

BEYOND

THE FINAL FRONTIER



THE UNOFFICIAL

STAR TREK

ROLEPLAYING GAME WEBZINE

ISSUE 3 ■ NOVEMBER 2004



From The Editor

Greetings, Salutations... Hello All!

I must say its a month of The Good, The Bad, and The Ugly. First with The Good. Unfortunately we are short on this and the month's issue is a little thin. There is a new adventure, a new race profile, a new sector profile, and more. As always, we hope it will be useful to you.

Now to The Bad. Well I'm sad to say it, but it looks as though this webzine may be nearing the end of its life. Even from the beginning the amount of content for the webzine has been woefully low, even after such resounding compliments and offers to submit new work. If there isn't a significant change to this, the next issue will be the last. So please, if you have anything that you might want to share with the rest of the community (profiles for starships, new races, creatures, or sectors and worlds, optional rules, new technology, NPC's, etc.), please don't hesitate to send it our way. The continued life of this publication is in your hands.

Finally, to The Ugly. What.. ugly? This issue is gorgeous! We all must give much praise to David Pipgras for the issues design and layout. To those who don't know who he is, David worked on some of the design and layout along with the starship illustrations for Decipher's Star Trek RPG.

Matthew A Kearns
aka Gandalfoborg
Editor

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Contact Beyond The Final Frontier At
codawebzine@hotmail.com

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AROUND THE GALAXY

Over the course of the next couple issues, there will be system profiles generated for each of these systems, starting with the H'ralko system in this issue.

SECTOR 235

Galaxy: Milky Way (Spiral)
Quadrant: Alpha
Sector Powers: Federation (major), Kodali Archon (minor)
Location: Galactic Arm (edge)
Size: 64000 Cubic Light-Years
Population: 4 Systems:

Unusual Phenomena:

- H'ralko, Jirada, Ch'rsh, Szora-Kodal
- Free-trader outpost (station) in the Jirada system
- Cepheid Variable Star
- Subspace Shockwave
 - Cause unknown
 - Source location Jirada
 - Force equivalent to exploding moon
 - Velocity = warp 1
 - Will reach the H'ralko system first (4 ly away)
 - Wavefront is 6 AU wide
- Kovara Nebula (Mutara-class)
 - 25 light-years between H'ralko and Szora-kodal
 - Size = 10e8 miles x 4*10e8 miles x 6*10e5 miles

TABLE 01: DISTANCE IN LIGHT YEARS

	H'ralko	Jirada	Ch'rsh	Szora-Kodal	Kovara Nebula
H'ralko	-	04	23	50	25
Jirada	04	-	40	10	30
Ch'rsh	23	40	-	65	48
Szora-Kodal	50	10	65	-	25
Kovara Nebula	25	30	48	25	-

Note: Distances may not correspond if plotted in 3D

SECTOR 235: DISTANCE
LIGHT YEARS (LY)

0723 0 0289 051000
0 00 00 00 00 00
010 00 00 00 00 00



SYSTEM #1 - H'RALKO (GAMMA CYGNI, CEPHEID 342)



Classification: Type M6 V (Variable Star)
Planets: 07
Affiliation: Protectorate of the United Federation of Planets

NOTES: It was discovered by the *S.S. Trinity* surveyor ship on an exploratory mission that many of this system's planets and moons harbor a very rare compound that helps produces an enzyme for aiding in the treatment of rare nervous system diseases

SYSTEM #2 - JIRADA (TAU CYNGI)

Classification: Type M9 V
Planets: 08
Affiliation: Neutral

NOTES: Notes: Subspace shockwave originates on Jirada 1; began in 2372 and has a period every 34523 hours or ~3.9 years. No asteroid field as it was pulverized to dust after first shockwave, creating a dense dust cloud that increases tests for sensors, shields, and transporters by +3 TN. The free-trader outpost, protected in its stationary orbit on the dark side of Jirada 5, was built after the first shockwave destroyed the asteroid field.

SYSTEM #3 - CH'RSR (ALPHA CYGNI)

Classification: Type B5 V
Planets: 07
Affiliation: Kodali Archon

NOTES: Large asteroid belt encircling the entire system along solar plane. Its Oort cloud has 2d6 x100 comets that are Class-D Size 2 worlds and 1d6 x1000 comets that are Class-D Size 1 worlds.

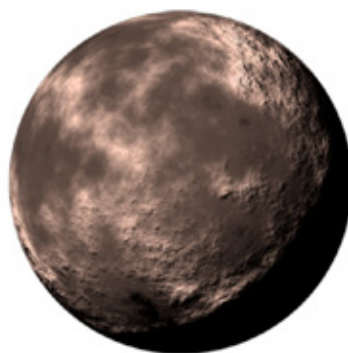
SYSTEM #4 - SZORA-KODAL (BETA CYGNI)

Classification: Type G5 V
Planets: 09
Affiliation: Kodali Archon

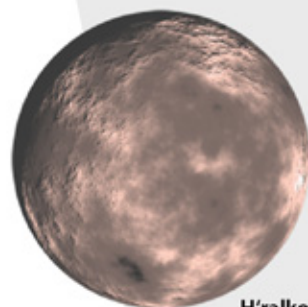
NOTES: The Szora-kodali race live on a Class-Y moon orbiting Beta Cygni V. They are a relatively primitive space-faring society, only recently joining the warp culture and laying claim to the Ch'rsh system as it has numerous resources coveted by them.

H'RALKO IA AND IB

Class: F (Geometallic)
Size: 4000mi diameter (1a) • 0.27G standard
3000mi diameter (1b) • 0.20G standard
Moons: None
Climate: No Atmosphere
Terrain: N/A
Civilization: No Life
Resources:
Agricultural: N/A
Antimatter: N/A
Industrial: Plentiful
Medicines: Scarce
Metals (Common): Plentiful (1a)
Metals (Rare): Rare (1a)
Minerals (Common): Plentiful (1b)
Minerals (Rare): Rare (1b)



H'ralko 1A

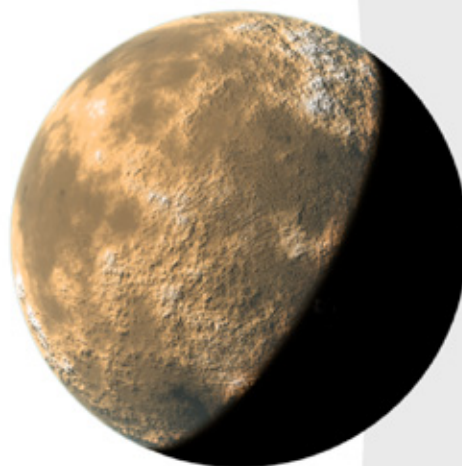


H'ralko 1B

NOTES: These two planets orbit directly opposite one another along the same orbital path

H'RALKO II

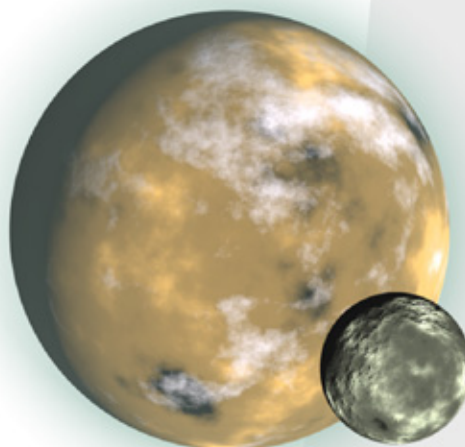
Class: H (Desert)
Size: 13000mi diameter • 1.0G standard • Silica-based
Moons: None
Climate: Atmosphere - Standard
Hydrosphere - 0% surface covered with water
Temperature - Hot - 100°F
Terrain: 100% Desert
Civilization: No Life
Resources:
Agricultural: N/A
Antimatter: N/A
Industrial: Rare
Medicines: Plentiful
Metals (Common): Rare
Metals (Rare): Plentiful
Minerals (Common): Plentiful
Minerals (Rare): Scarce



NOTES: Even though this planet has no surface water, it holds a number of small reservoirs underground.

H'RALKO III

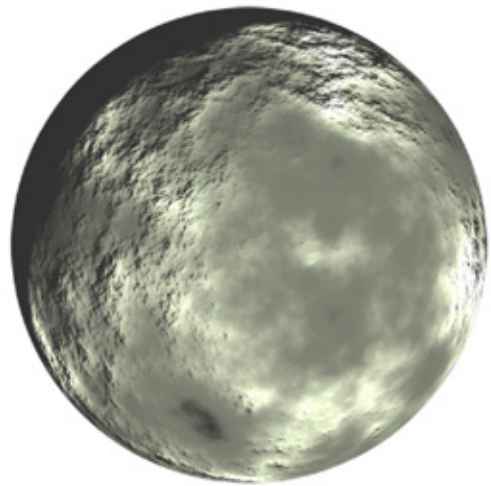
Class: H (Desert)
Size: 12000mi diameter • 1.3G standard • Metal-rich
Moons: 1
Climate: Atmosphere - Standard
Hydrosphere - 11% surface covered with water
Temperature - Cool - 65°F
Terrain: 100% Desert
Civilization: No Life
Resources:
Agricultural: N/A
Antimatter: N/A
Industrial: Rare
Medicines: Very Plentiful
Metals (Common): Common
Metals (Rare): Very Plentiful
Minerals (Common): Common
Minerals (Rare): Rare



NOTES: The same rare medicinal compound found on H'ralko 2 is here as well.

