

STAR TREK

ROLEPLAYING GAME

Fool's Errand



A Post-DS9 Adventure
For Starfleet

SHATTERED STARS #03

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Introduction

"Fool's Errand" is an adventure for use with the *Star Trek: Role playing Game* by Decipher. It is the third adventure in the "Shattered Stars" campaign and is suitable for a crew of 2-6 players playing a Starfleet crew during the post-DS9/post-Voyager era. With some modification, this adventure could be adapted for other crews and other eras.

Narrators will require the use of the Star Trek: Player's Guide, Star Trek: Narrator's Guide, and may require the use of the Star Trek: Starfleet Operations Manual 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 in "non-aligned" Federation space in the year 2389.

Players who wish to take part in this adventure should not read any further.

Adventure Synopsis

The heroes are tasked with escorting a freighter carrying an experimental reactor design intended to enable the Tynari to terraform Tynara IV-b.

Once the reactor (the size of a warp core) is delivered, they are tasked with assisting in its set up and trial run.

Unfortunately, there are those who wish to see this experiment fail.

Recommended Date/Season/Stardate:

2385/ Post-Star Trek:Nemesis /SD 62429.8

Setting:

The Tynari System- a non-Federation yet allied world. Eight planets orbiting an O2 V (a bright, blue-white dwarf) star.

Tynara III and IV-b are Class M. The others are a mix of Class F, D, and J.

Background:

The Tynari are a fragile, low-gravity species native to a small, turbulent Class M world called Tynari.

The Tynari are, technically, arthropods, with a smooth glass-like carapace over their musculature and internal organs (like crabs). This carapace is partially translucent, and trend

towards pale blue and green in color.

The Tynari are humanoid, but in place of human legs, the Tynari have a flat, powerful, segmented muscular tail.

Tynari arms are slightly longer in proportion to their body than human norm, but end in the same hand-and-fingers arrangement.

Tynari facial structures are smooth and hairless, with large, liquid eyes, small mouths, and an almost non-existent nose (think the Kamino cloners from Star Wars: Phantom Menace).

The Tynari homeworld is rich in oxygen, but also contains a variety of unusual trace gases upon which the Tynari physiology is dependent.

The Tynari homeworld has a relatively small core and a comparatively large atmosphere, and is the third planet from a very active primary- which keeps the atmosphere stormy and turbulent.

Unfortunately, Tynari is also shifting its orbit, and scientists predict the world will be uninhabitable within the next two decades.

Despite the fact that the Tynari are not Federation members, the Federation is working closely with the Tynari to find a suitable world upon which the Tynari can relocate.

Strict population controls (in the face of the coming disaster) have reduced the Tynari population to under two billion.

Conflicts:

Man vs Man- The heroes must expose the saboteur and prevent the pirates from capturing a/o destroying the reactor.

Man vs Nature- The heroes must help bring the reactor online and keep it stable.

Man vs Unknown- The heroes must determine who would sabotage the reactor and why.

Man vs Self- Your internal struggles.

Table 6.1 Universal Target Numbers

Difficulty	Base TN
Simple	5
Routine	10
Challenging	15
Difficult	20
Virtually Impossible	25
Heroic	30

ACT ONE

On The Outskirts

Open *in media res* with [Handout #1 \(Captain's Log\)](#), and [Handout #2 \(Tynari Briefing\)](#). Federation starship U.S.S. *Sakarya* is escorting a Federation-registered freighter, the *RG-186* to Tynara IV-b. The convoy is now exactly one light year from the Tynara system, and are proceeding at Warp 5, which will place them in orbit in 41.72 hours.

Sakarya has been selected for this assignment for two good reasons: first, she and her officers have an established (and evil) reputation among Orion pirates and smugglers- anyone thinking of making a run on the *RG-186* will think twice knowing she's involved. Second, should anyone *not* take the hint, *Sakarya* has the firepower to deal with most anything that might appear in her path. In addition to a technical support crew, *Sakarya* is carrying both a Federation diplomatic party and the Tynari ambassador to the Federation.

Doctor Hephaestus (the leader of the technical support crew which developed the reactor) and the Tynari ambassador are on the bridge. Hephaestus is nurse-maiding the sensors, keeping track of the *RG-186*, her course, and speed. He is older, grizzled, slightly fussy, and something of a control-freak (even compared to Doctor Featherstone).

If engaged in conversation, the Ambassador will respond happily enough- though he is also serious and somber (the looming loss of their homeworld has dampened many Tynari displays of levity). If the conversation can be steered in that regard, he will also confess that there is a small, but vocal opposition movement among his people- folk who either refuse to accept the established calculations or who adamantly refuse to relocate to the "artificial" environment of Tynara IV-b. In isolated incidents, the opposition has led to violent protests, and a number of dissidents have stated a willingness to die rather than submit.

Shadow Play

As *Sakarya* and the *RG-186* cruise toward the Tynara system, a TN 15 *System Operation (Sensors or Tactical)* test detects an intermittent contact. The signal has appeared five times in

the last three hours, each time on the same bearing, always at the extreme edge of sensor range. A Superior success (a result of 21 or higher) identifies it as a small vessel roughly 50 meters in length. The vessel is apparently pacing the convoy for reasons unknown. If asked, the Ambassador has no knowledge of any vessels authorized to be operating in the area.

If the heroes alter course to investigate the intruder, it will likewise alter course to avoid being overtaken. If she is truly determined to do so, *Sakarya* can overtake the vessel- but it will involve a prolonged chase. The question the heroes must ask themselves is whether or not they wish to leave the *RG-186* unattended for any length of time on what might very well be a wild goose chase.

The Decoy

Just over one light year (and five hours) from the Tynara system, the heroes should receive [Handout #3 \(Distress Signal\)](#). An unidentified vessel just over one-quarter of a light year distance is broadcasting an automated distress signal. A TN 10 *System Operation (Sensors or Tactical)* test detects a large vessel (approximately 500 meters long) at that location-possibly a cargo freighter or passenger liner. She is being harried by two smaller vessels- each roughly 50 meters or so in length. There is a large amount of ionized energy in the area- possibly the result of weapons fire, but more likely a jamming field of some kind. All three vessels are moving at sublight speeds.

Should *Sakarya* divert, it will take her roughly an hour and ten minutes at maximum speed to reach the scene. Between the round trip and any time spent on-station, *Sakarya* will be gone a minimum of two and a half-hours.

The heroes now face a quandary- their orders are to safeguard the *RG-186*, but a TN 5 *Knowledge-Law (Federation)* test confirms that they have a legal duty to aid vessels in distress. Making the decision more difficult- a TN 15 *System Operation (Sensors or Tactical)* test confirms that their shadow is no longer on sensors.

Should the heroes ask, none of the small craft currently aboard has the speed or the range to keep up with the *RG-186*, let alone deal with pirates (the *Tarsus* from Mission two

us currently under repair at Starbase 153).

The point of this scene is to create a moral dilemma in the characters' (and players') minds. The Narrator should feel free to use his NPCs to spur discussion and even antagonize his players over their decision.

If the heroes go to assist the freighter, they potentially endanger the *RG-186*. If they stay with the *RG-186*, they leave those aboard the freighter at the mercy of the pirates. Unfortunately, there is no "right" answer. Like the *Kobyashi Maru*, it's a test of character. *Sakarya* is a single ship- she cannot be more. Whatever decision the Captain makes, lives hang in the balance, and there is no easy way out. Such is the nature of command.

Whichever decision they make, it would be advisable to notify Starfleet Command (even though the message won't reach them for nearly twenty hours).

Optional Scene- On Their Merry Way

Should the heroes opt to ignore the distress signal, sensors will be able to track the "action" for roughly another hour before all three vessels disappear from sensors. Even with the loss of resolution (due to distance), the heroes should be able to detect at least the presence of the vessels- but all that remains is the (fading) energy cloud¹.

Approximately ten minutes after the signals disappear, a TN 15 *System Operation (Ops, Communications, or Tactical)* test reveals a very brief (on the order of three milliseconds) signal transmitted from the *Sakarya* on a very low-frequency subspace band. That signal is answered several seconds later by an identical pulse- this one originating on the last known bearing to their shadow.

Should the players not understand the significance, a TN 5 *Tactics* test should leave them unsettled- someone aboard *Sakarya* is in contact with their shadow.

Should the heroes decide to turn *Sakarya* inside out looking for the transmitter, this will require an Extended TN 500 *Investigate (Search)* test. The signal was far too brief to isolate, let alone identify. Given its power and apparent range, it must be at least the size of a tricorder. Their best bet- unfortunately- is to wait for the spy to transmit again.

The Trap Sprung

Should *Sakarya* alter course to answer the distress signal, she is sailing headlong into a trap.

What appears to be a large freighter is actually a Klingon *Bird of Prey* using a transponder to alter her sensor profile- though *Sakarya* won't know that till she's much closer. Her two "attackers" are actually confederates.

As *Sakarya* closes to short sensor range, the two "attackers" will break off and flee ahead of the starship (being careful to stay just outside weapons range, yet close at hand). On a successful TN 10 *System Operation (Sensors, Tactical, or Operations)* test, the heroes should receive [Handout #4 \(Target Scan 1\)](#). The freighter remains stopped at the center of the ionized particle field.

A TN 10 *System Operation (Sensors, Tactical, or Operations)* test will reveal that the field appears to be deliberately generated- created by a set of six bouys arranged in a rough octahedron (like an eight-sided die) around the freighter. The jamming field is interfering with detailed sensor readings (such as lifeform readings) , but should not interfere with extremely short range scans (such as the transporter).

A Superior success (a roll of 16 or higher) will reveal that- despite the jamming field- the data quality they are getting is mixed. For example, they are getting excellent data on the vessel's size and general shape (503 meters length, 201 meters breadth, and 57 meters height), but very few details- no hull markings, no IFF (identification friend or foe), and only general information on her propulsion system (a matter/antimatter warp core and fusion impulse engines).

Depending upon how quickly *Sakarya* is closing on the freighter, the character/player at the sensors should have the opportunity to perform additional scans and ask the Narrator additional questions about the vessel they are approaching. The answers should be the same sort of maddening mix of clarity and non-specifics as above. The transponders are

¹ Because they were attempting to decoy *Sakarya*, all three vessels were using sensor transponders to enhance their sensor signature. As the decoy has failed, the *Bird of Prey* has cloaked and the two raiders are now running silent.

designed to provide a general range of specific data to Starfleet sensors, but are not capable of creating fine details.

Only an Extraordinary Success (a roll of 21 or higher) should detect the ring of mines set some forty thousand kilometers from the “freighter”.

The Narrator is cautioned to tread very carefully in this scene. His intention is to arouse the players' suspicions regarding the trap. The decision to fall into the trap (or not) must be their own.

Contact

It will take three rounds from the point *Sakarya* enters the jamming field to the time she reaches transporter range. Even if she destroys one or all of the jamming buoys, the field will still take at least an hour to disperse.

