

# STAR TREK

---

## ROLEPLAYING GAME

---

# Border Run



**A Post-DS9 Adventure**  
**For Starfleet**

**SHATTERED STARS #08**

Written By Roger L. Taylor II

Illustrated by:  
Roger Taylor and TFAndrews

**Special Thanks To:**

Play-testers:

Rex, Justin, and Jeremy Rouviere,  
Jed Smith,  
the U.S.S. *Sakarya*,  
and

The Seventh Fleet  
([www.seventhfleet.org](http://www.seventhfleet.org))

Star Trek © Paramount Pictures,  
Star Trek The Role playing Game ©  
Decipher, Inc. All Rights Reserved

## Introduction

"Border Run" is an adventure for use with the *Star Trek: Role playing Game* by Decipher. It is the eighth adventure in the "Shattered Stars" campaign and is suitable for a crew of 2-6 players playing a Starfleet crew during the Post DS-9/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 near the Federation/Romulan border in the year 2389. Players who wish to take part in this adventure should not read any further.

## Adventure Synopsis

The starship *Sakarya* returns to Starbase 153 and Captain Rouviere and his crew begin preparations for getting *Sakarya* underway once more.

Their efforts are interrupted when they are called on the carpet in Admiral Thol's office- Thol and Emil Patterson are suspicious and curious to know why a coded transmission from a very sensitive source in Romulan space is demanding to meet with the heroes- and only the heroes.

While Patterson cannot order the hero to go, Thol can- and does. The hero is given a small spaceship (a runabout or the like) and is dispatched to a near-forgotten piece of flotsam deep on the wrong side of the Romulan Neutral Zone. There, he finds a notable (and powerful) Romulan official attempting to smuggle his family (and fortune) out of the Empire one hop ahead of Tal Shiar agents who wish to use him to further destabilize the Romulan interim government.

## Recommended Date/Season/Stardate:

2389/ Post-[Star Trek:Nemesis](#) /SD 65424.2

## Setting:

Otorin Sector- Deep space near the

Federation/Romulan border.

NGC-825392- a small, barely habitable rogue planetoid located in Section O-8 of the Romulan Neutral Zone. The world is technically Class L, and subsists on internal heat the has no native life forms or ready sources of water. While pressure suits are not required for short visits, supplemental oxygen is required as the atmosphere is too thin to support most humanoid life forms.

## Background:

Early in 2385, the crew of the *Sakarya* participated in a covert mission into Romulan space and inadvertently came to the attention Admiral Tarius- a strong candidate for the Romulan throne in the wake of the destruction of the Romulan homeworlds.

Believing he can trust the heroes, Tarius has arranged to place the lives of one of his political allies and his family in their hands- without bothering to consult them first.

## Conflicts:

Man vs Unknown- The heroes must determine who wants to meet with them- and why.

Man vs Man- In order to help Governor Salus and his family escape, the heroes must defeat the Tal Shiar troops trying to arrest them.

Man vs Nature- The environment on NGC-825392 is decidedly hostile to human life- with extremes of temperature and air far too thin to breathe.

Man vs Self- The heroes must decide how far they are willing to go in order to complete their mission and save the lives of a Romulan defector and his family.

### Narrator Warning

"Border Run" is a continuation of the events in [Shattered Stars #05- Ascendancy](#). If the characters have not participated in that adventure, then considerable revisions must be made and additional background information from that adventure provided.



# ACT ONE

## Safe Harbor

Open with the Handout #1 (Captain's Log) and *Sakarya's* return to Starbase 153.

*Sakarya* is currently berthed in the starbase's 7-10 Dock. The easiest means of reaching that dock is by travel pod, which gives them an unparalleled view of the starbase interior.

Several starships- the *Covington*, *Quartermain*, *Vorek*, and *Ward*- are moored in the base, all undergoing varying degrees of work. The *Vorek's* lower port-side hull is badly scorched and ruptured from an apparent torpedo hit, and work-bees are swarming the wound.

The *Hiei* is moored in her customary berth, and people can be seen crossing the gangway between the ship and the starbase.

## The Summons

As the final system shutdown takes place and the crew begins to leave the ship, their relaxed air is interrupted by a trio of armed Starfleet Marines. While his two men watch warily (a TN 10 *Tactics* test indicates they're positioned and prepared for trouble), the lead Marine- a sergeant named Darrow- politely identifies Captain ab Reis, then requests that he and his senior officers accompany the Sergeant-Admiral Thol wishes to speak with them immediately.