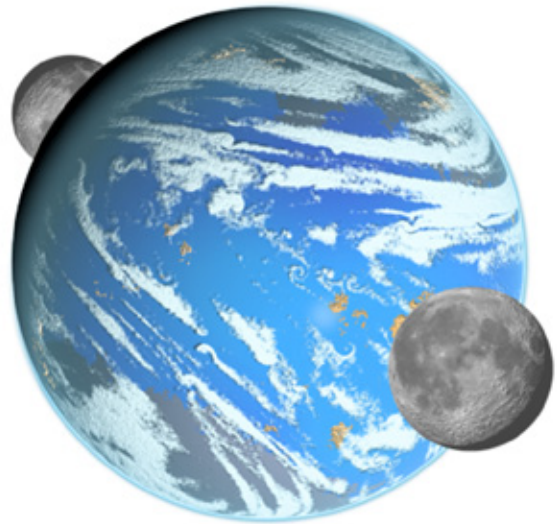
MOON OF H'RALKO III

Class: F (Geometallic)
Size: 2000mi diameter (1a) • 0.13G standard
Climate: No Atmosphere
Terrain: N/A
Civilization: No Life
Resources:
Agricultural: N/A
Antimatter: N/A
Industrial: Rare
Medicines: Scarce
Metals (Common): Scarce
Metals (Rare): Rare
Minerals (Common): Common
Minerals (Rare): Common



H'RALKO IV

Class: K (Adaptable)
Size: 19000mi diameter • 1.2G standard • Silica-based
Moons: 2
Climate: Atmosphere - Thick
Hydrosphere - 99% surface covered with water
Temperature - Cool - 65°F
Terrain: 30% Marshland, 20% Lakes & Rivers, 40% Forest, 10% Plains
Civilization: Uninhabited
Resources:
Agricultural: Scarce
Antimatter: N/A
Industrial: Common
Medicines: Common
Metals (Common): Scarce
Metals (Rare): Scarce
Minerals (Common): Very Plentiful
Minerals (Rare): Scarce



NOTES: The same rare medicinal compound found on H'ralko 2 is here as well. There is also an abundance of salt formations along the coastlines of the tiny islands that dot the world-sea. The world also has primitive indigenous life, mostly in the seas consisting of all sorts of plant-life and the beginnings in the evolution of animal-life.

MOON OF H'RALKO IV (x2)

Class: F (Geometallic)
Size: 4000mi diameter • 0.27G standard
Climate: No Atmosphere
Terrain: N/A
Civilization: No Life
Resources:
Agricultural: N/A
Antimatter: N/A
Industrial: Rare
Medicines: Rare
Metals (Common): Common
Metals (Rare): Very Plentiful
Minerals (Common): Plentiful
Minerals (Rare): Scarce

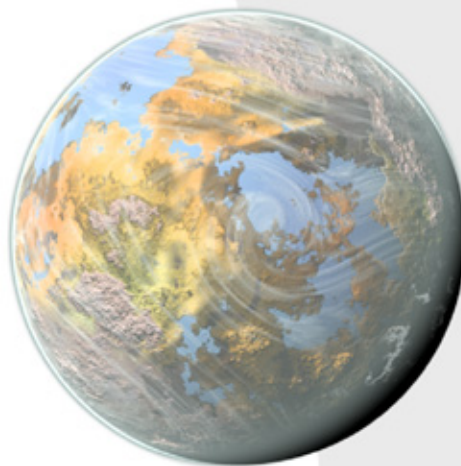


NOTES: The same rare medicinal compound found on H'ralko 2 is on these moons as well.

H'RALKO 5

Class: H (Desert)
Size: 13000mi diameter • 1.0G standard
Moons: None
Climate: Atmosphere - Standard
Hydrosphere - 16% surface covered with water
Temperature - Cold - 32°F
Terrain: 100 % Desert
Civilization: No Life
Resources:

Agricultural: N/A
Antimatter: N/A
Industrial: Scarce
Medicines: Plentiful
Metals (Common): Common
Metals (Rare): Common
Minerals (Common): Scarce
Minerals (Rare): Plentiful

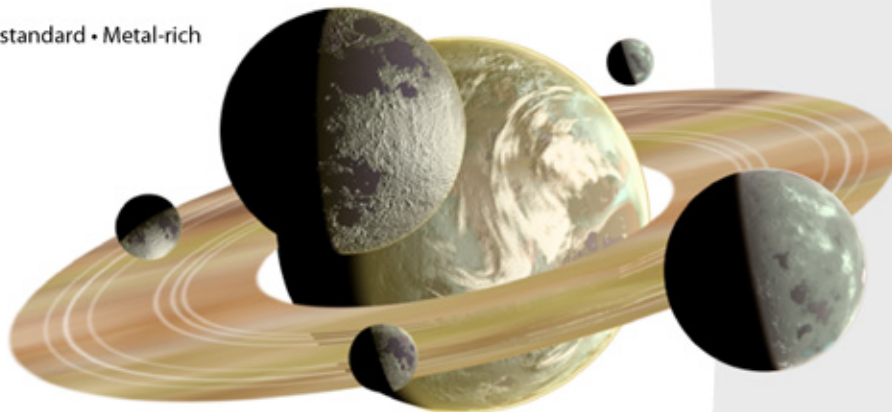


NOTES: Even though this planet has little surface water, it holds a number of small reservoirs underground.

H'RALKO 6

Class: J (Gas Giant - Size 16)
Size: 200,000mi diameter • 4.17G standard • Metal-rich
Moons: 5
Climate: Atmosphere - Standard
Hydrosphere - N/A
Temperature - N/A
Terrain: N/A
Civilization: No Life
Resources:

Agricultural: N/A
Antimatter: N/A
Industrial: Rare
Medicines: N/A
Metals (Common): Rare
Metals (Rare): Very Plentiful
Minerals (Common): Very Plentiful
Minerals (Rare): Very Plentiful

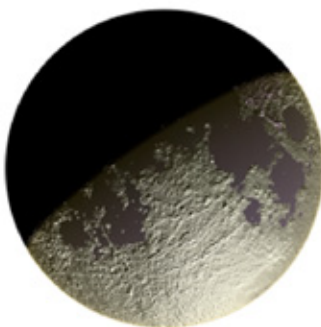


NOTES: Even though this planet has no surface water, it holds a number of small reservoirs underground.

MOONS OF H'RALKO 6 (x2 Similar)

Class: D (Asteroid/Moon) - Size 1
Size: 1000mi diameter • 0.6G standard • Silica-based
Climate: N/A
Terrain: N/A
Civilization: No Life
Resources:

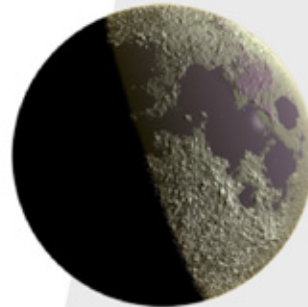
Agricultural: N/A
Antimatter: N/A
Industrial: Scarce
Medicines: Scarce
Metals (Common): Rare
Metals (Rare): Rare
Minerals (Common): Rare
Minerals (Rare): Rare



MOONS OF H'RALKO 6 (x2 Similar)

Class: D (Asteroid/Moon) - Size 2
Size: 1000mi diameter • 0.6G standard • Silica-based
Climate: N/A
Terrain: N/A
Civilization: No Life
Resources:

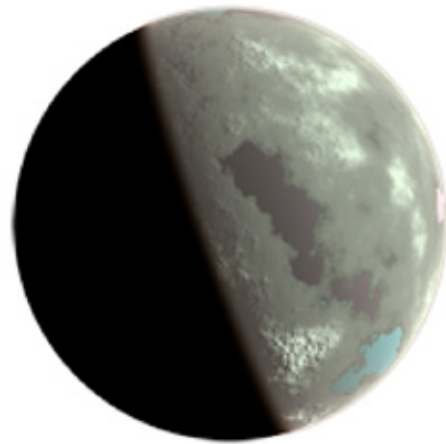
Agricultural: N/A
Antimatter: N/A
Industrial: Rare
Medicines: Scarce
Metals (Common): Scarce
Metals (Rare): Scarce
Minerals (Common): Common
Minerals (Rare): Scarce



NOTES: The same rare medicinal compound found on H'ralko 2 is here as well.