Each round spent closing on the freighter should allow the heroes an additional opportunity to detect the minefield. Detecting the mines requires a TN 21 or better *System Operation (Sensors, Tactical, or Operations)* test.

If the heroes fail to do so, *Sakarya* blunders into a subspace mine, causing 6 points of damage and reducing her shield strength by 20% (fortunately, her shields should already be up). Thereafter, *Sakarya* must either remain stationary or make a TN 20 *System Operation (Flight Control)* test to avoid striking a mine. If the heroes can locate the remaining mines on sensors, they gain a +5 to the test above. Each subsequent mine strike causes identical damage.

Succeed or fail, after the fourth *System Operation (Flight Control)* test, *Sakarya* has cleared the mine field.

The Worst of Times

Unfortunately, *Sakarya's* enemies do not remain idle. At the moment of the first mine impact, the “freighter” drops the ruse and attacks. A successful TN 10 *System Operation (Sensors, Tactical, or Operations)* test will earn the heroes [Handout #5 \(Target Scan 2\)](#). The two *Ju'Day* class raiders have also reversed course and are heading in at high warp. They will join the battle in 6 rounds. Once joined, the battle should be resolved normally.

Worse, *Sakarya* receives a distress signal from the *RG-186*- their shadow has returned

and is approaching at high speed. She will be within firing range in 15 minutes. *RG-186* is altering course toward *Sakarya* and going to emergency speed- but even if the engines hold up, they're at least five hours away.

Though the situation is bad, it should not be hopeless. *Sakarya* must find a way to disengage from her current fight (and perhaps get in a few good licks) and return to the *RG-186* before it's too late.

Despite any damage she suffered from the minefield, *Sakarya* should still have teeth, and still be able to take the fight to her enemy. While the *Bird of Prey* and the two *Ju'Day* raiders are a potent force, they're not willing to fight to the death, and will retreat in the face of serious damage².

Contact with the *RG-186* should be lost as soon as she is attacked by the third raider, though *Sakarya* should still be able to track her on sensors.

An Old Spacer's Trick

Sakarya's return to the *RG-186* should closely parallel her approach to the decoy “freighter”- a vessel adrift and wreathed in a highly charged ion cloud. The similarities should end there.

RG-186 has damage to her hull, engines, shields, and navigational deflector. All but the last were caused by the raider. The last they did to themselves. As the raider made an attack pass, Tornbaugh and his crew fired a high-energy pulse through the deflector (similar to the *Enterprise-D's* attack on the Borg).

The pulse burned out the deflector and the *RG-186's* long-range communications, but also overloaded the raider's shields (and likely singed a few hull plates, too). She was last seen retreating back the way she came.

RG-186 has two dead and eleven wounded. Repairs are underway, but they could use an assist from *Sakarya*.

² For all intents and purposes, the bad guys will retreat if they lose 50% of their hull, if weapons or shields are knocked off-line, or if they have only one block of damage left on their warp drives. The Klingons will be the most dedicated. If the Klingons break off, the other two vessels will do so regardless of how much damage they've sustained.

The injuries aboard *RG-186* are severe, but not critical- mostly plasma burns, broken bones, bumps and bruises. If needed, the Narrator can *ad lib* a series of *Medicine* and *First Aid* tests to deal with these injuries (along with any suffered by *Sakarya's* crew).

Repairs to *RG-186's* navigational deflector are fairly straightforward- an EXTENDED TN 50 *System Engineering (Deflector)* test with a period of ten minutes.

Once the repairs are completed, the convoy can resume course for Tynara.

Optional Scene- An Ear Full

If the Narrator feels the adventure's pace will allow it, Doctor Hephaestus will demand to speak to the captain, and then permission to beam to *RG-186* and inspect the reactor personally. He will also have a few choice words about recklessly endangering the project and damaging his very sensitive instruments.

Hephaestus is neither a fool nor insensitive to the human concerns that drove the decision- he's just venting his nerves. If this scene is used, Hephaestus will (rather gruffly) apologize later in the adventure.

ACT TWO

High Orbit

Assuming all is not lost in battle, *Sakarya* and the *RG-186* can make orbit over Tynara IV-b. Doctor Hephaestus and his staff beam over to the *RG-186* and begin inspecting the reactor pursuant to landing. The diplomatic party beams to the surface to handle the politicking.

Another concern is the weather- sensors indicate several storms raging on the surface, and Doctor Hephaestus is concerned that storms might be too severe to continue the operation. The *RG-186* must straddle the reactor bay precisely in order to set the reactor properly in its cradle.

If the storms are too severe, it will be unsafe and unwise to properly place the reactor.

Calculations

Calculating the approach and landing will be tricky- an EXTENDED TN 100 *Planetary Science (Meteorology)* and a *Physical Science (Physics)* test. If the characters are working on

the numbers together, any single result less than ten will throw off the calculations, though the heroes should not realize it. If the players are working separately and one passes while the other does not, they will detect the discrepancy.

The numbers are discouraging- though powerful, the *RG-186* is simply too ungainly to handle the weather conditions unaided. Some means of stabilizing the *RG-186* over the landing zone is necessary to ensure a safe landing.

The logical (and most-ready solution) is to use tractor beams to help position the *RG-186*. This can be done from the *Sakarya* herself (which provides a +2 to the *System Operation (Flight Control)* test). A better solution would be to set up multiple tractor beams around the cradle (each emitter provides a +2 bonus, to a maximum of +10).

Inspection

Returning from the inspection, Doctor Hephaestus brings troubling news- the reactor has been tampered with. A number of internal fittings were either modified or removed completely- which might have had disastrous effects had they not been detected. Worse, the only people who've had access to the reactor (and would know which fittings to sabotage) are select members of his staff and the Tynari liaison team.

A TN 10 *Investigate, Computer Use (Retrieve)*, or *System Ops (Security)* test will reveal that more than half of Hephaestus' team and all of the Tynarans have been working in the area where the damage was discovered- including the Ambassador.

Set Up

Tynara IV-b is currently a turbulent world of blowing wind and sand (kind like a cross between LV-426 and Ceti Alpha V). The research station and the reactor cradle are surrounded by large windbreaks, but the approach will still be difficult.

The reactor cradle itself is a duranium, tritanium, and permacrete canyon the size of a major league football stadium. Eight large pedestal mounts provide the foundation on which the reactor will rest, and power and support connections lie coiled like nesting snakes on the floor beneath.

With the exception of *Sakarya's* on board emitters, setting up each tractor station requires five hours of work and a TN 15 *System Engineering (Deflectors)* or *Structural Engineering* test. The Narrator is advised to keep track of any failures in placing the emitters.

A Marginal failure means that the emitter is improperly sited, providing no bonus during the landing. A Marginal failure means that the emitter was not anchored properly, and will shift under strain, providing a -2 penalty during the landing. A Disastrous failure means that the emitter will tear loose under strain, causing 3d6 damage to the crew operating it.

Optional Scene- Things That Go Bump In the Night

While the preparations are being made to land the *RG-186*, a TN 18 *System Operation (Sensors)* test reveals the presence of another vessel in orbit (ostensibly cloaked). Under normal circumstances, an Extraordinary result (a 29 or better) is needed to pinpoint the vessel's location and attack it.

If exposed and attacked, the Klingons will beat a hasty retreat.

ACT THREE

Admission

Much to their embarrassment (and his own), the *RG-186's* pilot is not comfortable with the prospects of a successful landing on Tynara IV-b, and the Tynari themselves do not have a qualified pilot. As a result, they are asking the heroes to provide a pilot for the actual landing.

Optional Scene: Freewheeling

If, for any reason, the heroes attempt to pilot the *RG-186* into position without using tractor emplacements to stabilize her, four TN 10 *System Operation (Flight Control)* tests. If any of these tests is failed, it is impossible to hold the *RG-186* in position over the cradle.

The actual "landing" requires a pair of TN 25 *System Operation (Flight Control)* test.

If either of the final two *Flight Control* tests are a failure, the ship is misaligned and a new approach needs to be made. On a disastrous failure, the *RG-186* suffers a near-miss. On a Catastrophic failure (a failure by eleven or

more points) *RG-186* crashes into the cradle damaging either the cradle, ship, or reactor.

Placement

Piloting the *RG-186* into position requires a pair of TN 10 *System Operation (Flight Control)* tests. The actual "landing" requires a pair of TN 25 *System Operation (Flight Control)* test.

In order to receive the bonuses from the tractor beams, each emitter must be properly calibrated- a TN 10 *System Engineering (Deflectors)* test.

On a success (of any degree), the tractor emitter provides a +2 bonus to the pilot's *Flight Control* test. A Marginal failure provides no bonus. A Complete failure suffers a -2 penalty, and a Disastrous failure a -8 penalty to the *Flight Control* test.

If any of the tractor beams (including *Sakarya's*) cuts out, the Narrator should add +3, to the target number.

If either of the final two *Flight Control* tests are a failure, the ship is misaligned and a new approach needs to be made. On a disastrous failure, the *RG-186* suffers a near-miss. On a Catastrophic failure (a failure by eleven or more points) *RG-186* crashes into the cradle damaging either the cradle, ship, or reactor.

Attack

As the tractor beams are engaged and the final jockeying for placement begins, a TN 15 *System Operation (Operations or Tactical)* test detects a burst transmission identical to the one detected in , above. This time, however, the transmission originated from the surface. If the *Sakarya* immediately goes to Red Alert, she has her shields up when the Klingon attack. If not, the Klingons get the first salvo free and clear.

In either case, the *Bird of Prey* engaged earlier decloaks above and behind *Sakarya* and opens fire just as the three *Ju'Day* class raiders burst up from behind the planet's sensor shadow. They will join the fight on the fourth round- it will take at least three to settle the *RG-186* in place.

The attackers will concentrate their fire on *Sakarya*, on the assumption that with the starship destroyed, the freighter can be dispatched at their leisure.

If *Sakarya* has a tractor beam on the *RG-186* , she is in a bad spot- unable to raise her

shields, unable to maneuver, and suffering a -5 to all *Command* and *Tactical* maneuvers. *Sakarya* faces a stark choice- she can either cut her tractors in order to do battle or she can simply grin-and-bear it as the Klingons pound on her.

Sabotage

If the heroes manage to fend off or destroy the attackers and properly place the reactor, they still face the issue of the saboteur in the ranks.

If the heroes arranged additional security for the reactor, they are alerted to the problem by an abortive call from one of the additional guards (Crewman Sokal). If the heroes did not arrange additional security, the call will come from Doctor Hephaestus instead.

Upon beaming into the reactor site, the heroes will discover Sokal (unconscious) or Hephaestus (dead) lying on a gantry walkway just inside the reactor chamber.

Tricorder scans indicate a single Tynari lifesign working near the reactor control systems.