Darrow and his men will also insist on relieving the party of any weapons they might be carrying.

## The Briefing

Assuming there are no complications, the heroes are ushered quickly and discretely but without preamble into a briefing room in the base's Flag section. Vice Admiral Thol and Emil Patterson are present and looking grim and suspicious. The admiral will dismiss the Marines.

Thol will ask the Captain and assembled officers if they have anything they wish to say before they begin. Once down to brass tacks, both Thol and Patterson are curious to know why a coded transmission from a source in Romulan space is demanding to meet with the heroes- and only the heroes. The transmission uses a very sensitive and highly classified

government code- one generally reserved for secure high-level communications outside the normal diplomatic channels- but the normal identifier codes are absent.

Thol and Patterson are both curious how such a high-level Romulan citizen would know about several (comparatively) obscure Starfleet officers- and why such an individual would be demanding a meeting at an obscure hunk of rock in the middle of the Neutral Zone.

The heroes are given every chance to defend a/o explain themselves, but the bottom line is clear: the powers that be have come to suspect the heroes- and this mystery must be solved to fully clear their names.

The message demands that the heroes meet at a set of coordinates on a rogue planet in Section O-8 of the Neutral Zone within the next four days.

Should they ask, the heroes should receive both Map #1 (Otorin Sector) and Handout #2 (Planetary Survey: NGC-825392).

While Patterson cannot order the hero to go, Thol can- and does. The heroes are ordered to report to cargo bay S-23 and dispatched to a near-forgotten piece of flotsam deep on the wrong side of the Romulan Neutral Zone.

## The *Lethe*

When the heroes arrive in bay S-23 they should receive Handout #3 (*Lethe* Profile), and the opportunity to "explore" the ship while a crew prepares to move her to the U.S.S. *Quartermain*.

Chief Cardston (the *Lethe's* Engineering Chief) will happily explain that because of her relatively slow top speed, the heroes will be catching a ride to cut down on transit time.

# ACT TWO

## Hitching A Ride

Under the guise of doing a priority cargo run to Station K-12, the U.S.S. *Quartermain*- is to deliver *Lethe* to a point just over one light year from NGC-825392 and ½ light year from the Neutral Zone. This will cut down the transit time dramatically- but the heroes still have three-and-a-half days to their destination. This should provide ample time for the heroes to prepare- and to discuss why they were chosen for this mission.

## Crossing The Neutral Zone

Since she's running silent and isn't broadcasting an ID, the *Lethe* is attacked by the U.S.S. *Winters* just minutes from the Neutral Zone border.

*Winters* was apparently running silently before pouncing on the "rogue" vessel. A TN 10 *Knowledge-Culture (Federation)* or *Enterprise-Administration (Starfleet)* will confirm that Commander MacDonough is a smart, aggressive CO, willing to take the fight to the enemy.

Do the heroes break cover in save their skins, or do they break contact the old fashioned way?

While *Winters* will dog their course mercilessly, she will not pursue them into the Neutral Zone- though the heroes don't know that.

## NGC-825392

Setting down on the planet is an exercise in dreary. The world is a small, barely habitable rogue planetoid located in Section O-8 of the Romulan Neutral Zone. The world is technically Class L, and subsists on internal heat. It has no native life forms or ready sources of water. While pressure suits are not required for short visits, supplemental oxygen is required as the atmosphere is too thin to support most humanoid life forms.

Characters caught on the surface without supplemental oxygen (and unaccustomed to such thin air) must make Fatigue checks every fifteen minutes.

The *Lethe's* landing point is adjacent to a massive cave system and 1 kilometer from the arranged rendezvous point.

# ACT THREE

## The Caves

The heroes should receive [Map #2 \(The NGC-825392 Caves\)](#) and be given the chance to specify how they are outfitted. The caves themselves are cold, dark, and imposing. There are several compounds in the walls which limit the effectiveness of sensors and communications.

The footing is treacherous due to loose rock and sand- slowing travel, but not presenting any serious hazard of injury.

## The Meeting

About an hour after the heroes arrive at the rendezvous coordinates, a tricorder scan will indicate lifeforms approaching. Five lifesigns are detected- two of them are armed, and all are Romulan.