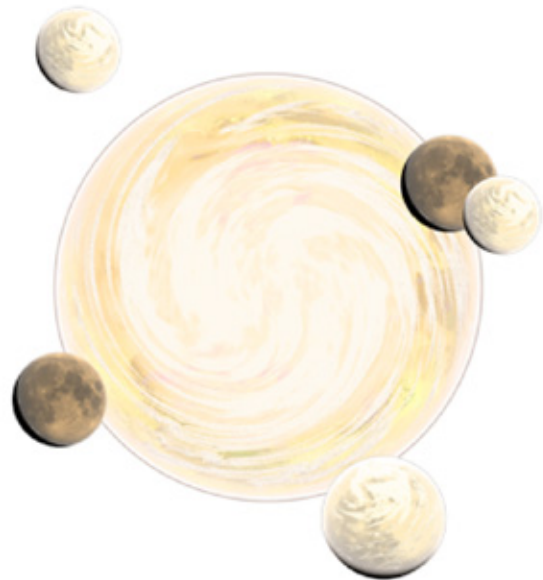
MOON OF H'RALKO 6

Class: F (Geometallic) - Size 3
Size: 10000mi diameter • 0.35G standard • Silica-based
Climate: N/A
Terrain: N/A
Civilization: No Life
Resources:
Agricultural: N/A
Antimatter: N/A
Industrial: Common
Medicines: Scarce
Metals (Common): Rare
Metals (Rare): Scarce
Minerals (Common): Scarce
Minerals (Rare): Very Plentiful



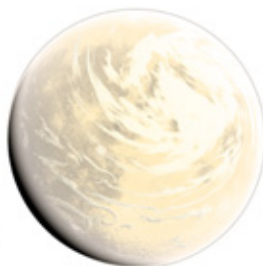
H'RALKO 7

Class: T (Ultragiant) - Size 14
Size: 13000mi diameter • 2.5G standard • Metal-rich
Moons: 5
Climate: Atmosphere - Standard
Hydrosphere - N/A
Temperature - N/A
Terrain: N/A
Civilization: No Life
Resources:
Agricultural: N/A
Antimatter: N/A
Industrial: Very Plentiful
Medicines: N/A
Metals (Common): Very Plentiful
Metals (Rare): Plentiful
Minerals (Common): N/A
Minerals (Rare): N/A



MOONS OF H'RALKO 7 (x3 Similar)

Class: D (Asteroid/Moon) - Size 1
Size: 1000mi diameter • 0.6G standard • Silica-based
Climate: N/A
Terrain: N/A
Civilization: No Life
Resources:
Agricultural: N/A
Antimatter: N/A
Industrial: Rare
Medicines: Very Plentiful
Metals (Common): Very Plentiful
Metals (Rare): Rare
Minerals (Common): Common
Minerals (Rare): Very Plentiful



MOONS OF H'RALKO 7 (x2 Similar)

Class: D (Asteroid/Moon) - Size 2
Size: 4000mi diameter • 0.27G standard
Climate: N/A
Terrain: N/A
Civilization: No Life
Resources:
Agricultural: N/A
Antimatter: N/A
Industrial: Plentiful
Medicines: Rare
Metals (Common): Rare
Metals (Rare): Plentiful
Minerals (Common): Rare
Minerals (Rare): Scarce



Of Builders And Beggars

Of Builders And Beggars

Author: Roger L. Taylor II (selek@yahoo.com)

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Of Builders and Beggars is an adventure for use with the Star Trek: Roleplaying Game by Decipher. It is suitable for a crew of 2-6 players playing a Star Fleet crew. With some modification, this adventure could be adapted for other crews.

Narrators will require the use of the *Star Trek: Player's Guide* and *Star Trek: Narrator's Guide* in running this adventure. A number of pre-generated characters are available at the end of the mission. Alternately, players may substitute their own characters with the approval of the Narrator.

The adventure takes place on B'len, a Cardassian colony, in the year 2377, in the aftermath of the Dominion War. Players that plan to take part in this adventure should not read any further.

ADVENTURE SYNOPSIS

The Excelsior Class starship USS Montpelier is assigned to pay a visit to the Cardassian colony of B'Len in the wake of the Dominion War. Arriving in orbit, Montpelier discovers a world in turmoil and a Klingon governor with a subversive political agenda.

BACKGROUND

B'Len- (Gamma Kybari III) is a remote Cardassian colony, currently under the administration of Klingon "peacekeeping" forces. Once a cool, dry, fertile world, B'Len was devastated by the Dominion occupation.

Rubble, dust, and misery are omnipresent, with the tattered remnants of society trying to rebuild from nothing. Lacking strong support from Cardassia Prime and strong civilian leadership, B'Len is prey to scavengers, looters, and despair.

In order to help rebuild, Star Fleet assigned a hospital unit to attempt to assuage the misery of the B'Len survivors. Montpelier is in system delivering additional supplies and manpower.

BEAM DOWN

The mission opens with the Captain's Log (Hand Out #1) detailing the ship's mission to B'Len and starts in media res with the PCs beaming into the teeming refugee center (Map #1), surrounded by hungry, frightened, desperate people.

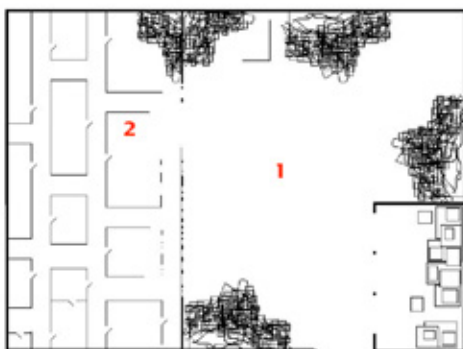
"The transporter beam deposits you in a dry, dusty courtyard crowded with rubble and debris. Broken walls, piles of bricks, and twisted pipes point skyward like skeletal fingers, pleading for mercy which never came. Camped upon and among the ruins is a desperate, broken people. Pathetically thin, dressed in tatters, covered with sores and plagued by insects, the people huddle around several smoky fires, trying to dispel the ever-present cold. A chill wind blows in from the north-northeast, carrying the smells of death, decay and despair. Four heavily armed Klingons stand sentry at the corners of the compound.

Leaving the shelter of a ruined building to the west, an imposing human in a stained, spattered Star Fleet medical uniform approaches and introduces himself as Doctor Nate Karruthers."

Doctor Karruthers explains that the colony has been suffering unexplained shortages, sabotage, and unrest. Karruthers blames D'Var and his merry band of malcontents.

They blew up the main power generating station late last week, so the replicators and life support in the hospital are either off line or on emergency backup. Additionally, the primary water purifier has failed, and hospital staff are having to boil or chemically decontaminate all water for the encampment.

MAP 01



1 - Beam In Point
2 - Doc Karruther's Work Station

CRY HAVOC

As the PCs discuss the situation with Doc Karruthers, mayhem erupts in the camp as the starving refugees begin rioting over the supplies delivered by the Montpelier. As the overmatched PCs attempt to restore order, Klingon troops armed with painsticks, d'k'tahgs, and disruptor pistols beam into the encampment and begin savaging the rioters.

Ruthlessly, efficiently, the Klingons drive back the refugees and secure the supplies. Flushed with victory and spattered with Cardassian blood, the lead Klingon introduces himself as Kosik, commander of the Klingon Occupation Forces. While Doc Karruthers is pleased that order was restored quickly, he is outraged at the Klingon brutality- several people will require surgery to survive. Kosik reminds the doctor that "B'Len is governed by Klingons, and security is our prerogative."

OPULENCE

Invited to return with Kosik to his command post (Map #2), the PCs are led into a large, tent-like building. The walls are heavily done in burgundy and purple drapes. A large stone and metal throne occupies a short dais in the center of the room, and the floors are scattered with animal pelts, both Klingon and Cardassian. The room is dimly lit with torches and well guarded by Klingon warriors.

As he leads the PCs into the room, Kosik washes his hands and face from a basin held by an attractive Cardassian serving girl. Drying off, he tosses her the towel. As he mounts the dais, she bows subserviently and then backs quickly from the room, making no eye contact.

Refreshed and invigorated, Kosik invites the PCs to make themselves at ease, indicating a row of wood and leather futons arrayed in a semi-circle around the dais. Komehr stands behind and to the right of Kosik during the interview. A second Cardassian serving girl will bring wine and sweetmeats for the crew.

Kosik will be shocked and dismissive if the PCs suggest that the Klingon's methods were too harsh. In his opinion, the Cardassians are little better than animals- and demand a strong hand to rule them. Komehr will second his leader's comments, and point out how easily the refugees were cowed. No worthy warrior would have backed down so easily.

INTRIGUE

Leaving Kosik, the PCs can now begin restoring order to the savaged world. Initially, the PCs should attempt to restore the water purifiers in the town well (Map #3). This can be accom-

plished by a cumulative Systems Engineering or Repair Test with a TN 35.

As the PCs endeavor to repair a Cardassian purifier with Federation parts, a crowd begins to gather- mostly women and children, but some men on the perimeter. Just as the PCs get the purifier repaired, and the refugees begin to crowd in, the party is attacked with thrown rocks- which graduate quickly to Molotov cocktails and disruptor fire.