A Tynari scientist named Lúřë has fallen in with a reactionary political sect called the Artós and is determined to thwart the proposed relocation of the Tynari people.

By the time the heroes catch up with him,

Lúřë has planted an explosive device which will destroy the reactor control systems. The heroes have five minutes to locate and disarm the device- a TN 15 *Demolitions* or TN 20 *Repair* test. The device has been rigged with special countermeasures to cause it to detonate should anyone attempt to phaser it or simply beam it away.

Complicating matters is the fact that Lúřë is armed with both a Type II phaser set (set to setting 8) and a fanatical zeal to see his mission accomplished even at the cost of his own life. The Tynari scientist must be disabled before the bomb can be disarmed. Clutched in his unconscious (or dead) hand is an Artós propoganda pamphlet.

Start-up and Resolution

Depending upon how well the mission proceeds, a number of resolutions are possible.

Ideally, *Sakarya* has successfully protected the *RG-186* and her cargo throughout the mission and properly placed the reactor in its cradle. She should also have prevented the saboteur placing and detonating the explosive charge.

If this is the case, the start-up goes without a hitch, and the generator begins operating perfectly.

(Non-Player Characters)

Captain William Tornbaugh

The captain of the *RG-186* is a veteran spacer with decades of experience. In many respects, he's the proverbial old man and the sea- or as close as an old spacefarer can come. Tornbaugh's first loyalty to his ship and his crew. The owners come second. Paying customers come third- and bureaucrats and other "authority" figures come in dead last.

Fond of whiskey, tall-tales and fast-women (though less and less of the latter as the years pass), Tornbaugh will do what he thinks best for his ship and damn the torpedoes. He is gruff, good-natured, and very, very experienced.

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.

Experience Awards

PC survived:	100 exp points
PCs detect their shadow and respond appropriately:	100 exp points
PCs correctly identify and discuss the issues surrounding the "ship in distress" decoy:	100 exp points
PCs twig to the fact that the raiders weren't trying to capture the <i>RG-186</i> :	100 exp points
PCs safely deliver <i>RG-186</i> and her cargo to Tynara IV-b :	100 exp points
PCs calculate that the weather is too severe for <i>RG-186</i> to land unassisted:	100 exp points
PCs place tractor emitters on the surface around the reactor cradle:	100 exp points
PCs use the <i>Sakarya's</i> onboard tractor beams to help position the <i>RG-186</i> :	100 exp points
<i>Sakarya</i> cuts her tractors to engage the Klingon vessel:	100 exp points
<i>Sakarya</i> chooses to take the pounding from the Klingon rather than cur her tractors.	100 exp points
PCs destroy/drive-off the Klingon vessel:	100 exp points
PCs properly regulate the surface tractor emitters:	100 exp points
PCs properly place the reactor in its cradle:	1000 exp points
PCs stop the saboteur from placing and detonating his explosive charge:	100 exp points

Renown Awards

PC survived:	Renown +1
PCs detect their shadow and respond appropriately:	Renown +1
PCs see through the Klingon ruse:	Renown +1
PCs twig to the fact that the raiders weren't trying to capture the <i>RG-186</i> :	Renown +1
PCs safely deliver <i>RG-186</i> and her cargo to Tynara IV-b :	Renown +1
<i>Sakarya</i> chooses to take the pounding from the Klingon rather than cur her tractors.	Renown +2
PCs destroy/drive-off the Klingon vessel:	Renown +1
PCs properly regulate the surface tractor emitters:	Renown +1

PCs properly place the reactor in its cradle:	Renown +1
PCs stop the saboteur from placing and detonating his explosive charge:	Renown +1

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 or -2	Nasty message from Starfleet Command
1	Acknowledgment from Starfleet Command, next assignment.
2 to 4	Acknowledgment from Starfleet Command, well done.
5 or better	Commendation from Starfleet Command (Commendation 1 edge).

(Starships)

USS *Sakarya* NCC-52143

“...Sound once more a daring note of hope
and will...”

Production Data

Origin: United Federation of Planets
Class and Type: *Steamrunner* Class Heavy
Frigate
Year Launched: 2369

Hull Data

Size: 6, 18 decks,
Length: 356/263/77 meters*
Structure: 40 (5 ablative)
Crew: 200
Cargo Capacity: 60
Atmospheric Capable: No

Operational Data

Transporters: 3 ea personnel, cargo,
emergency
Sensor Systems Class 4 (+4/E)
Operations Systems Class 3 (D)
Life Support Class 4 (E)
Masking System: Monoreflective Plating (14)
Shuttlebays: 1 aft saucer Shuttles: 6 size worth
Tractor Beams: 1 fd, 1av, 1ad

Propulsion Data

Impulse Engines: FIG-5 (.92c) (D) Warp Drive: LF-41 (wf 6 / 9.2 / 9.6) (D)

Tactical

<u>Phaser Banks</u>	<u>Type IX (x4/D)</u>	<u>Photon Torpedoes</u>	<u>Mk 95 (x1/C)</u>
Penetration	6 / 5 / 5 / 0 / 0	Photon Penetration	4 / 4 / 4 / 4 / 4
		Quantum Penetration	5 / 5 / 5 / 5 / 5

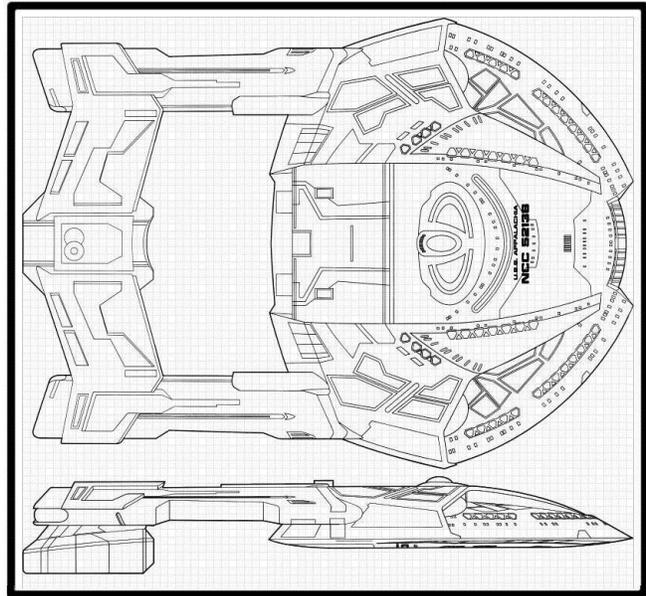
Deflector Shields FSR (E)
Protection/Threshold 17 / 4

Miscellaneous

Maneuver Modifiers +2 C, +1 H, +1 T
Traits: Ablative Armor (+5 Structure) , Monorefractive Plating

The second of the Perimeter Defense Directive ships, the *Steamrunner*-class heavy frigate was designed with relatively specific mission profiles in mind, including perimeter patrol and defense, long-range threat response, covert operations, and combat support. It's also the first Starfleet vessel to mount mono-reflective plating.

U.S.S. *Sakarya* is named in honor of the Turkish submarines which commemorated the Battle of Sakarya in the Greco-Turkish War (1919–1922) and Turkish War of Independence. She is also the first starship to bear the name.



* Hull dimensions are derived from comparisons done at Ex Astris Scientia.
(<http://www.ex-astris-scientia.org/articles/akira-size.htm>)

RG-186

Production Data

Origin: United Federation of Planets
Class and Type: RG-Type Bulk Carrier
Year Launched: 2265

Hull Data

Structure: 25
Size: 6, 8 decks
Length: 302m
Crew: 10
Atmospheric Capable: Yes
Separation Systems: None

Operational Data

Transporters: 2 standard, emergency, and cargo
Cargo Capacity: 300
Tractor Beams: 1a
Sensor Systems Class 2 (+2/C) Operations Systems Class 3 (D)
Life Support Class 4 (E)

Propulsion Data

Impulse Engines: Type V (.75c) (D) Warp Drive: PB-16 (Warp 4 / 5 / 6) (C)

Tactical

Deflector Shields Class 2 (A)
Protection/Threshold 12/2

Miscellaneous

Maneuver Modifiers +0 C, -2 H, +1 T Traits Outdated (+2 TN to Command tests)

Originally built in the 2240's, the RG- series bulk transports are ancient, cantankerous, and ungainly- but they are also stubbornly reliable, delivering their cargoes despite the most outlandish obstacles.

The RG-Series is essentially a very small primary/command hull and a set of powerful engine pods connected by a heavy-duty framework. Cargoes too large or awkward for normal transports can be carried easily by the RG's open structure. The RG-series is also one of the largest Federation transports designed to make planet-fall.

Speed	1 LY	Speed	1 LY
Standard Orbit	112,499 years	Warp 7	13.37 hours
Full Impulse	4.00 years	Warp 8	8.56 hours
Warp 1	1.00 years	Warp 9	5.78 hours
Warp 2	36.53 days	Warp 9.2	5.32 hours
Warp 3	9.37 days	Warp 9.6	4.59 hours
Warp 4	3.58 days	Warp 9.9	2.87 hours
Warp 5	1.71 days	Warp 9.99	1.11 hours
Warp 6	22.37 hours	Warp 9.9999	2.64 minutes

Small Raider*

Production Data

Origin: United Federation of Planets
Class and Type: *Ju'Day* Class Courier
Year Launched: 2345

Hull Data

Structure: 15
Size: 3, 3 decks
Length: 60 m
Crew: 12
Atmospheric Capable: Yes
Separation Systems: None

Operational Data

Transporters: 1 standard, emer., and cargo
Cargo Capacity: 30
Tractor Beams: 1a
Sensor Systems Class 3 (+3/D)
Operations Systems Class 3 (D)
Life Support Class 3 (D)

Propulsion Data

Impulse System: FIE (.8c) (C)
Warp System: LF-12 (Warp 5 / 7 / 9) (D)

Tactical

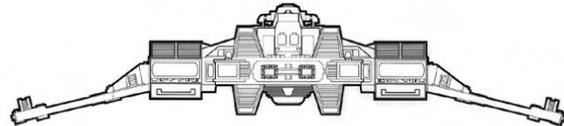
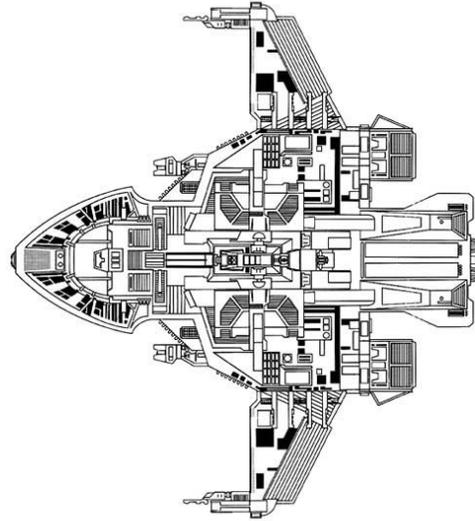
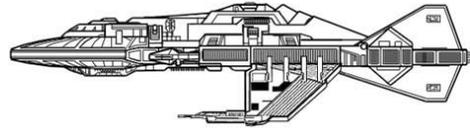
Phaser Banks: Type V (x2/B)
Penetration: 4/3/3/0/0
Torpedo Launchers: Mk 22 DF (x2/B)
Photon Penetration: 3/3/3/3/3
Deflector Shield: PFF-2a (B)
Protection/Threshold: 13/2

Miscellaneous

Maneuver Modifiers +0 C, +2 H, -1 T **Traits** Vulnerable System (Sensors)

Originally built in the 2230's as a fast, long-range courier, the *Ju'Day* class gave good service to the Federation, then quickly found new life in civilian service- both legal and illegal. Tough, reliable, and easy to operate with a small crew, the class found service with small operators moving cargo on tramp schedules. Fast, well-armed, and easy to customize, the *Ju'Day* class became the favored raider for both the Maquis and various "independent" operators.