While four of the Romulans hang back, the fifth approaches the heroes, weapon at the ready.

Moving cautiously along the cave walls, the Romulan reveals herself to be a young, but striking woman in the uniform of an Imperial Guardsman.

After confirming the identities of Captain Rouviere and his party, the Romulan will identify herself as Centurion Siral.

She will signal her charges forward, revealing the other four to be a man, a woman, and two children.

The man identifies himself as Senator Vecian, and requests asylum for his family in the Federation.

## Explanations

The heroes discover that they were requested because certain persons within the Empire (Admiral Tarius, Commander Foster) believe they are both honorable and resourceful enough to pull off this escape.

The Senator plans to remain behind in the Empire to assist in the Reconstruction and to support Admiral Tarius' reforms- but he needs to know his family is safe in order to escape blackmail/political pressure being brought to bear by more reactionary elements.

Centurion Siral will remain wary throughout the exchange, urging speed wherever possible.

## The Tal Shiar

When a small device on Centurion Siral's belt begins beeping, she will swear elegantly, pull her weapon, and begin pushing the Senator and his family towards the Federation party.

A TN 15 *System Operation (Sensor)* scan will reveal a party of twelve armed Romulans closing on their position. Senator Vecian will ask Siral if they're being pursued, to which she will ask contemptuously if the Senator *really* thought the Tal Shiar would simply let him walk away.

The heroes now face a running firefight in

the cave system as they attempt to smuggle the Senator's family to safety.

## Resolution

Depending upon how the characters handle the situation, one of several resolutions can occur. The Tal Shiar agents would rather see Senator Vecian and his family under their control- but will more than happily kill everyone involved if they are robbed of their prize.

## 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 remain professional while dealing with Captain T'Kel:	100 exp points
PCs remain in character during the security check at the 7-10 Dock:	100 exp points
PCs behave appropriately while being escorted to meet Admiral Thol:	100 exp points
PCs evade the <i>Winters</i> :	300 exp points
PCs reach the rendezvous point:	100 exp points
PCs grant asylum to Senator Vecian's family:	500 exp points
PCs defeat the Tal Shiar "arrest" party:	500 exp points
PCs defeat the Tal Shiar party without resorting to deadly force:	500 exp points
PCs display conspicuous innovation, gallantry or personal sacrifice (above and beyond the call of duty):	200 exp points

## Renown Awards

PCs remain in character during the security check at the 7-10 Dock:	Renown +1
PCs behave appropriately while being escorted to meet Admiral Thol:	Renown +1
PCs evade the <i>Winters</i> :	Renown +1
PCs reach the rendezvous point:	Renown +1
PCs grant asylum to Senator Vecian's family:	Renown +1
PCs defeat the Tal Shiar "arrest" party:	Renown +1
PCs defeat the Tal Shiar party without resorting to deadly force:	Renown +1

## Special Victory Conditions

The standard Starfleet Rules of Engagement mean that the heroes may only fire in defense of their lives or the lives of others.

Worse, they are also operating in violation of the Treaty of Algernon by violating the Neutral Zone. Their actions are also technically an act of espionage. If the Tal Shiar escape with proof of the heroes presence in the Neutral Zone, the heroes automatically lose the scenario, and will likely face a court-martial upon their return to Starfleet.

PCs display conspicuous innovation, gallantry or personal sacrifice (above and beyond the call of duty): Renown +1  
Per PC or member of the Senator's household killed: 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).

## (Non-Player Characters)

Patterson, Emil- Federation Security Operative. Patterson is a tall, thin human with thinning hair and a relaxed, confident air (much like Federation Undersecretary Nilz Baris without the agitation and perpetually aggrieved air). He speaks with the casual authority of a man accustomed to being obeyed, and gives out information only as necessary.

Patterson is part of a counter-intelligence "Special Projects Office" which works hand-in-glove with Starfleet Intelligence, but he's a high-powered mover-and-shaker (and an absolute foe of Section 31). Unless he's got a specific mission in-line for them, few people – in or out of Starfleet- know Patterson, or what he does.

Unlike other behind-the-scenes power-brokers, Patterson is smart enough to listen to the commanders and officers in the field, and trusts what they have to say over the "over-processed" reports that most bureaucrats provide.