Ideally, the first round should be spent getting the civilians out of the way and finding cover. From then on out, the PCs are fair game. There are five attackers (all Cardassian, all male) sniping from the sky walks to the east of the well and several of the buildings. Considering that the thugs are using the refugee stats, the PCs should be able to handle this fight with relative ease. If the PCs have the presence of mind to search the fallen thugs, they find a PADD w/ detailed info on their own location and plans, and a message from D'Var ordering the PCs eliminated.

NARRATOR'S NOTES

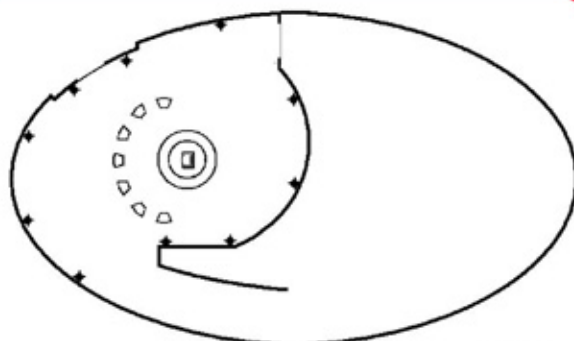
Rock Damage: 1d6

Disruptors are set to Kill, and do 5d6+18 dmg.

(See Player's Guide pg 183)

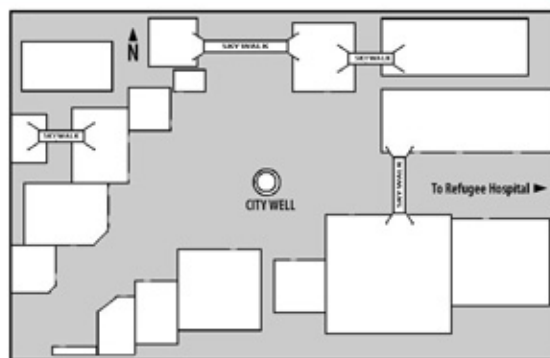
Molotov Cocktail Damage: 1d6 initial, 1d6 per round until extinguished, 1m radius. (Flames can be extinguished in one round with a Stop-Drop-Roll maneuver, or otherwise burn 1d6 rounds.)

MAP 02



Kosik's Headquarters

MAP 03



City Well

THE GENERATOR ROOM

The PCs must restore the fusion reactors in the Main Power Station (Map #4), restoring power to the replicators. A preliminary Repair or Systems Engineering test TN 10 will determine the extent of the damage and required repairs. The repairs can be accomplished either by a cumulative Systems Engineering or Repair Test with a TN 50 or as a series of smaller tasks (see list below). Cumulative repair tests take 10 minutes each.

TABLE 01: FUSION GENERATOR REPAIR LIST

01	Seal Damaged Casing	Repair TN 05	Sys Eng 08		10 Mins
02	Purge Reaction Chamber	Repair TN 10	Sys Eng 08	Sys Ops 05	03 Mins
03	Reinitialize EPS Conduits	Repair TN 08	Sys Eng 05	Sys Ops 10	15 Mins
04	Run Safety Protocols	Sys Ops TN 05	Sys Eng 08		10 Mins
05	Reinitialize Reactor	Sys Ops TN 05	Sys Eng 08		05 Mins

An Extraordinary Success on the list above, or if the repairs take less than 5 rolls will determine that the generator was damaged by a sophisticated Klingon device, and not an ultritrium detonator as claimed by the Klingons.

D'VAR

As the PCs make their way through an alleyway (Map #5) to the Refugee Center, D'Var is seen meeting with a heavily hooded and concealed figure. The two are seen covertly exchanging a package.

If the PCs follow and detain D'Var, he is discovered to be carrying orders from the Cardassian Central Command. During his interrogation, D'Var reveals that he has been receiving money and kanar to be at certain locations, which later seem to be focal points for the violence. It is the orders that allow him to stir up trouble by organizing remnants of the Cardassian military.

If the PCs make a *Forgery* or *Administration* test (TN10), or a *Streetwise* or *Culture* test (TN 15), the forgery will be revealed. The date/time stamp on the orders is transposed and Gul Katar (who supposedly sent the orders) has been dead for nearly eight months! The orders dictate an attack on the hospital at 2300 hrs.

D'Var does not KNOW for whom he works, but he suspects... At this point a disruptor blast lances out and silences D'Var forever (unless the PCs have taken special precautions).

CONSPIRATOR

The assassin, Komehr, attempts to flee and the PCs in all likelihood give chase. A series of opposed Athletics (Running)

tests will allow the PCs to pursue the Klingon. Komehr starts out 15 meters ahead of the PCs. See the table below for test results. Komehr stumbles and cuts himself on some debris, leaving the PCs with evidence of the Klingon treachery and the means to confront Kosik. Unless they are tracking Komehr with their tricorders, the PCs lose the trail when he increases his lead to 30 meters. If the PCs manage to capture Komehr, he will be sullen and uncooperative, and will attempt to either take his own life a/o kill as many PCs as possible.

TABLE 02: PURSUIT OF KOMEHR

PCs beat Komehr by +10 or better	PCs Gain 5 Meters
	Komehr stumbles and cuts himself on debris
PCs beat Komehr by +5 to +9	PCs Gain 3 Meters
PCs beat Komehr by +0 to +4	PCs Gain 1 Meter
Komehr Succeeds by +1 to +4	PCs Loose 1 Meter
Komehr Succeeds by +5 to +9	PCs Loose 2 Meters
Komehr Succeeds by +10 or better	PCs stumble on debris, save vs. AGI (TN 10)
PCs beat Komehr by +10 or better	or take 1d6 wounds. Komehr Gains 3 Meters.

FLOATING SCENE

This scene does not take place in any one location, but serves to provide random encounters and help the GM steer the players back in the right direction as they encounter various inhabitants of B'Len

Random Encounters Table

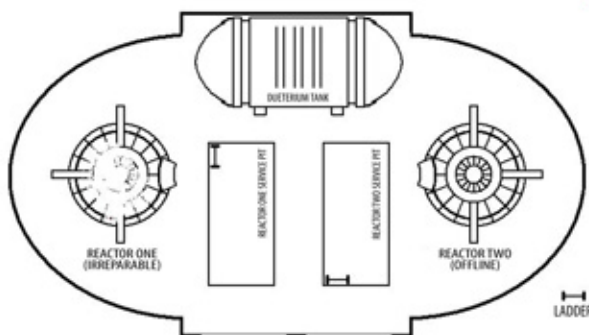
1	Montpelier Relief Team*
2-4	Refugees
5	Looters**
6	Klingon Patrol ***

* A team of relief workers from the Montpelier are dispensing food, clothing, and first aid to the refugees. The team will report that the refugees have been orderly, but Klingon patrols have passed through several times, apparently looking for trouble.

** Looters have found a cache of provisions and other supplies and are eager to protect their find. The Klingons have been confiscating all such finds and are directing refugees to the encampments. The looters are armed only with rocks.

*** A group of 1d6 Klingons stop the PCs and question them about their activities. The Klingons are very suspicious and confrontational, stopping just short of harassment.

MAP 04



Reactor Building

MAP 05



Alleyway

CONCLUSION

Following the clues given (D'Var seen meeting with Komehr, assassination of D'Var), the PCs confront Kosik in his headquarters. The PCs manner and the evidence they present will lead to one of the resolutions below. If the PCs have not transmitted their findings to the Montpelier, Star Fleet Command, or to the Klingon High Council, then Option 1 or 2 are the most likely. If Kosik cannot silence the PCs (because they've covered their own bases as outlined above), he will pursue Option #3.

RESOLUTION #1

Confronted with the evidence, Kosik decides the best way to cover his trail is to eliminate the PCs and blame their deaths upon the radical Cardassians. After a few moments of hedging (to get his guards into position), Kosik finally orders the characters eliminated, which leads to a firefight (use NPC stats below). Either the PCs are victorious or the Klingons are.

RESOLUTION #2

Startled by the accusation, Kosik flees the scene in his Bird of Prey (and perhaps attacks the Montpelier in order to discourage pursuit).

RESOLUTION #3

Confronted with the evidence, Kosik decides the best way to cover his bases is to denounce Komehr and separate himself from the incident. After a moment of surprise, Komehr will fall on his d'k'tahg in order to cleanse his honor and protect his master. Should any of the PCs attempt to stop him, Kosik and the other guards will prevent them from doing so.

NON-PLAYER CHARACTERS

Doctor Nathaniel "Nate" Karruthers

A large, imposing, black man of great physical power and greater compassion. Charming, dashing, and supremely skilled, Doctor Karruthers left a research position of power, promise, and preeminence to become "Referee-In-Charge" of a small, almost obscure refugee encampment.