* Derived from *Ju'Day* Class stats found in the Expanded Spacecraft Operations Manual. Image found online at <http://z15.invisionfree.com/STAND/ar/t10.htm>



Klingon Bird of Prey

Production Data

Origin: Klingon Empire
 Class and Type: Type D-14 *Bird of Prey*
B'Rel Class Mod
 Year Launched: 2361

Hull Data

Size: 4, 2 decks
 Length: 110m
 Structure: 20
 Crew: 12
 Atmospheric Capable: Yes

Operational Data

Transporters: 1 standard/emergency
 Cargo Capacity: 40
 Tractor Beams: 1av
 Cloaking Device: Class 3 (Rating: 18)
 Sensor Systems: Class 2 (+2/B)
 Operations Systems: Class 3 (D)
 Life Support: Class 3 (D)

Propulsion Data

Impulse Engines: K-HEU-4 (.6c)(C)
Warp Drive: STN-6 (Warp 5 / 6 / 8) (BB)

Tactical

Disruptor Cannon K-GDM-3 (x4/B)
 Penetration 4 / 4 / 4 / 0 / 0
Photon Torpedo 1 x KP-5 (A)
 Penetration 2 / 2 / 2 / 2 / 0
Deflector Shields KPF-2a (B)
 Protection/Threshold 13/3

Miscellaneous

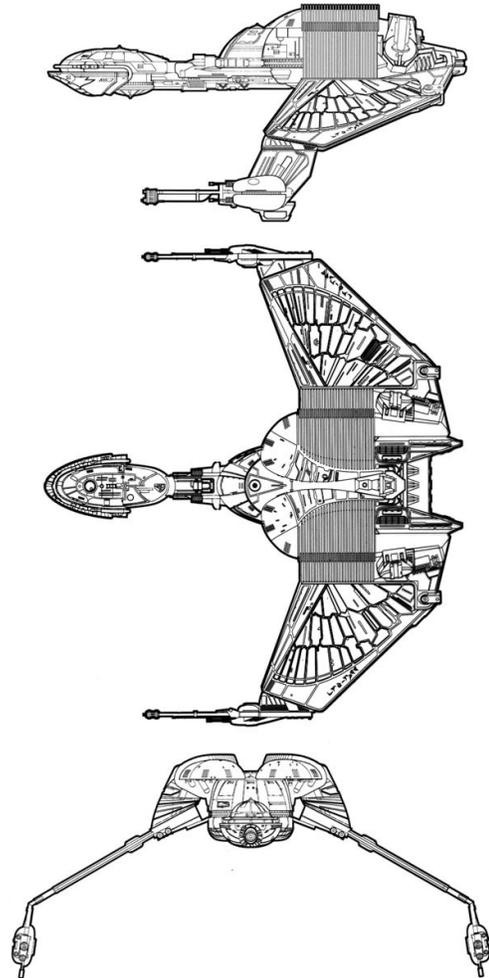
Maneuver Modifiers +0 C, +1 H, +1 T

Traits

Battle Tested- The *R'Q'la* and *J'DoQ* have extensive combat experience and gain a +2 to all Tactical maneuvers.

Flawed System (Cloaking Device)- The cloaking devices on the Type-D-14 are flawed and suffer a -2 rating.

The Type D-14 is a modified variant of the standard B'Rel class Bird of Prey in service since the early 2280's. These variants were modified during the Dominion War with improved shielding and a heavier disruptor battery.



Handouts:

Handout #1: Captain's Log

Captain's Log: Stardate 67429.8:

"All is well. We are on course and speed to Tynara IV-b, escorting the Federation-registered freighter, RG-186. We are proceeding at Warp 5, which will place us in orbit in just under 42 hours.

The RG-186 is carrying an experimental reactor design- essentially a large fusion generator designed to provide a self-sustaining atmosphere to Tynari specifications. If this mission is successful, the Federation will be providing four more reactors to assist the Tynari in transforming the world as a new home for their people.

In addition to a technical support crew, Sakarya is carrying both a Federation diplomatic party and the Tynari ambassador to the Federation. Although the Tynarans are not Federation members, Starfleet and the Federation Science Council have been working closely to address the looming disaster on Tynara III.

As the Tynari system is both independent and on the fringes of Federation space, the outer system has become home to a variety of pirates, raiders, and other less-than-savory influences. Worse, the outer-system is crowded with dust and an extremely-active cometary Oort-belt, reducing the efficiency of our sensors and tactical systems.

Sakarya's orders are to deliver the RG-186 and her cargo to Tynara IV-b on-time, intact and undamaged."

Handout #2: Planetary Survey: Tynara

The Tynari are a fragile, low-gravity species native to a small, turbulent Class M world designated Tynara III. Tynara III has a relatively small core and a comparatively large atmosphere, and is the third planet from a very active primary- which keeps the atmosphere stormy and turbulent. Unfortunately, Tynari is also shifting its orbit, and scientists predict the world will be uninhabitable within the next two decades.

The process of finding a new world to settle has been complicated by Tynari's unique atmosphere and comparatively low-gravity. Like most Class M worlds, Tynara III is rich in oxygen, but also contains a variety of unusual trace gases upon which the Tynari physiology is dependent. An experimental research laboratory (actually a research installation the size of a small city) has been set up on Tynara IV-b in order to test the feasibility of terraforming the moon to Tynari specifications.

Despite the fact that the Tynari are not Federation members, the Federation is working closely with the Tynari to find a suitable world upon which the Tynari can relocate. Strict population controls (in the face of the coming disaster) have reduced the Tynari population to under two billion.

The Tynari are arthropods, with a smooth, glass-like carapace over their musculature and internal organs (like crabs or lobsters). This carapace is partially translucent, and trend towards pale blue and green in color.

The Tynari are humanoid, but in place of human legs, the Tynari have a flat, powerful, segmented muscular tail. Tynari arms are slightly longer in proportion to their body than human norm, but end in the same hand-and-fingers arrangement.

Tynari facial structures are smooth and hairless, with large, liquid eyes, small mouths, and an almost non-existent nose (think the Kamino cloners from [Star Wars: Phantom Menace](#)).

Tynari physiology is fragile by human standards- the carapace can be shattered by a comparatively minor blow, and Tynari traveling off-world must wear both gravity compensators and inertial regulators to avoid injury during even routine activity.

Handout #3: Distress Call Planetary Survey: Tynara

“Mayday! Mayday! Mayday! This is <garbled>, one point two light years from Tynara bearing <garbled>. We are under attack by <garbled> raiders. Request immediate assistance from any vessel near the Tynara system.

Repeating! This is...”

Handout #4: Target Scan 1

Small Raider*

Production Data

Origin: United Federation of Planets
Class and Type: *Ju'Day* Class Courier
Year Launched: 2345

Hull Data

Structure: 15
Size: 3, 3 decks
Length: 60 m
Crew: 12
Atmospheric Capable: Yes
Separation Systems: None

Operational Data

Transporters: 1 standard, emer., and cargo
Cargo Capacity: 30
Tractor Beams: 1a
Sensor Systems: Class 3 (+3/D)
Operations Systems: Class 3 (D)
Life Support: Class 3 (D)

Propulsion Data

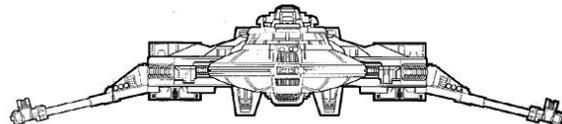
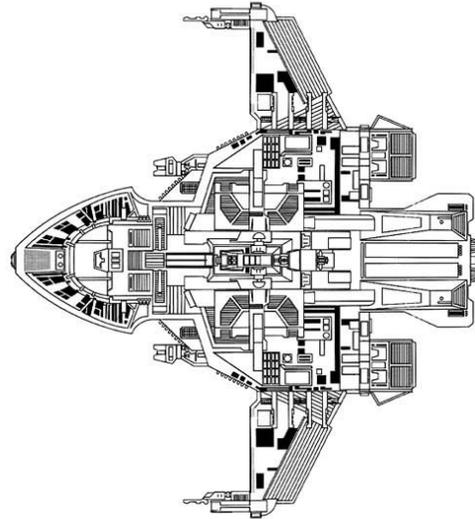
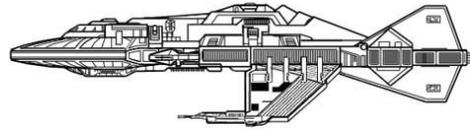
Impulse System: FIE (.8c) (C)
Warp System: LF-12 (Warp 5 / 7 / 9) (D)

Tactical

Phaser Banks: Type V (x2/B)
Penetration: 4/3/3/0/0
Torpedo Launchers: Mk 22 DF (x2/B)
Photon Penetration: 3/3/3/3/3
Deflector Shield: PFF-2a (B)
Protection/Threshold: 13/2

Miscellaneous

Maneuver Modifiers +0 C, +2 H, -1 T **Traits** Vulnerable System (Sensors)



Originally built in the 2230's as a fast, long-range courier, the *Ju'Day* class gave good service to the Federation, then quickly found new life in civilian service- both legal and illegal. Tough, reliable, and easy to operate with a small crew, the class found service with small operators moving cargo on tramp schedules. Fast, well-armed, and easy to customize, the *Ju'Day* class became the favored raider for both the Maquis and various "independent" operators.