Thol ir'Idrani- Vice Admiral, Commander, Starbase 153. VADM Thol is an experienced war-time commander who saw service with the 11<sup>th</sup> Fleet during the Dominion War, commanding the *Akira* Class cruiser *Kel'ran*. Thol is noted for hit-and-fade attacks and precision firepower fighters, shuttles, and (of course) starships.

During the War, Thol and the *Kel'ran* were forced to fire on the Andorian colony world of A'than (Thol's homeworld), and leveled the capital and much of the colony in order to deny it to Dominion forces who'd seized control and begun either relocating or executing the populace. It is rumored that one of Thol's wives was in the capital when the attack took place, but this has never been confirmed. Thol keeps a mourning shrine in a corner of his office, nonetheless.

In 2375, the *Kel'ran* was lost covering the withdrawal of Task Force 11.24 from the Avari system. The task force had been seriously mauled by a superior Dominion strike-group, and thirteen ships (nearly half the task force) were unable to escape the system when the recall order came. *Kel'ran* had sustained moderate damage, but was still combat worthy, and with a Dominion strike wing bearing down on the stragglers, Thol and the *Kel'ran* disregarded the evacuation order and executed a risky micro-warp into the strike wing's path. "Thol's Charge" pinned down the Dominion forces long enough for Task force 11.24 to repair and pull out eleven of the thirteen stragglers (either under their own power or under tractor beam). The *Kel'ran* was reported lost with all hands, but Thol and his survivors spent three months in a Dominion internment camp before the end of the War.

Admiral Thol is considered a hard, disciplined man- cool, regal, and a cast-iron sonovabitch when crossed.

Vecian- A Romulan Senator and political moderate, Vecian is the subject of a blackmail attempt by Admiral Tevis and remnants of the Tal Shiar. In order to ensure his political independence, Vecian is attempting to smuggle his family out of the Empire (and is demanding asylum in the Federation).



## (Starships)

### **U.S.S. *Lethe* NX-72467**

#### **Production Data**

Origin: United Federation of Planets  
Class and Type: *Danube* Class Runabout  
Year Launched: 2368

#### **Hull Data**

Size: 2, 1 deck      Length: 23m  
Structure: 10      Crew: 1+  
Cargo Capacity: 2      Atmospheric Capable: Yes

#### **Operational Data**

Transporters: 1 2-person standard  
Sensor Systems      Class 2 (+2/C)  
Operations Systems Class 1 (B)  
Life Support      Class 1 (B)  
Tractor Beams: 1fd, 1ad

#### **Propulsion Data**

Impulse Engines:    FIB-3 (.75c) (B)  
Warp Drive:    LF-7x2 (Warp 4 / 6 / 8.3) (B)

#### **Tactical**

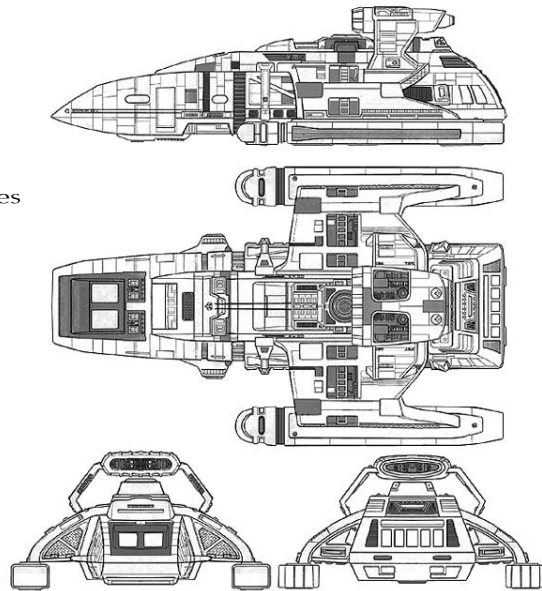
Phaser Banks    Type VI (x2/B)  
Penetration    4 / 3 / 3 / 0 / 0

Photon Torpedoes    Mk 25 micro (x2/B)

Penetration    2 / 2 / 2 / 2 / 0

Deflector Shields    FSQ-2 (CC)

Protection/Threshold    14 / 1



#### **Miscellaneous**

Maneuver Modifiers +0 C, +2 H, +0 T

**Traits:** Monotanium Plating (+4 to enemy Sensor tests), Monorefractive Hull (rating 14),

The U.S.S. *Lethe* is a modified *Danube* Class starship- a small, multipurpose vessel with a crew of between two and six officers and enlisted men. Because of her small size and small crew, deep space missions aboard the *Lethe* seldom last more than a week or two.

