Asset	drop
Athletic Ability	Fit
Battle-Hardened	Courageous
Bold	Bold
Commendation	Commendation (upgrade for +3 variant)
Contact	Contact (upgrade for +3 variant)
Cultural Flexibility	Cultural Flexibility
Curious	Curious
Deep Cover	drop
Department Head	Command (Command 2 if CO)
Double-jointed	drop
Eidetic Memory	Eidetic Memory
Enhanced Vision	Dead Aim
Engineering Aptitude	Skill Focus
Excellent Balance	Dodge
Excellent Metabolism	Excellent Metabolism
Excellent Hearing	drop
Excellent Chemoreception	drop
Excellent Sight	drop
Famous Incident	Famous Event
Favor Owed	Contacts
High Pain Threshold	High Pain Threshold
Indomitable	Confident
Innovative	Innovative
Language Ability	drop
Lightning Calculator	Skill Focus +2 Science: Physical Science (Mathematics)
Line Officer	Promotion (inherent)

Mathematical Ability	Thinker
Medical Remedy	drop
Mixed Species Heritage	drop
Multitasking	Multitasking
Night Vision	Night Vision
Organ Redundancy	Healthy
Patron	Ally (upgrade for +3/+4 variant)
Pattern Recognition	Exceptional Concentration
Peripheral Vision	drop
Political Rank	Promotion
Promotion	Promotion
Psionically Gifted	+1 Psi
Quick-draw	Quick Draw
Radiation Resistance	Great Vitality
Rapid Healing	Rapid Healing
Religious Rank	Promotion
Resistant	Healthy (upgrade for +3/+4 variant)
Resolute	Resolute
Scientific Genius	Skill Focus +1 to two Science skills
Security Clearance	drop
Sense of Direction	Sense of Direction
Sexy	Likeable
Sense of Time	Sense of Time
Shrewd	Shrewd
Sixth Sense	Alert (Upgraded)
Species Friend	Species Friend
Strong Will	Unyielding
Synergy	Coordinator
Tactical Genius	Skill Focus
Telepathic Resistance	Iron Willed
Toughness	Healthy
Wanted	Enemy or Dark Secret
Wealth	Wealth
Weapon Master	Weapon Mastery
Wrongfully Accused	Dark Secret
Zero-G Training	Zero-G Trained

Special Alterations

Psi score	Psionic
Positive Psi Range edge	Increased Range
Positive Psi Focus edge	Psionic Focus

<4>Icon Disadvantages

Icon	Coda
Addiction	Addiction (Addiction 2 and Addition 3 for 2 & 3 point variations)
Amnesia	drop
Argumentative	Proud
Arrogant	Arrogant
Bad Reputation	Infamy
Bloodlust	Bloodlust
Chronic Pain	Low Energy Level
Code of Honor	drop
Competitive	Competitive (this is now a positive trait!)
Compulsion	drop
Dark Secret	Dark Secret
Dependent	Devotion
Diminished Social Status	Infamy
Domineering	Proud
Exile	drop
Expatriate	Infamy
Fanatic	drop
Greedy	drop
Guilt	Dark Secret
Hedonist	drop
Hides Emotions	drop
Hypochondria	drop
Imprudent	Reckless
Impulsive	Reckless
Inept	Shaky
Intolerant	Intolerant
Low Pain Threshold	Low Pain Threshold
Marked Man	Enemy
Medical Problem	Easily Winded or Sickly
Obligation	drop
Obsessive Tendencies	drop
Pacifism	Pacifist

| Phobia | drop |
| Physically Impaired | Slow |

[[END]]