Handout #5: Target Scan 2

Klingon Bird of Prey

Production Data

Origin: Klingon Empire
Class and Type: Type D-14 *Bird of Prey*
B'Rel Class Mod

Hull Data

Size: 4, 2 decks
Length: 110m
Structure: 20
Crew: 21
Atmospheric Capable: Yes

Operational Data

Transporters: 1 standard/emergency
Cargo Capacity: 40
Tractor Beams: 1av
Cloaking Device: Class 3 (Rating: 18)
Sensor Systems: Class 2 (+2/B)
Operations Systems: Class 3 (D)
Life Support: Class 3 (D)

Propulsion Data

Impulse Engines: K-HEU-4 (.6c)(C)
Warp Drive: STN-6 (Warp 5 / 6 / 8) (BB)

Tactical

Disruptor Cannon K-GDM-3 (x4/B)
Penetration 4 / 4 / 4 / 0 / 0
Photon Torpedo 1 x KP-5 (A)
Penetration 2 / 2 / 2 / 2 / 0
Deflector Shields KPFF-2a (B)
Protection/Threshold 13/3

Miscellaneous

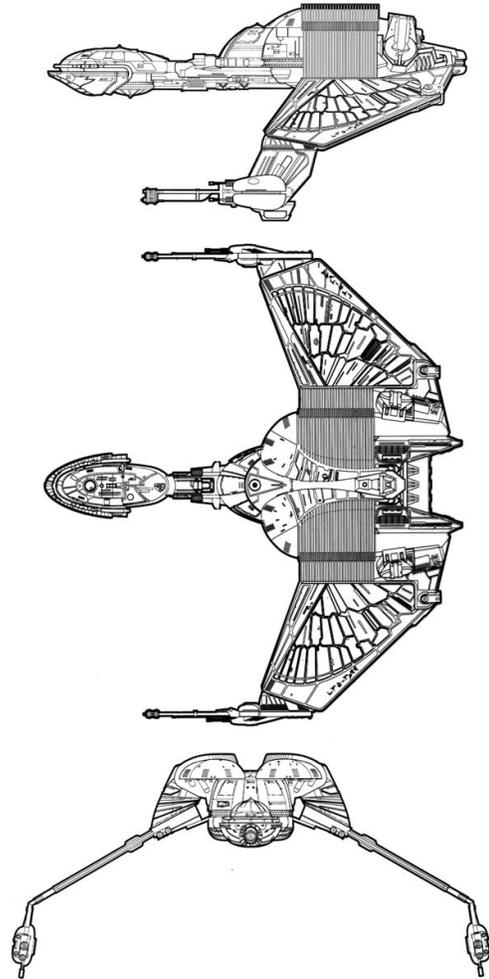
Maneuver Modifiers +0 C, +1 H, +1 T

Traits

Battle Tested- The *R'QIa* and *J'DoQ* have extensive combat experience and gain a +2 to all Tactical maneuvers.

Flawed System (Cloaking Device)- The cloaking devices on the Type-D-14 are flawed and suffer a -2 rating.

The Type D-14 is a modified variant of the standard *B'Rel* class Bird of Prey in service since the early 2280's. These variants were modified during the Dominion War with improved shielding and a heavier disruptor battery.



USS *Sakarya* NCC-52143

"...Sound once more a daring note of hope
and will..."

Production Data

Origin: United Federation of Planets
Class and Type: *Steamrunner* Class Heavy
Frigate
Year Launched: 2369

Hull Data

Size: 6, 18 decks,
Length: 356/263/77 meters*
Structure: 40 (5 ablative)
Crew: 200
Cargo Capacity: 60
Atmospheric Capable: No

Operational Data

Transporters: 3 ea personnel, cargo,
emergency

Sensor Systems Class 4 (+4/E)
Operations Systems Class 3 (D)
Life Support Class 4 (E)
Masking System: Monoreflective Plating (14)
Shuttlebays: 1 aft saucer Shuttles: 6 size worth
Tractor Beams: 1 fd, 1av, 1ad

Propulsion Data

Impulse Engines: FIG-5 (.92c) (D) Warp Drive: LF-41 (wf 6/9.2/9.6) (D)

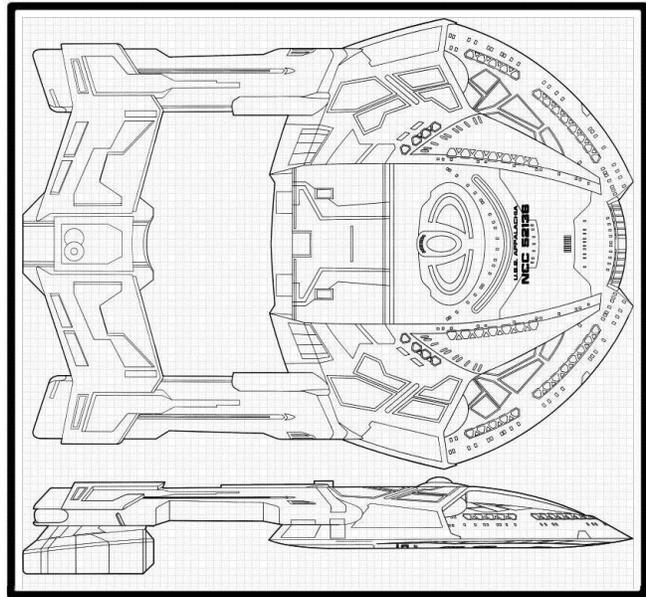
Tactical

<u>Phaser Banks</u>	<u>Type IX (x4/D)</u>	<u>Photon Torpedoes</u>	<u>Mk 95 (x1/C)</u>
Penetration	6 / 5 / 5 / 0 / 0	Photon Penetration	4 / 4 / 4 / 4 / 4
		Quantum Penetration	5 / 5 / 5 / 5 / 5

Deflector Shields FSR (E)
Protection/Threshold 17 / 4

Miscellaneous

Maneuver Modifiers +2 C, +1 H, +1 T
Traits: Ablative Armor (+5 Structure) , Monorefractive Plating



The second of the Perimeter Defense Directive ships, the *Steamrunner*-class heavy frigate was designed with relatively specific mission profiles in mind, including perimeter patrol and defense, long-range threat response, covert operations, and combat support. It's also the first Starfleet vessel to mount mono-reflective plating.

U.S.S. *Sakarya* is named in honor of the Turkish submarines which commemorated the Battle of Sakarya in the Greco-Turkish War (1919–1922) and Turkish War of Independence. She is also the first starship to bear the name.

Sakarya is currently carrying the following small craft:

<i>Lake Tuz</i>	NCC-52143-1 Type 12 Shuttlecraft
<i>Lake Van</i>	NCC-52143-2 Type 8 shuttlecraft
<i>Pismis</i>	NCC-52143-3 Type 13 shuttlepod
<i>Mattei</i>	NCC-52143-4 Type 8 shuttlepod

* Hull dimensions are derived from comparisons done at Ex Astris Scientia.
(<http://www.ex-astris-scientia.org/articles/akira-size.htm>)

USS Sakarya Senior Staff

<u>Position</u>	<u>Name</u>	<u>Species</u>	<u>Rank</u>
Commanding Officer	Aydin ab Reis	Human	<i>Captain</i>
Executive Officer	Victoria Loch	Human	<i>Commander</i>
Tactical Actions Officer	Prin Ajan "A.J."	Bajoran	<i>Lt. Commander</i>
Chief Engineer	Choda	Tellarite	<i>Lieutenant</i>
Chief Science/Ops Officer	T'Var	Vulcan	<i>Lieutenant</i>
Conn Officer	Thrax	Denobulan	<i>Lieutenant, JG</i>
Chief Medical Officer	Dr. Paul Featherstone	Human	<i>Lieutenant</i>

Captain Aydin ab Reis

C.O., U.S.S. *Sakarya*- a captain of eight years experience, ab Reis is still a young and enterprising officer, but is also highly self-disciplined. He carries himself with both reserve and dignity- not with arrogance at his lofty position, but with a keen awareness of the duties and responsibilities he bears. His code of honor can be best described as noblesse oblige- "noble ancestry constrains to honorable behavior; privilege entails to responsibility".

Captain ab Reis adheres to a strict philosophy of personal austerity and personal honor- he has chosen the hard, disciplined road- and maintains his footing through sheer immovable integrity and iron will. Aydin ab Reis does not make close friends easily, but is loyal to such friends unto death.

Aydin ab Reis is descended from nobility on his home colony (hence the ab Reis honorific) and grew up with rigid standards of honor and conduct. On the one hand, ab Reis is plain spoken and sometimes blunt, preferring the unvarnished truth to diplomatic equivocation. On the other, he seldom shares his mind with others and plays his cards very close to the vest. He can be very warm and approving when he chooses to be- and conversely, does not need words to make his disapproval and disappointment plain. He demands the very best from his officers- and they work hard not to disappoint his trust in them.

Of all his officers, Captain ab Reis is closest to Commander Loch- he knows her and trusts her- and knows he can depend upon her more than anyone else aboard.

Tall, thin, handsome, and dark, ab Reis moves with quiet, contained power and determination. He is a man to be reckoned with and wastes neither words nor actions.

Captain ab Reis and the *Sakarya* have spent the last three years patrolling the Cardassian Demilitarized Zone, and are experienced in dealing with smugglers, pirates, and the like.

Commander Victoria Loch

X.O., U.S.S. *Sakarya*- Commander Victoria Loch is- hands down- one of the brightest individuals aboard the *Sakarya*- a fact not lost on her captain. Loch came up in Operations, and has an Eidetic memory. She also has a keen sense of spatial awareness and can keep track of a thousand tiny details- an essential talent in operating and managing a starship.

Loch's job as Executive Officer is to keep the ship and crew operating at peak capacity in order to allow the Captain to concentrate on the mission at hand. If she were permitted, Loch would be both quiet and introspective- luxuries her duties do not normally permit her. Loch trusts Captain ab Reis completely- though she occasionally curses his name for keeping his own counsel and "drafting" her as his Executive Officer.

Lieutenant Commander Prin Ajan

Tactical Actions Officer, U.S.S. *Sakarya*. The ship's chief weapons officer and head of security, Lieutenant Commander Prin grew up on the Bajoran colony world of Cosas III. Remote and isolated in the Gamma Quadrant, Cosas III was settled- without authorization- by a group of Bajoran militants- which turned out to be something of a blessing as the colony was beset both by natural predators and occasionally by the Jem'Hadar and other Gamma Quadrant predators.

Although he saw little fighting of his own, Ajan "A.J." learned watchful wariness, self-

reliance, and a deep suspicions of outsiders at his elders' knees. At age 14, Ajan shipped out with one of the few traders who supplied Cosas III- though he turned out to be more pirate and mercenary than merchant. After several trips running the blockades between Cardassian Space, Deep Space Nine, and the Gamma Quadrant, their luck finally ran out- Prin and his shipmates were brought down by a Jem'Hadar patrol in 237X and rescued by the U.S.S. *Copeland*. As Prin's injuries healed, the *Copeland*'s CO saw potential in the young man and sponsored him for Starfleet Academy.

Lieutenant Choda

Chief Engineering Officer, U.S.S. *Sakarya*. Short, portly, cheerful, loud, and occasionally obnoxious, Choda runs her engineroom with clock-work regularity and precision. Despite being a perfectionist and occasionally a driven taskmaster, Choda loves puzzles and equipment and despises the unknown with a passion. While Choda can be argumentative on a point of engineering process and procedure, she is more prone to loud and friendly banter than to serious disagreement.