Age: 41 • **Species:** Human • **Gender:** Male • **Eyes:** Brown • **Hair:** Black

Courage: Advancements: Renown: Str 9 (+1) Agl 8 (+1); Int 10 (+2)* Vit 10 (+2) Prs 10 (+2)* Per 9 (+1) Quickness +1 Savvy +2 Stamina +2 Willpower +2 Defense: 7

Skills: Computer Use (Retrieval) 3, First Aid (Combat Trauma) 4, Inquire 4, Investigate (Forensics) 3, Culture (Human) 3, History (Human, Federation) 4, Religion 4, Specific World (Earth) 4, Trivia (21st Century Sports Heroes) 3, Language-Federation Standard 3, Medicine (General Medicine, Pathology, Psychology, Surgery) 9, Life Science (Biology, Bioengineering) 4, Physical Science (Chemistry) 6, Survival (Desert) 3, System Ops (Medical) 8 **Professional Abilities:** Field Medicine, General Medicine, Diagnosis, Rehabilitation, Immunization. **Species Abilities:** Adaptable, Human Spirit, Skilled **Edges/Flaws:** Skill Focus (Compassionate)

Kosik, son of Mourg

The scion of a once-great Klingon House. The House of Mourg once held a seat on the High Council, but foolishly sided with the House of Duras during the Klingon Civil War. With the exposure of their Romulan connection, the Duras faction collapsed, ending the war. Although their connections with the Duras clan were limited, political enemies ensured that the House of Mourg paid a high price for their alliance. Stripped of its Council seat, with most of its lands and titles forfeited, the House of Mourg is but a shadow of its former greatness.



Kosik hopes to reverse this misfortune by exploiting the situation on B'Len. Once the political situation has completely broken down, Kosik will declare the moon a Klingon protectorate and himself Governor.

Agl 10 (+2)* Int 7 Per 7 Prs 6 Str 9 (+1) Vit 10 (+2) Quickness +3 Savvy +0 Stamina +1 Willpower +1 Defense: 9

Skills: Armed Combat (Traditional Klingon Weapons) 9, Ranged Combat (Disruptor Rifle) (Disruptor Pistol) 9, Unarmed Combat (Mok'bara) 7, Observe (Spot) 4, Tactics 5, Athletics (Climb) 2, Conceal 2, Demolitions 2, Survival (Jungle) 2 **Professional Abilities:** Evasion, Battle Hardened. **Species Abilities:** High Pain Threshold, Brak'lul, Ferocity, Honor **Edges/Flaws:** Dodge, Deliberate Attack, Command 2, Rank 4

Komehr, son of Tog

Is major-domo and friend to Kosik. Komehr's family has spent four generations in service to the House of Mourg. After assassinating D'Var, Komehr falls and cuts himself while being pursued by the PCs. This provides the evidence of the Klingon involvement.



Agl 11 (+2)* Int 5 Per 6 Prs 6 Str 9 (+1) Vit 10 (+2) Quickness +3 Savvy +0 Stamina +1 Willpower +1 Defense: 9 **Skills:** Armed Combat (Traditional Klingon Weapons) 8, Ranged Combat (Disruptor Rifle) (Disruptor Pistol) 8, Unarmed Combat (Mok'bara) 6, Observe (Spot) 4, Tactics 4, Athletics (Climb) 2, Conceal 2, Demolitions 2, Survival (Jungle) 2 **Professional Abilities:** Evasion, Battle Hardened. **Species Abilities:** High Pain Threshold, Brak'lul, Ferocity, Honor **Edges/Flaws:** Dodge, Deliberate Attack, Intolerant (Cardassians)

D'Var

A small time Cardassian informant and big-time troublemaker (indirectly in the employ of Kosik). D'Var has been used to incite portions of the refugees into violence (providing provocation for martial law). D'Var knows not for whom he truly works, but the credits are right and the kanar is free. Much of his legend has been built up by the Klingons, and many of his spectacular actions were actually performed by Kosik's crew. D'Var is murdered while being interrogated by the PCs (unless extra care is taken to ensure his safety). His killer uses a disruptor rifle fired from range to end the informant's life.



Agl 8 (+1)* Int 5 Per 7 Prs 6 Str 10 (+2) Vit 9 (+1) Quickness +1* Savvy +0 Stamina +1 Willpower +0 Defense: 8

Skills: Armed Combat (Simple Weapons) 4, Unarmed Combat (Brawling) 4, Enterprise: Streetwise 3, Ranged Combat (Disruptor Pistol) 3, Stealth 2, Observe (Listen) 2, Influence (Intimidate) 2 **Professional Abilities:** Streetsmart **Species Abilities:** Eidetic Memory, High Pain Threshold, Devious, Prying, Vesala **Edges/Flaws:** Blends In, Weak-willed

Klingon Warrior

A typical Klingon warrior in the service of Kosik. Served honorably during the Dominion War, but is now unwilling to lay down his arms in the wake of the Armistice. Assigned to garrison duty on B'Len, but considers the duty beneath a true warrior.



Agl 11 (+2)* Int 5 Per 6 Prs 6 Str 9 (+1) Vit 10 (+2) Quickness +3 Savvy +0 Stamina +1 Willpower +1 Defense: 9

Skills: Armed Combat (Traditional Klingon Weapons) 4, Ranged Combat (Disruptor Rifle) (Disruptor Pistol) 4, Unarmed Combat (Mok'bara) 3, Observe (Spot) 2, Tactics 2, Athletics (Run) 2, Conceal 2, Demolitions 2, Survival (Jungle) 2 **Professional Abilities:** Evasion. **Species Abilities:** High Pain Threshold, Brak'lul, Ferocity, Honor **Edges/Flaws:** Dodge, Intolerant (Cardassians)

Cardassian Refugee

A typical Cardassian Refugee. Since the Armistice and the devastation of the *Dominion War*, life on B'Len has been extremely harsh, with poverty, hunger, and disease running rampant.

Agl 8 (+1)* Int 5 Per 6 Prs 7 Str 8 (+1) Vit 6

Quickness +1* Savvy +0 Stamina +1 Willpower +0 Defense: 8

Skills: Armed Combat (Simple Weapons) 4, Unarmed Combat (Brawling) 4, Enterprise: Streetwise 3, Ranged Combat (Disruptor Pistol) 3, Stealth 2, Observe (Listen) 2, Influence (Intimidate) 2 **Professional Abilities:** Lurking In Shadows **Species Abilities:** Eidetic Memory, High Pain Threshold, Devious, Prying, Vesala **Edges/ Flaws:** Blends In, Weak-willed



REWARDS:

Experience Points and Renown Points are to be totaled (except where indicated otherwise) and divided equally among the PCs. The minimum renown award (before any penalties) is +1.

REWARD POINTS

PC survived	100 Exp Points
PCs delivered supplies and repaired generators	600 Exp Points
PCs discovered true source of explosion in generators	100 Exp Points
PCs uncover orders as a forgery	100 Exp Points
PCs acted to protect the innocent during Plot Turn One	100 Exp Points
PCs are excessively violent, or fail to prevent same (excepting the riot in Cry Havoc)	-100 Exp Points
PCs relay evidence to Star Fleet Command or Klingon High Council	150 Exp Points
Resolution #1 (exposed Kosik, firefight results)	800 Exp Points
Resolution #2 (exposed Komehr, not Kosik)	700 Exp Points
Resolution #3 (exposed Kosik flees)	800 Exp Points
Kosik captured (not killed)	100 Exp Points
	100 Exp Points

RENOWN AWARDS

PCs delivered supplies and repaired generators	Renown +1
PCs discovered true source of explosion in generators:	Renown +1 (Per Player)
PCs acted to protect the innocent during Plot Turn One	Renown +1 (Per Player, Per Act)
PCs are unnecessarily violent, or fail to prevent such an act	Renown -2 (Per Player, Per Act)
PCs relay evidence to Star Fleet Command or Klingon High Council	Renown +4
Resolution #1 (exposed Kosik, firefight results)	Renown +2
Resolution #2 (exposed Komehr, not Kosik)	Renown +2
Resolution #3 (exposed Kosik, Klingon flees)	Renown +5

OPTIONAL RENOWN RESULTS (PER OFFICER)

-6 or less	Officer is Court-Martialed. Infamy Flaw possible (GM's discretion)
-3 to -5	Inquiry by Starfleet Command. Possible reprimand.
0 to -2	Nasty message from Starfleet Command.
1	Acknowledgement from Starfleet Command, Next assignment.
2 to 4	Acknowledgement from Starfleet Command, Well done.
5 or better	Commendation from Starfleet Command (Commendation 1 edge).

At the discretion of the GM, Kosik may become a recurring enemy who will plague the characters. If so, each player should adopt the Enemy flaw, with suitable picks (2 or a suitable edge) to compensate.

HAND OUTS

Handout #1: Captain's Log

Captain's Log, Stardate 54151.3, After rendezvousing with the *USS Shiloh*, the *Montpelier* has arrived at *Gamma Kybari III*, the Cardassian world known as B'Len. *Montpelier* is scheduled to remain in orbit for twenty-four hours to support the reconstruction efforts on the planet below. Although the planet is under the control of Klingon peace keeping forces, Starfleet Command has assigned a hospital unit to B'Len. The *Montpelier* is preparing to deliver nearly five hundred tons of additional supplies and a pair of industrial replicators to support their efforts. Several parties from the ship's company are preparing to beam down and assist the humanitarian efforts.

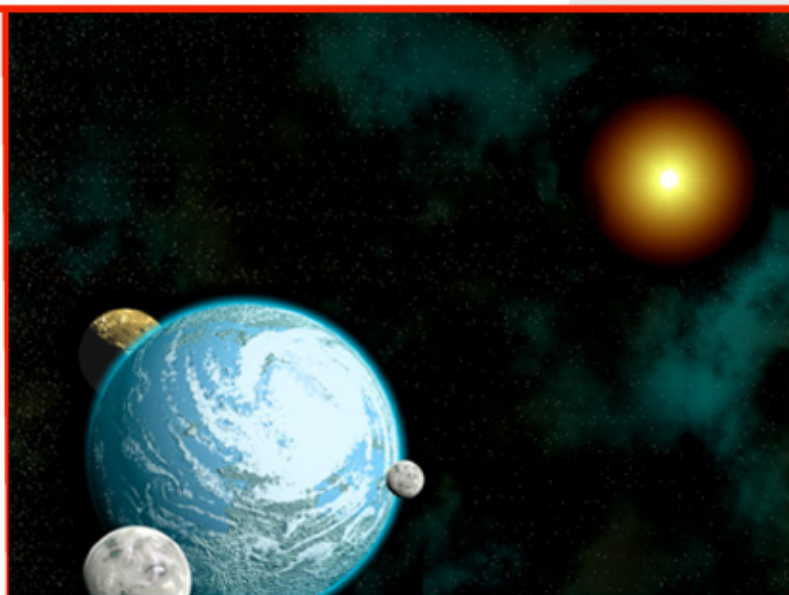
Handout #2: Planetary Survey - Gamma Kybari III

B'Len- (Gamma Kybari III) A remote Cardassian colony, B'Len is a small, cool, world orbiting a distant yellow sun. Established only fifteen years ago, B'Len was being groomed as a major fleet supply and repair depot by the Central Command, but those plans were abandoned during the subsequent Dominion War. B'Len was used as a rest station as exhausted, battle weary troops were ferried to the world to recover. When the Cardassians turned against their Dominion allies, B'Len suffered heavily, as Dominion troops stationed on the world began butchering indiscriminately. Before word of the Dominion surrender reached the colony, several thousand had died, much of the infrastructure had been wrecked, and the Dominion troops hunted down and killed to the last man.



GAMMA KYBARI III (B'LEN)

Class:	L (Marginal)
Size:	9000mi diameter • 1.024G standard • Silica-based
Moons:	3
Climate:	Atmosphere - Thin Terrestrial
	Hydrosphere - 39% surface covered with water
	Temperature - Cool/Temperate - 70°F
Year and Day:	366 days / 41 hrs
Terrain:	Rocky and barren
Civilization:	No Life
Tech Level:	N/A
Government:	N/A
Culture:	N/A
Affiliation:	Cardassian
Resources:	Heavy metals and some crystals (mostly deep underground)
Places of Note:	None
Ship Facilities:	Major dock facilities, heavily damaged and abandoned.



Officers and Crew of the USS Montpelier

Corwin, Lieutenant Richard

Tactical Actions Officer, USS Montpelier. Grim, dedicated, and determined, Lt. Corwin serves as Montpelier's Tactical Actions Officer and Chief of Security. Stern and proper, Corwin allows little leeway in the interpretation of orders or regulations, but has the sense to adapt to changing circumstances. Corwin is cautious, looking for the hidden threat in any situation.



Age: 27 **Species:** Human **Gender:** Male **Eyes:** Brown **Hair:** Red

Courage: 4 **Advancements:** 3 **Renown:** ? **Str** 8(+1) **Agl** 8(+1)* **Int** 9(+1) **Vit** 8(+1) **Prs** 12(+3)* **Per** 8(+1) **Quickness** +1 **Savvy** +3 **Stamina** +1 **Willpower** +1* **Defense:** 8

Skills: Computer Use (Retrieve, Invasion) 3, Enterprise-Administration 4, Gymnastics 2, Inquire 2, Culture (Human, Romulan) 3, History (Human) 3, Specific World (Earth, Romulus) 3, Law 2, Language-Federation Standard 3, Language-Romulan 3, Language-Vulcan 2, Negotiate 2, Persuade 2, Energy Weapons (Phaser) 4, Repair 2, Survival (Desert) 2, System Ops (Command, Tactical) 5, Unarmed Combat (Star Fleet Martial Arts) 4 **Professional Abilities:** Starship Duty, Starship/Starbase Protocols, Starship Tactics **Species Abilities:** Adaptable, Human Spirit, Skilled **Edges/ Flaws:** Command 1, Promotion 2

Entebbe, Lieutenant J.G. Nyanza

Chief Science Officer, USS Montpelier. Born on the Federation colony world of Beta Niobe III, Entebbe is the son of Federation research scientists. Abandoning his colony for Starfleet, Nyanza is a curious and dedicated researcher looking for the opportunities that would be denied him in a shore-bound laboratory. Nyanza stands 6ft 5in tall.



Age: 28 **Species:** Human **Gender:** Male **Eyes:** Brown **Hair:** Black

Courage: 4 **Advancements:** 3 **Renown:** ? **Str** 8(+1) **Agl** 9(+1)* **Int** 10(+2)* **Vit** 9(+1) **Prs** 8(+1) **Per** 9(+1) **Quickness** +1 **Savvy** +1 **Stamina** +1* **Willpower** +2 **Defense:** 7

Skills: Computer Use (Retrieve) 2, Systems Engineering 1, First Aid 1, Investigate (Forensics, Research) 5, Culture (Human) 4, History (Human, Federation) 4, Specific World (Earth, Beta Niobe III) 5, Language-Federation Standard 5, Energy Weapons (Phaser) 1, Repair 2, System Ops (Sensors) 2 **Professional Abilities:** Starship Duty, Journeyman, Field Research, Scientific-Protocols **Species Abilities:** Adaptable, Human Spirit, Skilled **Edges/ Flaws:** Curious, Promotion 1

O'Connor, Lieutenant J.G. Laura

Chief Operations Officer, USS Montpelier. Bright, young and ambitious, Laura O'Connor is both gifted and beautiful. Eager to earn a command of her own, O'Connor is somewhat insecure, which she masks with a devil-may-care nonchalance and go-to-hell attitude.



Age: 24 **Species:** Human **Gender:** Female **Eyes:** Brown **Hair:** Red **Courage:** 3 **Advancements:** 3 **Renown:** ? **Str** 6(+0) **Agl** 10(+2) **Int** 11 (+2)* **Vit** 9(+1) **Prs** 6(+0) **Per** 11 (+2)* **Quickness** +2* **Savvy** +1 **Stamina** +1 **Willpower** +2 **Defense:** 9

Skills: Athletics 2, Computer Use (Retrieve) 4, Systems Engineering (Electroplasma System) 5, Culture (Human) 4, History (Earth) 4, Politics (Federation) 2, Specific World (Earth) 5, Language-Federation Standard 5, Energy Weapons (Phaser) 2, Repair 2, System Ops (Ops, Life Support, Shields, Sensors, Transporter, Communications) 5, Unarmed Combat (Starfleet Martial Arts) 2 **Professional Abilities:** Starship Duty, Station Proficiency, **Species Abilities:** Adaptable, Human Spirit, Skilled **Edges/ Flaws:** Command 1, Promotion 1, Innovative

Regas, Dr. Ebrim (Lieutenant JG)

Chief Medical Officer, USS Montpelier. The Montpelier's Ship's Surgeon is a dedicated healer, born on the peaceful world of Betazed. Gregarious and outgoing, Dr. Regas is compassionate and friendly.



Age: 33 **Species:** Betazoid **Gender:** Female

Eyes: Brown **Hair:** Brown **Courage:** 3 **Advancements:** 3 **Renown:** ? **Str** 7(+0) **Agl** 7(+0) **Int** 12(+3)* **Vit** 7(+0) **Prs** 12(+3)* **Per** 11 (+2) **Psi** 4(+0) **Quickness** +2 **Savvy** +3 **Stamina** +0* **Willpower** +3 **Defense:** 7

Skills: Computer Use (Retrieve) 4, First Aid 5, Investigate 2, Culture (Betazed) 4, History (Federation) 4, Specific World (Betazed) 4, Language-Federation Standard 4, Language-Betazed Common 4, Medicine (Surgery, Pathology) 6, Energy Weapons 3, Life Science (Biology, Exobiology) 4, Physical Science (Chemistry) 4, System Ops (Medical) 6 **Professional Abilities:** General Medicine **Species Abilities:** Bonus Edge: Psionic, Peaceful, Telepathy **Edges/ Flaws:** Skill Focus (Compassionate), Command 1, Promotion 1, Thinker.

Roche, Lieutenant Commander

Executive Officer of the Montpelier is a seventeen year veteran of Starfleet, and, at least according to rumor, in line for a command of his own. Gaunt, and with a severe countenance accented by his Daa'Vit physiology, Roche can be quite intimidating and is considered difficult to get to know. A man with few close friends, Roche is fiercely loyal to those close to him.