Lieutenant T'Var

Chief Science Officer/Ops Officer, U.S.S. *Sakarya*. T'Var is a typical Vulcan- calm, rational, logical, and dedicated. Believing that her scientific career lacked diversity and field experience, the logical course of action was clear. T'Var joined Starfleet and after commissioning shipped out on the Starship *Ilan Ramon*. After her second deep-space tour, Captain ab Reis tapped her to become his Chief of Operations aboard the *Sakarya*.

Even absent her Vulcan conditioning, T'Var tends to be quiet and introspective- especially when working to solve a scientific puzzle. According to ship's legend, Thrax timed T'Var and discovered that she did not say a word to a single person for 56.4 hours straight. T'Var herself has no comment, save that "idle banter is illogical".

Despite her stoic exterior, T'Var is deeply devoted both to Starfleet and her shipmates. If pressed, T'Var will, of course, deny any emotional connection whatsoever- but she has turned down three transfer offers- including a position with the Daystrom Institute.

Lieutenant Junior Grade Thrax

Conn Officer, U.S.S. *Sakarya*. Thrax is *Sakarya*'s resident "space cadet". Young, cheerful, gregarious, and enthusiastic, he is governed by an unbridled enthusiasm and curiosity. As the youngest member of *Sakarya*'s bridge crew, he often feels like the center of attention- that everyone is watching- and as a result, takes his job very, very seriously.

Off duty, Thrax is obsessed with companionship of every variety- insecure in isolation, he seeks to surround himself with friends and acquaintances. He is interested in a wide variety of sports and physical activities, but is more dilettante than devotee- he lacks the devotion and discipline needed to truly excel at any given sport.

Doctor Paul Featherstone

Chief Medical Officer, U.S.S. *Sakarya*. Tall, rail-thin, slightly fussy, and undoubtedly brilliant, Doctor Featherstone is, at heart, a researcher. He much prefers tissue cultures and biological samples to people, and much prefers a quiet laboratory all to himself.

Featherstone would have gotten his way, too, had he not insulted and humiliated his last C.O. over what was (ultimately) a minor difference of opinion. In a fit of pique, Featherstone reprogrammed the station's computers to bombard his superior with irritating and infuriating messages and visuals. This might have been overlooked had the incident not coincided with an inspection by the Chief of Starfleet Medical.

Deciding that Featherstone was "unmilitary, unprofessional, and entirely too cosseted, Admiral Blackburn assigned the good doctor the first deep-space assignment available- the *Starship Sakarya*.

Featherstone is not a bad man, nor even a bad doctor- merely a pampered prima donna who loves to hear his praises spoken (a lot like the *Voyager* EMH).

Knowledge:Culture	INT	+2	+5		+7	(Human)
Knowledge:History	INT	+2	+5		+7	(Federation)
Knowledge:Politics	INT	+2	+4		+6	(Antalya Tribal Politics)
Knowledge:Specific World	INT	+2	+5		+6	(Antalya IV, Earth)
Language- Arabic	INT	+2	+4		+6	
Language- Fed Standard	INT	+2	+4		+6	
Negotiate	INT	+2	+5		+7	
Observe	PER	+0	+4		+4	
Persuade	PRS	+1	+5		+6	
Ranged Combat:Energy	AGL	+0	+7		+7	(Phaser, Phaser Rifle)
Repair	INT	+2	+5		+7	
Social Science	INT	+2	+4		+6	
Survival	PER	+0	+6		+6	(Desert)
System Operation	INT	+2	+7		+9	(Command, Ops, Tactical)
Tactics	INT	+2	+7		+9	(Cardassian, Orion, Romulan, Space)
Unarmed Combat	AGL	+0	+6		+6	(Starfleet Martial Arts)

Professional Abilities:

Commanding Presence: Commanding officers stick to their guns in tense situations. When making a *Willpower* reaction test, Captain ab Reis rolls an extra die (3d6) and keeps the higher of the two rolls.

Fighting Captain: If Captain ab Reis is on the bridge during combat, *Sakarya* receives a +2 to all *Command* Maneuvers.

Fire Control Officer: If Captain ab Reis is in command, acting as Exec, or at Tactical during combat, *Sakarya* receives a +2 to all *Tactical* Maneuvers

Starship Duty: Captain ab Reis meets all the prerequisites for his post aboard *Sakarya*.

Starship/Starbase Protocols: Long experience has taught Captain ab Reis how best to navigate the Starfleet bureaucracy. Captain ab Reis receives a +4 bonus to *Administration (Starfleet)* tests.

Will To Survive: When Captain ab Reis makes a Survival test on a planetary surface, he gains a +3 bonus (equal to ½ his Athletics skill level).

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Captain ab Reis a +2 bonus to his *Willpower* reaction.

Human Spirit: The humans of Earth are a driven, vital, and versatile species. Human characters begin the game with 4 courage points (instead of the usual 3).

Skilled: Humans tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

Edges/ Flaws:

Ally (Antalya Royal Family): In dire circumstances, Captain ab Reis can ask his family for assistance (subject to a *Negotiate, Influence, Persuade, or Inquire* test and the Narrator's discretion).

Bold: When Captain ab Reis spends a Courage point on a *Physical* test, he gains +5 bonus instead of the usual +3.

Command 2: Captain ab Reis is fully qualified for command of a starship.

Competitive: Captain ab Reis gains a +1 to all opposed tests.

Promotion 5: Aydin ab Reis holds the rank of Captain in Starfleet.

Starfleet Bureau of Personnel

Starfleet Command

Victoria Loch

Age: 38
Species: Human
Homeworld: Earth
Gender: Female
Eyes: Green
Hair: Blonde

Rank: Commander

Current Assignment:
 Executive Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

Commander Victoria Loch is- hands down- one of the brightest individuals aboard the *Sakarya*- a fact not lost on her captain. Loch came up in Operations, and has an eidetic memory. She also has a keen sense of situational awareness and can keep track of a thousand tiny details- an essential talent in operating and managing a starship. Loch's job as Executive Officer is to keep the ship and crew operating at peak capacity in order to allow the Captain to concentrate on the mission at hand.

Psychological Profile:

If she were permitted, Loch would be both quiet and introspective- luxuries her duties do not normally permit her. In order to keep the crew functioning efficiently, Loch must be involved and engaged, projecting just the right mix of encouragement, discipline, and scolding to get the job done.

Loch trusts Captain ab Reis completely- though she occasionally curses his name for keeping his own counsel and "drafting" her as his Executive Officer.

Attributes

Str 6 (+0) **Agl** 7 (+0)* **Int** 12 (+3) **Vit** 9 (+1) **Prs** 7(+0)* **Per** 11 (+2)*
Quickness +4 **Savvy** +2* **Stamina** +0 **Willpower** +3

Miscellaneous Scores

Courage: 4 **Health:** 9 **Renown:** 16 **Advancements:** 20

Defense: 7
Initiative: +4

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+0	+3		+3	
Computer Use	INT	+3	+7		+10	(Retrieve)
Enterprise-Administration	INT	+3	+5		+8	(Federation)
First Aid	INT	+3	+4		+7	
Inquire	PRS	+0	+5		+5	(Research)
Knowledge:Culture	INT	+3	+4		+7	(Human)
Knowledge:History	INT	+3	+5		+8	(Federation)
Knowledge:Specific World	INT	+3	+4		+7	(Earth)
Knowledge:Trivia	INT	+3	+5		+8	(Terran Poetry)
Language- Fed Standard	INT	+3	+5		+8	
Language- Vulcan	INT	+3	+4		+7	

Negotiate	INT	+3	+5		+8	
Observe	PER	+2	+5		+7	
Persuade	PRS	+3	+6		+9	
Ranged Combat:Energy	AGL	+0	+5		+5	
Repair	INT	+3	+6		+9	
System Engineering	INT	+3	+7		+10	(ElectroPlasma Systems)
System Operation	INT	+3	+7		+10	(Operations Management)
Tactics	INT	+3	+5		+8	(Space)
Unarmed Combat	AGL	+0	+7		+7	(Starfleet Martial Arts)

Professional Abilities:

Command: Commander Loch may coordinate the efforts of her crew and increase their efficiency by making a TN 15 *Persuade* check (TN is 15 +1 per officer affected). A success doubles the contribution made by supporting characters in combined tests.

Cross-Trained: When performing the professional skill of another officer, Victoria may add +3 (her Intellect modifier) to the test. For Intellect-based tests, this amounts to doubling the modifier.

Level Headed: When performing any professional skill at her shipboard station, Loch ignores all test penalties from distraction.

Starship Duty: Commander Loch meets all the prerequisites for her post aboard *Sakarya*.

Starship/Starbase Protocols: Long experience has taught Commander Loch how best to navigate the Starfleet bureaucracy. Commander Loch receives a +4 bonus to *Administration (Starfleet)* tests.

Station Proficiency: Commander Loch has trained ruthlessly to qualify with every bridge system. Once per game session, Victoria may reroll one *System Operation* skill test and keep the better of the two results.

Systems Technician: Commander Loch knows her duty station inside and out. When making *System Engineering* tests to repair her console, Victoria gains a +4 affinity bonus (half her *Computer Use* skill level).

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Commander Loch a +2 bonus to her *Quickness* reaction.

Human Spirit: The humans of Earth are a driven, vital, and versatile species. Human characters begin the game with 4 courage points (instead of the usual 3).

Skilled: Humans tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

Edges/ Flaws:

Command 2: Loch is assigned as the Executive Officer of a starship, and is fully qualified for command.

Coordinator: Victoria has a natural affinity for organizing groups and harnessing them to her goals. She doubles the bonus for additional participants when leading combined tests. This edge stacks with Command Professional Ability, above.

Eidetic Memory: In academic tests with a TN greater than 5, Victoria receives a +2 bonus.

Multitasking: Victoria has learned to handle several problems at once- and may perform full-round actions as two actions instead (allowing additional actions at the standard -5 penalty).

Promotion 4: Loch holds the rank of Commander in Starfleet.

Zero-G Trained: Victoria has been trained for work in zero gravity, and ignores any penalties from operating in zero-g.

Starfleet Bureau of Personnel

Starfleet Command

Prin Ajan "A.J."

Age: 28
Species: Bajoran
Homeworld: Casos III Colony
Gender: Male
Eyes: Hazel
Hair: Brown

Rank: Lieutenant Commander
Current Assignment:
 Tactical Actions Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

The ship's chief weapons officer and head of security, Lieutenant Commander Prin grew up on the Bajoran colony world of Cosas III. Remote and isolated in the Gamma Quadrant, Cosas III was settled- without authorization- by a group of Bajoran militants- which turned out to be something of a blessing as the colony was beset both by natural predators and occasionally by the Jem'Hadar and other Gamma Quadrant predators.

Although he saw little fighting of his own, Ajan "A.J." learned watchful wariness, self-reliance, and a deep suspicions of outsiders at his elders' knees. At age 14, Ajan shipped out with one of the few traders who supplied Cosas III- though he turned out to be more pirate and mercenary than merchant. After several trips running the blockades between Cardassian Space, Deep Space Nine, and the Gamma Quadrant, their luck finally ran out- Prin and his shipmates were brought down by a Jem'Hadar patrol in 2375 and rescued by the U.S.S. *Copeland*. As Prin's injuries healed, the *Copeland's* CO saw potential in the young man and sponsored him for Starfleet Academy.

Psychological Profile:

Prin projects a friendly and easy-going manner- a velvet glove over a core of steel. He is both proud of his accomplishments and his origins- though is more than a little reticent to discuss his youth or his tenure as a blockade runner.

Although by no measure a scholar, Prin is a quietly religious man who seeks to harmonize the will of the Prophets with his Starfleet duties. He is by no means a pacifist and will kill swiftly and efficiently if his duties require it.

Prin tends to watch everyone and everything carefully. He prefers to wait and watch- and watch some more. Prin know that people will reveal their true thoughts and intentions more often in subtle ways than with their words.

Attributes

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

Miscellaneous Scores

Courage: 4 **Health:** 9 **Renown:** 12 **Advancements:** 12

Defense: 8
Initiative: +3

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Appraise	INT	+2	+1		+3	
Athletics	STR	+0	+4	+1	+5	
Computer Use	INT	+2	+5		+7	(Retrieve)

Craft	INT	+2	+2	+1	+5	
Enterprise- Streetwise	INT	+2	+4		+6	
Influence	PRS	+0	+3		+3	
Inquire	PRS	+0	+3		+3	
Investigate	PER	+2	+6	+1	+9	
Knowledge: Politics	INT	+2	+2		+4	
Knowledge: Religion	INT	+2	+2		+4	(Path of the Prophets)
Knowledge: Culture	INT	+2	+5		+7	(Bajoran)
Knowledge: History	INT	+2	+3		+5	(Bajoran)
Knowledge: Specific World	INT	+2	+3		+5	(Cosas III)
Language- Fed Standard	INT	+2	+4		+6	
Language- Bajoran	INT	+2	+3		+5	
Observe	PER	+2	+5	+1	+8	
Ranged Combat:Energy	AGL	+1	+7	+1	+9	(Phaser)
Repair	INT	+2	+5	+1	+8	
Sleight of Hand	AGL	+1	+1	+1	+3	
System Operation	INT	+2	+7	+1	+10	(Tactical)
Tactics	INT	+2	+3		+5	(Space)
Unarmed Combat	AGL	+1	+7	+1	+9	(Starfleet Martial Arts)

Professional Abilities:

Fire Control Officer: If "A.J." is in command, acting as Exec, or at Tactical during combat, *Sakarya* receives a +2 to all *Tactical* Maneuvers

Physically Fit: Prin has driven himself to the peak of human physical perfection- whenever he makes a *Strength* or *Vitality* attribute test or an *Athletics* skill test, he doubles the bonus conferred by the key attribute (to +4). When he received this ability, Prin also increased his *Stamina* reaction by +1.

Responsive: Prin has learned to respond faster than normal officers to various threats- during combat actions, he may take one additional combat action per turn (a total of three actions) without suffering the multiple action penalties.

Starship Duty: Lieutenant Commander Prin meets all the prerequisites for his post aboard *Sakarya*.

Species Abilities:

Artistic: Bajorans are generally artistic and gain a +1 *Craft* skill at character creation

Faithful: Religion permeates Bajoran society, and every Bajoran gains a +2 *Knowledge- Religion* at character creation.

Pagh: So long as they are living the path of the Prophets, Bajorans gain a +1 Courage.

Edges/ Flaws:

Alert: Prin has schooled himself to be alert for- and to react quickly to- danger. He gains a +2 to all *Initiative* tests.

Command 1: Prin is assigned as a Department Head aboard the *Sakarya*.

Promotion 3: Prin holds the rank of Lieutenant Commander in Starfleet.

Fit: Prin is in great physical shape and receives a +1 to all *Physical* tests.

Suit Trained: Prin has spent a great deal of time in environmental suits, and no longer suffers the -2 penalty they impose.

Zero-G Trained: Prin has been trained for work in zero gravity, and ignores any penalties from operating in zero-g.

Starfleet Bureau of Personnel

Starfleet Command

Choda

Age: 39
Species: Tellarite
Homeworld: Tellar
Gender: Female
Eyes: Black
Hair: Orange-Brown

Rank: Lieutenant

Current Assignment:

Chief Engineering Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

Short, portly, cheerful, loud, and occasionally obnoxious, Choda runs her engineroom with clock-work regularity and precision. She is, at heart, a craftsman, an artist, a perfectionist, and occasionally a driven taskmaster. Choda has longed to serve in Starfleet since her earliest memories, and cut her teeth on a variety of engineering projects throughout the Alpha Quadrant. She has no ambition to be anywhere but the engineroom of a starship.

Psychological Profile:

Choda loves puzzles and equipment and has a hard time fighting the impulse to tinker, tweak, and adjust any machine that isn't quite "right"- whether or not that equipment belongs to her. Choda despises the unknown with a passion- one of her favorite mantras is "What you don't understand can kill you."

While Choda can be argumentative on a point of engineering process and procedure, she is more prone to loud and friendly banter than to serious disagreement. Off duty, Choda enjoys complex games such as *kal-toh* and has developed a fondness for a variety of ethanol products. She fancies herself quite the connoisseur, though always in moderation.

Attributes

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

Miscellaneous Scores

Courage: 3 **Health:** 9 **Renown:** 10 **Advancements:** 14

Defense: 8
Initiative: +1

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+1	+1		+2	
Computer Use	INT	+2	+6	+1	+9	(Electronic)
Construct	INT	+2	+5	+2	+9	(Research)
Demolitions	INT	+2	+6		+8	
Gaming	INT	+2	+4		+6	
Knowledge: Culture	INT	+2	+3	+1	+6	(Tellarite)
Knowledge: History	INT	+2	+5	+1	+8	(Federation)
Knowledge: Specific World	INT	+2	+3	+1	+6	(Earth, Rigel IV)
Knowledge: Trivia	INT	+2	+2	+1	+5	(Alcoholic Beverages)
Language- Fed Standard	INT	+2	+3	+1	+6	

Language- Tellarite	INT	+2	+4	+1	+7	
Language- Vulcan	INT	+2	+3	+1	+6	
Observe	PER	+0	+5		+5	
Physical Science	INT	+2	+5	+1	+8	(Physics, Mathematics)
Propulsion Engineering	INT	+2	+7	+1	+10	(Warp Drive)
Ranged Combat:Energy	AGL	+1	+6		+7	(Phaser)
Repair	INT	+2	+6	+1	+9	
Structural Engineering	PRS	+2	+6	+1	+9	(Spaceframes)
Survival	PER	+0	+3		+3	
System Engineering	INT	+2	+7	+1	+10	(EPS Grid, Transporter)
System Operation	INT	+2	+6		+8	
Unarmed Combat	AGL	+1	+4		+5	(Starfleet Martial Arts)

Professional Abilities:

Engineering Certification: Lieutenant Choda may use all of the *Engineering* group skills untrained.

Fix-It: Having spent many hours tearing apart the *Skarya's* systems, Choda has learned how to repair them as well. She now knows all of the *Repair* skill specializations.

Miracle Worker- Propulsion Engineering: When making a *Propulsion Engineering* check (including Extended tests) Choda may take the action in half the base time.

Starship Duty: Lieutenant Choda meets all the prerequisites for her post aboard *Sakarya*.

Species Abilities:

Bonus Edge: Exceptional Fortitude: Tellarites suffer Fatigue-related test penalties as though they were one level less fatigued than they actually are.

Bonus Edge: Meticulous: Tellarites gain a cumulative +1 per round in extended tests.

Bonus Edge: Skill Focus (Exhaustive): Tellarites gain a +2 species bonus to *Inquire* and *Persuade (Debate)* tests.

Pig-Headed: Tellarites single-mindedness often makes them seem indifferent or difficult. They suffer a -2 to *Influence* tests.

Poison Resistance: Tellarites gain a +4 *Stamina* reaction to resist the effects of poisons.

Stubborn: Tellarites tend to be single-minded to a fault. A Tellarite who enters an argument favoring a particular position must spend a Courage point to back down from that position.

Edges/ Flaws:

Command 1: Choda is assigned as a department head aboard the starship *Sakarya*.

Multitasking: Choda has learned to handle several problems at once- and may perform full-round actions as two actions instead (allowing additional actions at the standard -5 penalty).

Promotion 2: Choda holds the rank of Lieutenant in Starfleet.

Skill Focus (Craftsman): Choda gains +1 each to *Construct* and *Repair* tests.

Suit Trained: Choda has spent a great deal of time in environmental suits, and no longer suffers the -2 penalty they impose.

Thinker: Choda receives a +1 to all *Academic* tests.

Zero-G Trained: Choda has been trained for work in zero gravity, and ignores any penalties from operating in zero-g.

Starfleet Bureau of Personnel

Starfleet Command

T'Var

Age: 40
Species: Vulcan
Homeworld: Vulcan
Gender: Female
Eyes: Brown
Hair: Black

Rank: Lieutenant
Current Assignment:

Chief Operations/Science Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

T'Var spent ten researchs as a researcher with the Vulcan Science Academy. Believing that her scientific career lacked diversity and field experience, the logical course of action was clear. T'Var joined Starfleet and after commissioning, shipped out on the U.S.S. *Ilan Ramon*. After her second deep-space tour, Captain ab Reis tapped her to become his Chief of Operations aboard the *Sakarya*.

Psychological Profile:

T'Var is a typical Vulcan- calm, rational, logical, and dedicated. Even absent her Vulcan conditioning, T'Var tends to be quiet and introspective- especially when working to solve a scientific puzzle. According to ship's legend, Thrax timed T'Var and discovered that she did not say a word to a single person for 56.4 hours straight. T'Var herself has no comment, save that "idle banter is illogical".

Despite her stoic exterior, T'Var is deeply devoted both to Starfleet and her shipmates. If pressed, T'Var will, of course, deny any emotional connection whatsoever- but she has turned down three transfer offers- including a position with the Daystrom Institute.