Age: 39 **Species:** Daa'Vit **Gender:** Male **Eyes:** Brown **Hair:** Brown **Courage:** 4 **Advancements:** 14 **Renown:** 1 **Str** 10(+2) **Agl** 9(+1) **Int** 11(+2)* **Vit** 11(+2) **Prs** 10(+2)* **Per** 9(+1) **Quickness** +1 **Savvy** +2 **Stamina** +3* **Willpower** +2 **Defense:** 8

Skills: Achaic Weapons (Throwing Knife) 5, Armed Combat (Simple Weapons) 5, Computer Use (Retrieve) 5, Systems Engineering (Weapons) 7, Administration (Starship) 5, First Aid 3, Gaming (Poker) 5, Culture (Daa'Vit) 4, History (Federation, Daa'Vit) 6, Specific World (Earth, Daa'V) 6, Language-Federation Standard 3, Language-Daa'Vit 2, Negotiate (Mediate) 5, Persuade 4, Energy Weapons (Phaser) 4, Repair 2, Survival (Desert) 3, System Ops (Tactical) 6, Unarmed Combat (Star Fleet Martial Arts) **Professional Abilities:** Starship Duty (Command), Duty Officer, Station Proficiency, Commanding Presence, Level-Headed, System Technician, Starship Tactics **Species Abilities:** Bonus Edge: High Pain Threshold, Bonus Skill Simple Weapons, Hardy, Bitterness, Strategist **Edges/ Flaws:** Command 2, Rank +3, Eidetic Memory

Sitak, Lieutenant

Chief Engineer, USS Montpelier. The son of a Vulcan high priest and an instructor at the Vulcan Science Academy, Sitak joined Starfleet to explore the universe and for the research opportunities which would be denied him in a planet-bound laboratory. Sitak secretly views his profession as high art and considers the Montpelier's engine room his Magnum Opus.



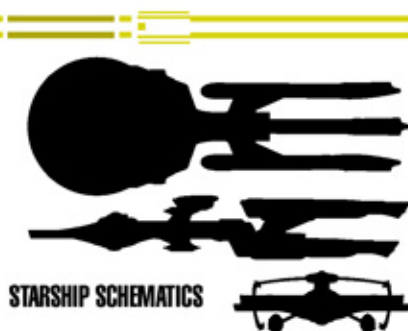
Age: 31 **Species:** Vulcan **Gender:** Male **Eyes:** Brown **Hair:** Black **Courage:** 3 **Advancements:** 3 **Renown:** ? **Str** 9(+1) **Agl** 8(+1) **Int** 12(+3)* **Vit** 7(+0)* **Prs** 9(+1) **Per** 9(+1) **Psi** 4 **Quickness** +1 **Savvy** +1 **Stamina** +1* **Willpower** +3 **Defense:** 8

Skills: Computer Use 4, Construct 3, Craft-Vulcan Sand Calligraphy 2, Propulsion Engineering (Warp Drive) 4, Structural Engineering (Space frames) 3, Systems Engineering (Electroplasma System) 5, Culture (Federation, Vulcan) 5, History (Vulcan) 2, Religion (Vulcan) 3, Specific World (Vulcan) 4, Language-Federation Standard 4, Language-Vulcan 5, Energy Weapons (Phaser) 2, Repair 2, Physical Science (Chemistry) 2, System Ops 3, Unarmed Combat (Star Fleet Martial Arts) 1 **Professional Abilities:** Engineering Certification, Engineering Expertise **Species Abilities:** Enhanced Healing, Mind Meld, Nerve Pinch, Bonus Edge: Psionic **Edges/ Flaws:** Skill Focus (Keen Hearing) (Craftsman), Command 1, Promotion 2

USS ARGYLL • NCC-3030

Starfleet Adamant (II) Class

Dreadnaught Class Heavy Cruiser; Commissioned: 2374



STARSHIP SCHEMATICS

		HULL DATA	11
6082	1	TACTICAL	22 11 8
8006		OPERATIONAL	04 08 6
00487	1		
58 2		PROPULSION	11 22 04
000	1	MISSION SPECIFICATION	12 05 09
002	1		
0		DETAILED SCHEMATICS	00 0 001

0720 5 0283451008
0 88 8 834078274
519 8 0203451

HULL DATA

Structure: 45
Size/Decks: 9/32
Length/Height/Beam: 750/250/690
Compliment: 800

TACTICAL DATA

Phasers: Type X x4 (Primary Hull) (8/5/5/0/0)
Type VII x6 (Saucer) (8/5/5/0/0)
Total: 8/7/7/0/0

Torpedo Launchers: MK 95 DF x3 (Primary Hull) (8/6/6/6/6)
2 Forward / 1 Aft - Quantum Torpedo Capable

Weapons Reliability: F (Together), D (Primary Hull), C (Saucer)

Special Traits: Ablative Armor

Deflector Shield: FSS-3 (Primary) / FSQ (Saucer)
Protection/Threshold: 18 Rating - 3/6 (Primary Hull)
17 Rating - 2/4 (Saucer)

PROPULSION DATA

Impulse Systems: FIHa (0.9c), Primary Hull / FIG (0.9c) Saucer
Warp Systems: LF-41 (8/9.2 / 9.6)
Maneuver Modifiers: +1C, +2H, +3T

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 80
Life Support: Class 4 (C)
Operations Systems: Class 4 (E)
Sensor Systems: Class 5a
Separation System: Yes (Emergency Only)
Shuttlebay: 1
Shuttlecraft: 3 Runabout Class, 3 Type VI Shuttlecraft
Fighterbays: 3
Fightercraft: 8 Size 1 Fighters, 1 Size 2 Aeroshuttle
Tractor Beams: 1 - Primary Hull
Transporters: 4 Standard / 4 Emergency / 2 Cargo

STARSHIP CLASS DATA

Total Commissioned: 12
Total Active Ships: 03 ARGYLL (3030), LINCOLN (3034), ADAMANT (3000)

BACKGROUND INFORMATION

Owing to the Dominion's predilection for swarms of small combat craft, the Federation answered with the development of the Adamant-class dreadnaught (carrier/heavy cruiser). Capable on its own in a fight with its heavy, regenerative shields (for which it was one of the testbeds), multiple launchers, and powerful phasers, these ships also carry 3 squadrons of fighter-style craft along with typical support craft. Commissioned late in 2374, these ships saw action right off the bat patrolling the borders and supporting incursions deep into Cardassian/Dominion territory, working in concert with Klingon Bird's of Prey using hit-and-run tactics.

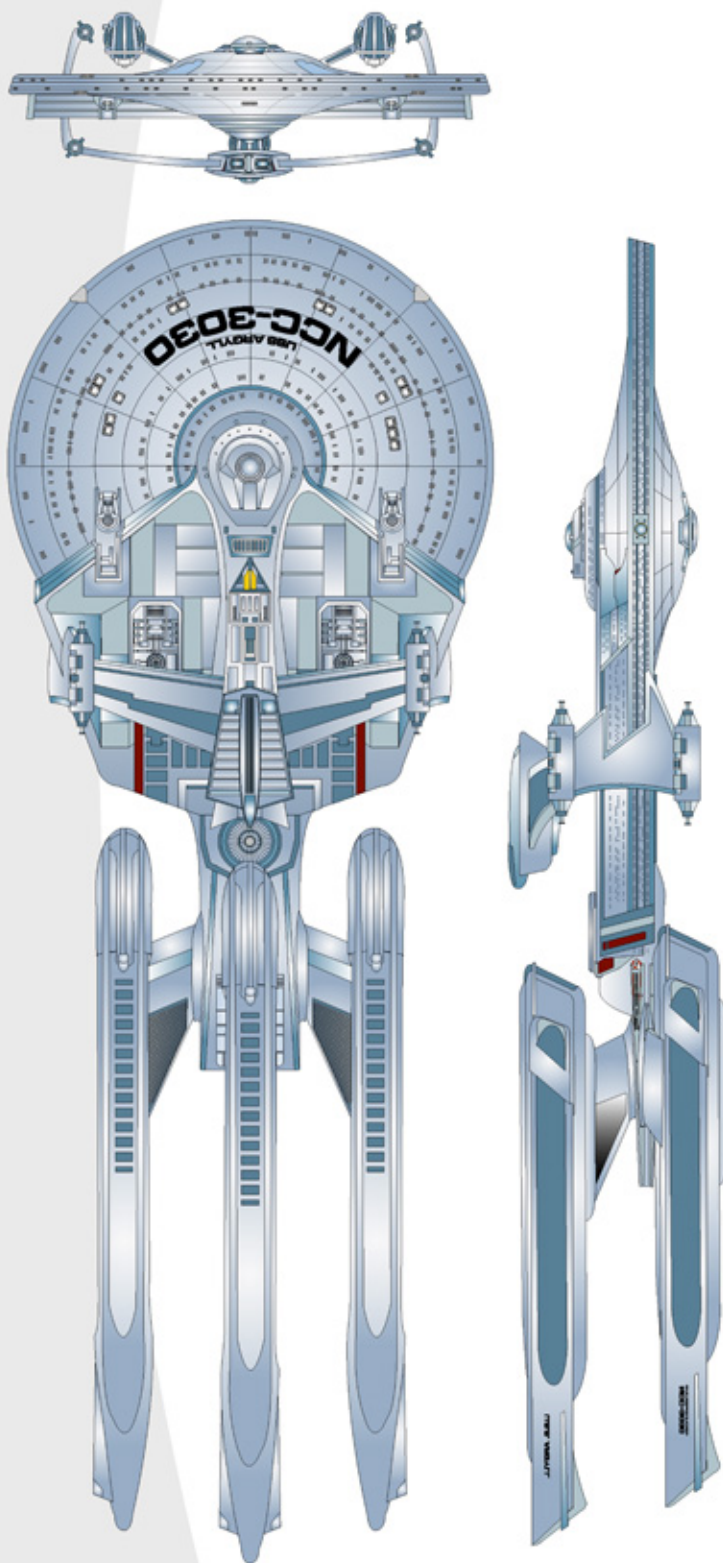
The USS Argyll (NCC-3030) was also one of the fortunate vessels to survive with its systems intact after the initial use of the energy dampening weapon of the Breen, but three-quarter's of the Federation's complement of these vessels were destroyed in ensuing battles. Surviving some of the most bloody battles, its fighter squadrons are the toughest around, seeing more combat than any others and had their hands in developing some of the most successful fighter tactics, some harkening back to pre-World War III.