Attributes

Str 8 (+1) **Agl** 7 (+0) **Int** 11 (+2)* **Vit** 9 (+1) **Prs** 7(+0) **Per** 10 (+2) **Psi** 4 (+0)*
Quickness +2 **Savvy** +2 **Stamina** +1* **Willpower** +2

Miscellaneous Scores

Courage: 3 **Health:** 10 **Renown:** 10 **Advancements:** 15

Defense: 7
Initiative: +2

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+1	+3	+1	+5	(Climbing)
Computer Use	INT	+2	+5	+1	+8	(Retrieve)
Enterprise-Administration	INT	+2	+3	+1	+6	(Starbase)
Influence	PRS	+2	+3		+5	
Investigate	PER	+2	+5	+1	+8	
Knowledge: Culture	INT	+2	+4	+1	+7	(Vulcan)
Knowledge: History	INT	+2	+4	+1	+7	(Vulcan)
Knowledge: Religion	INT	+2	+2	+1	+5	(Vulcan)
Knowledge: Specific World	INT	+2	+3	+1	+6	(Earth, Vulcan)
Language- Fed Standard	INT	+2	+3	+1	+6	

Language- Vulcan	INT	+2	+4	+1	+7	
Life Science	INT	+2	+5	+1	+8	(Biology)
Mind Meld	PSI	+0	+4		+4	
Negotiate	INT	+2	+2		+4	
Observe	PER	+2	+3	+1	+6	(Listen)
Persuade	PRS	+0	+3		+3	
Physical Science	INT	+2	+5	+1	+8	(Physics)
Planetary Science	INT	+2	+5	+1	+8	(Geology)
Ranged Combat:Energy	AGL	+1	+5	+1	+7	(Phaser)
Repair	INT	+2	+5	+1	+8	
Space Science	INT	+2	+6	+1	+9	(Astrophysics)
System Engineering	INT	+2	+4	+1	+7	(EPS Grid)
System Operation	INT	+2	+6	+1	+9	(Ops, Sensors)
Unarmed Combat	AGL	+1	+3	+1	+5	(Starfleet Martial Arts)

Professional Abilities:

Cross-Trained: When performing the professional skill of another officer, T'Var may add +2 (her *Intellect* modifier) to the test. For *Intellect*-based tests, this amounts to doubling the modifier.

Journeyman: Lieutenant T'Var can use all the *Science* group skills untrained.

Field Research: When making an *Investigate* test to explore a new phenomenon, T'Var gains an affinity bonus equal to ½ her level in the appropriate skill level.

Level Headed: When performing any professional skill at her shipboard station, T'Var ignores all test penalties from distraction.

Ops Manager: When acting as Operations Officer at the beginning of a session, T'Var may designate one system as “mission critical”. All *System Operation* tests made on that specialization receive a +1 bonus for the duration of the session.

Scientific Protocols: T'Var has been trained in how to investigate scientific phenomenon safely. Whenever an *Observe* or *Investigate* test will endanger either herself or the crew directly, she may automatically make a TN 10 test against the appropriate *Science* skill to realize the danger.

Starship Duty: T'Var meets all the prerequisites for her post aboard *Sakarya*.

Station Proficiency: Lieutenant T'Var has trained ruthlessly to qualify with every bridge system. Once per game session, T'Var may reroll one *System Operation* skill test and keep the better of the two results.

Species Abilities:

Enhanced Rapid Healing: Once per day, T'Var may enter a healing trance (pg 49), and recover a number of wound points equal to her *Vitality* modifier,

Mind Meld: With physical contact, T'Var has the ability to telepathically join her mind to another.

Nerve Pinch: T'Var may stun an opponent for 2d6 rounds by making an *Unarmed Combat* skill test. If the victim knows what she is attempting, T'Var suffers a -5 penalty to the test.

Psionic: T'Var has telepathic mental abilities.

Skill Focus (Keen Hearing): T'Var receives a +4 bonus to *Observe (Listen)* tests.

Edges/ Flaws:

Command 1: T'Var is assigned as a department head aboard the *Sakarya*.

Coordinator: T'Var has a natural affinity for organizing groups and harnessing them to her goals. She doubles the bonus for additional participants when leading combined tests.

Fit: T'Var is in great physical shape and receives a +1 to all *Physical* tests.

Promotion 2: T'Var holds the rank of Lieutenant in Starfleet.

Thinker: T'Var receives a +1 to all *Academic* tests.

Starfleet Bureau of Personnel

Starfleet Command

Thrax

Age: 28
Species: Human
Homeworld: Earth
Gender: Male
Eyes: Grey
Hair: Salt and Pepper (Grey and Black)

Rank: Lieutenant, Junior Grade
Current Assignment:
 Conn Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

Lieutenant Junior Grade Thrax is a Starfleet officer on his first deep-space posting. His previous assignment was a customs enforcement patrol out of Deep Space Five.

Thrax spent his youth bumming around on his family's tramp freighter, learning the ins and outs of the Alpha Quadrant and getting a lot of hands-on experience in a variety of ships, vehicles, and small craft.

Psychological Profile:

Thrax is *Sakarya's* resident "space cadet". Young, cheerful, gregarious, and enthusiastic, he is governed by an unbridled enthusiasm and curiosity. As the youngest member of *Sakarya's* bridge crew, he often feels like the center of attention- that everyone is watching- and overcompensates by taking his job very, very seriously.

Off duty, Thrax is obsessed with companionship of every variety- insecure in isolation, he seeks to surround himself with friends and acquaintances. He is interested in a wide variety of sports and physical activities, but is more dilettante than devotee- he lacks the devotion and discipline needed to truly excel at any given sport.

Attributes

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

Miscellaneous Scores

Courage: 3 **Health:** 8 **Renown:** 5 **Advancements:** 7

Defense: 9
Initiative: +2

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Appraise	INT	+2	+1		+3	
Athletics	STR	+0	+3	+1	+4	
Computer Use	INT	+2	+4		+6	(Retrieve)
Knowledge: Culture	INT	+2	+3		+5	(Denobulan)
Knowledge: History	INT	+2	+3		+5	(Federation)
Knowledge: Specific World	INT	+2	+6		+8	(Rigel IV)
Language- Denobulan	INT	+2	+3		+5	
Language- Fed Standard	INT	+2	+3		+5	
Language- Orion	INT	+2	+2		+4	
Operate Veh.- Arch. Aircraft	INT	+2	+3	+1	+6	

Operate Vehicle- Motorcraft	INT	+2	+2	+1	+5	
Operate Vehicle- Sailcraft	INT	+2	+2	+1	+5	
Persuade	PRS	+2	+2		+4	
Ranged Combat:Energy	AGL	+1	+4	+1	+6	(Phaser)
Repair	INT	+2	+4	+1	+7	
Space Science	INT	+2	+9		+11	(Astrogation)
Survival	PER	+1	+2	+1	+4	
System Engineering	INT	+2	+2	+1	+5	(Flight Control)
System Operation	INT	+2	+5	+1	+8	(Flight Control)
Unarmed Combat	AGL	+1	+4	+1	+6	(Starfleet Martial Arts)

Professional Abilities:

Dogfighter: If Thrax is at the helm during combat, the ship receives a +2 to all *Helm* maneuvers.

Starship Duty: Lieutenant Thrax meets all the prerequisites for his post aboard *Sakarya*.

Surfing Space-Time: By making a TN 20 *Space Science (Astrogation)* test, Thrax can plot an exceptionally tight course which allows *Sakarya* to arrive at her destination as though she had been travelling at maximum speed- without exceeding her sustainable maximum speed.

Species Abilities:

Excellent Climb: Denobulans gain +4 species bonus to *Athletics (Climb)* tests and can climb up to five meters per round.

Hallucinations: In extremely stressful situations, a Denobulan may experience hallucinations.

However, such experiences are considered to be safe and natural ways of releasing nervous energy.

Hibernation: Unlike most species, Denobulans do not sleep as a part of their daily cycle. Instead, they hibernate for a full six days per year, although some can reduce this period time by various degrees. A Denobulan sleep period is handled similarly to the Fatigue rules found on pages 95-96 of the [Narrator's Guide](#).

Resistance: Denobulans gain a +2 to *Stamina* tests to resist illness, disease, and radiations. Some technology, like Borg nanoprobes, also has a delayed effect on them.

Edges/ Flaws:

Command 1: Thrax is assigned as a department head aboard the *Sakarya*.

Cultural Flexibility: Thrax has been nearly everywhere and alien customs and mores seldom surprise him. He gains +2 to *Social* tests involving species other than his own.

Fit: Thrax receives a +1 to all *Physical* tests.

Promotion 1: Thrax holds the rank of Lieutenant, Junior Grade in Starfleet.

Knowledge: Law	INT	+2	+2			(Medical Ethics)
Knowledge: Specific World	INT	+2	+4			(Earth)
Language- Fed Standard	INT	+2	+5			
Language- Vulcan	INT	+2	+4			
Life Science	INT	+2	+7			(Biology, Exobiology, Biotechnology)
Medicine	INT	+2	+8	+2		
Observe	PER	+2	+3			
Persuade	PRS	+2	+4			
Physical Science	INT	+2	+7			(Chemistry)
Ranged Combat:Energy	AGL	+1	+3			(Phaser)
Repair	INT	+2	+4			
System Engineering	INT	+2	+2			
System Operation	INT	+2	+5			(Command)

Professional Abilities:

Computer Whiz: Doctor Featherstone knows his way around computer systems, performing *System Operation* or *Computer Use* skills (including Extended tests) in half the base time.

Diagnosis: Doctor Featherstone has received special training in diagnosing alien diseases and toxins. Whenever Featherstone makes a *Medicine* test to identify an alien pathogen or disease, he gains an affinity bonus equal to half his *Investigate* skill (rounded up). If successful, *Medicine* tests to treat the disease receive a bonus based on the degree of success of the diagnosis roll.

Focus: Doctor Featherstone knows how to concentrate on the task at hand- and may ignore all circumstance penalties from distractions.

General Medicine: Doctor Featherstone has studied a great many medical procedures prior to being posted to Sakarya. Whenever Featherstone makes a *Medicine* test, he receives a +2 bonus to the result.

Immunization: After diagnosing an illness or pathogen, the Doctor may attempt a *Medicine (Research)* test. If successful, the doctor can produce 1d6 doses of a counter agent per hour spent in the lab. While the counter agent may be used as a cure, it may only be used as an inoculant for 2d6 hours.

Lab Work: Whenever Doctor Featherstone makes a *Physical Science (Chemistry)* test, he adds +4 to the result.

Secretive: Doctor Featherstone is very secretive about his work. He may add his *Intellect* modifier to any *Willpower* test, doubling the modifier when asked about his current project or mission.

Starship Duty: Doctor Featherstone meets all the prerequisites for his post aboard *Sakarya*.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Doctor Featherstone a +2 bonus to his *Stamina* reaction.

Human Spirit: The humans of Earth are a driven, vital, and versatile species. Human characters begin the game with 4 courage points (instead of the usual 3).

Skilled: Humans tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

Edges/ Flaws:

Command 1: Featherstone is assigned as a department head aboard the *Sakarya*.

Promotion 2: Doctor Featherstone holds the rank of Lieutenant in Starfleet.

Meticulous: Doctor Featherstone gains a cumulative +1 per round in extended tests.