Now that the war is over, the USS Argyll sees its duty in either patrolling the border along the Neutral Zone, along the corridor that the Borg invaded by, or rotating with the USS Ardent or USS Vigilant that currently protect Earth and Betazed during their rebuilding from the war.



USS ARGYLL NCC-3030

LCARS INFORMATION DISPLAY: ADAMANT CLASS STARSHIP



CONSTRUCTION LOGO



STARSHIP COMPARISON CHART



GALAXY CLASS COMPARISON

SOVERIGN CLASS COMPARISON

Species|Profile: Sonars

These optically-blind, average-sized humanoids hail from the world they call Sonar. It is a M-class planet, 4th out from their star Son. The Son system is located in the Bajor sector on the far side of the Badlands from Bajor. The planet has one large continent and the world ocean is dotted with islands of various sizes.

Personality

Those whom have encountered the Sonars can't help but come away feeling "changed" from the experience. Their deep spirituality and connectiveness to the ties that bind the universe together is reflected in everything about them. They seem wise and benevolent, powerful yet humble, intelligent yet child-like in their thirst for knowledge. They exude confidence and serenity but are not arrogant nor pacifistic.

Physical Description

Evolved from a subterranean form of mammal, Sonars have no eyes and do not

see in the conventional sense that most others do. Even when the species came to the surface, even if they had eyes, the dense vegetation that covers most of the world's continent blots out 99% of the sunlight in a vast and dense canopy. Sonars are of average humanoid size and stature: about 2 meters tall and 80 kilos with the men slightly taller and larger than the women. Their skin is a pale grey or white, sometimes on the verge of translucence. Their hands are very wide and versatile while both hands and feet have six digits and are rough and webbed for easy grip to irregular surfaces.

The lack of the visual sense as other species know it has, over many, generations, heightened all their other senses including into their Psi potential. Instead of using light in the visual spectrum for their vision, the Sonars use both sound and their psionic ability to meld the world around them into mental picture similar to what bats and submarine creatures use. Around a Sonar is a constant low thrumming just barely audible to average humanoids like humans from their constantly active 'pinging' of the surroundings.

Culture

Peace, understanding, and tolerance dominate the Sonar thinking, much with the same fervor as Ferengi have for accumulating wealth. There is no social hierarchy as all do what is required of them for efficient coexistence. It wasn't until 2360 that the Sonars achieved warp capability and joining the rest of the interstellar community. To the disappointment of many, they have not nor will take sides in conflicts, but are more than willing to trade in knowledge and commerce with any who seek to do so with them.

There peaceful nature has not given way to any war amongst their people nor have they declared war upon another. Violence of any kind has rarely been needed because of their flexible attitude towards all, but when it has been required, though young in the awareness to the warp culture, their offensive capabilities are practically unequalled. As an example, during the Dominion War, a large strike force of Jem'Hadar ships were sent to their world after hearing about both their pacivity and wealth of knowledge and technology. When they tried to take the world by force, the Sonars utterly annihilated the invaders in a matter of minutes and losing only one small ship.

Just as there is no social hierarchy, there is no political or authoritative hierarchy as well. The intense communal attitude is so pervasive through the Sonar culture that there is no crime, war, or dissent; what is best for the good of the people is the action that is taken.

Also each person is thought of as a delegate of the whole, so any promise or guarantee made by one is made by all, which is one of the reasons why they are so leary to make any treaty or alliance with anyone.

Technology

They are considered TL 7 for all aspects except for Energy and Weapons (TL 9) due to their use of psionic energy. While their large facilities and starships use fusion and/or anti-matter for powering the warp engines or very large machines, the rest is powered by the Sonars themselves: they've developed a technology that runs off the ambient psionic and sound energy that they give off to 'see'. By doing this, they limit the use of their equipment to pretty much only themselves. Others races that have Psi abilities can only use their technology on a limited basis; a TN 12 Psi test to activate an item like a control panel or computer. The duration is dependent upon the success of the test:

Success Level	Duration
Extraordinary	Psi value x10 in minutes
Superior	Psi value in minutes
Complete	Psi value in rounds
Marginal	1/2 Psi value in rounds
<= Failure	None

There is a Fatigue factor in doing this from the amount of expended personal energy:

Success Level	Fatigue TN
Extraordinary	15
Superior	12
Complete	10
Marginal	07
Failure	10
Complete Failure	12
Disastrous Failure	15

Sonars are not required to make Psi tests for using their own technology.

Language: Sonae

Common Names: Sonars only have given names.

Male Names: Ss'ilir, T's'ak, M'ikak

Female Names: Ko'Orda, Mi'ta, D'Ura

Favoured Profession: Mystic.

The Sonar society is built on their faith so everyone is of this profession, all others are secondary.

Species Adjustments:

+2 Perception, +1 Intellect, -2 Vitality. Sonars are exceptionally keen in their senses and understanding but are frail in body.

Species Abilities:

Bonus Edge: Psionic

Sonars automatically possess the Psionic edge.

Advanced:

All Sonar know and understand their technology, but makes using that of others much more difficult. They gain a +2 bonus to all tests related to Sonar technology and a -6 penalty for all tests related to technology of other species.

Faith and Understanding

Due to their unique awareness to the universe that sometimes borders on precognition, Sonars gain a bonus to all Quickness tests equal to half their Observe ranks, rounded down.

Peaceful

Preferring nonaggressive resolutions to conflict, Sonars gain a +4 bonus to Negotiate (Mediate) tests.

Character Profile: S'itak

Sonar Citizen

Species: Sonar (Psionic)
 Species Abilities: Advanced, Faith and Understanding, Peaceful
 Attributes: Agility 7 (+0), Strength 4 (+0), Vitality 5 (+0), Presence 5 (+0), Perception 12 (+3)*, Intellect 10 (+2)*, Psi 4 (+0)*
 Reactions: Quickness +3, Savvy +3, Stamina +0, Willpower +2
 Profession: Mystic (Aesthetic)
 Advancements: 0
 Profession Abilities: Wanderer
 Skills: Armed Combat: Simple Weapons +2, Computer Use +1, Craft: Flutes +1, Empathy +2, First Aid +4, Influence +1, Inquire +2, Knowledge: Culture (Sonar) +4, Knowledge: History (Sonar) +4, Knowledge: Religion (Sonar) +6, Knowledge: Specific World (Sonar) +4, Language: Sonae +6, Mind Shield +1, Observe (Listen) +4, Persuade (Debate) +2, Unarmed Combat: U'shaa +3
 Edges: Eidetic Memory, Skill Focus (3D Thinking)
 Flaws: Low Energy Level
 Defense: 7
 Health: 5
 Courage: 3
 Renown: 0

* Favoured Attribute or Reaction

Notes:

U'shaa is a Sonar version of martial arts; use Aikijutsu for combat traits.

Background:

S'itak is a young man working his way through his education and had intended to seek a life of meditation and peaceful reflection serving the Cavern of Harmony monastery deep below the surface of the Sh'iaa province. This dream though was drastically altered upon the emergence of the warp capability of his people. The thought of visiting other worlds and people and points of view overwhelmed him and thus set him and a few belongings upon the first shuttle off the planet in search of the truth and accepting passage on ships that he could either earn, barter, or be given. With him he carries the beginnings of a masterwork flute which symbolizes to him both home and harmony—what he gave up to travel the road he is on now.



STARFLEET THROUGH THE YEARS



ARTWORK BY DAVID PIRGRAS (dip69@COMCAST.NET)

**"All I need is a tall ship, and a star
to steer her by..."**