Like other *Danube* Class runabouts, *Lethe* is designed to be mission-flexible and has four swappable cargo modules, and she has been fitted with both monotanium and mono-refractive hull plating in order to carry out Special Missions Team operations.

. Unfortunately, *Lethe*'s monorefractive hull currently renders her ineligible for the customizable "roll bar" mission pallet.

At speeds of less than Warp 4, *Lethe* is essentially invisible to starship scans (although in accordance with the Treaty of Algeron, she can be sighted visually). Every Warp Factor above 4, however, reduces the effectiveness of her monorefractive hull by 5, making it easier to detect her.

## **Module Types**

### **Cargo Modules**

*Lethe* can be fitted with up to four pre-configured cargo modules with different mission loadouts.

**Cargo/Supply Module-** Adds 1 Cargo Unit.

**Scientific Module-** Upgrades sensors to Class 3 (+3/D)

**Personnel Module-** Adds bunk and replicator facilities for 5 personnel.

**Probe Module-** Adds 8 Class X probes w/throwaway launcher.

# USS *Winters* NCC-81974

## Production Data

Origin: United Federation of Planets  
 Class and Type: *Saber* Class Light Cruiser  
 Year Launched: 2377

## Hull Data

Size: 5, 7 decks      Length: 120m  
 Structure: 25      Crew: 81  
 Atmospheric Capable: No  
 Shuttlebays: 1a  
 Shuttles: 5 size worth

## Operational Data

Transporters: 2 ea personnel, cargo,  
 emergency  
 Cargo Capacity: 50  
 Tractor Beams: 1fd, 1av  
 Sensor Systems Class 3 (+3/C)  
 Operations Systems Class 3 (D)  
 Life Support Class 3 (D)

## Propulsion Data

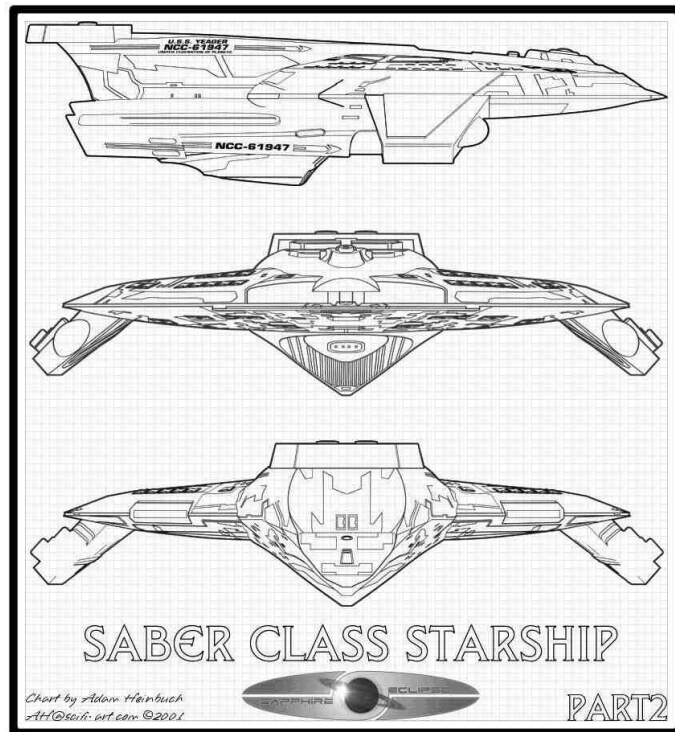
Impulse Engines: FIE-3 (.85c) (C)  
Warp Drive: LF-35 (Warp 6 /9 / 9.2) (B)

## Tactical

<u>Phasers</u>	2 x Type VIII (B)	Deflector Shields	CIDSS-3 (C)
Penetration	4 / 4 / 4 / 0 / 0	Protection/Threshold	18/4
<u>Photon Torpedo</u>	2 x Mk 80 DF (B)		
Penetration	5 / 5 / 5 / 5 / 5 (Photon Torpedo)		
Penetration	6 / 6 / 6 / 6 / 6 (Quantum Torpedo)		

## Miscellaneous

Maneuver Modifiers +2 C, -1 H, +2 T      Traits: None



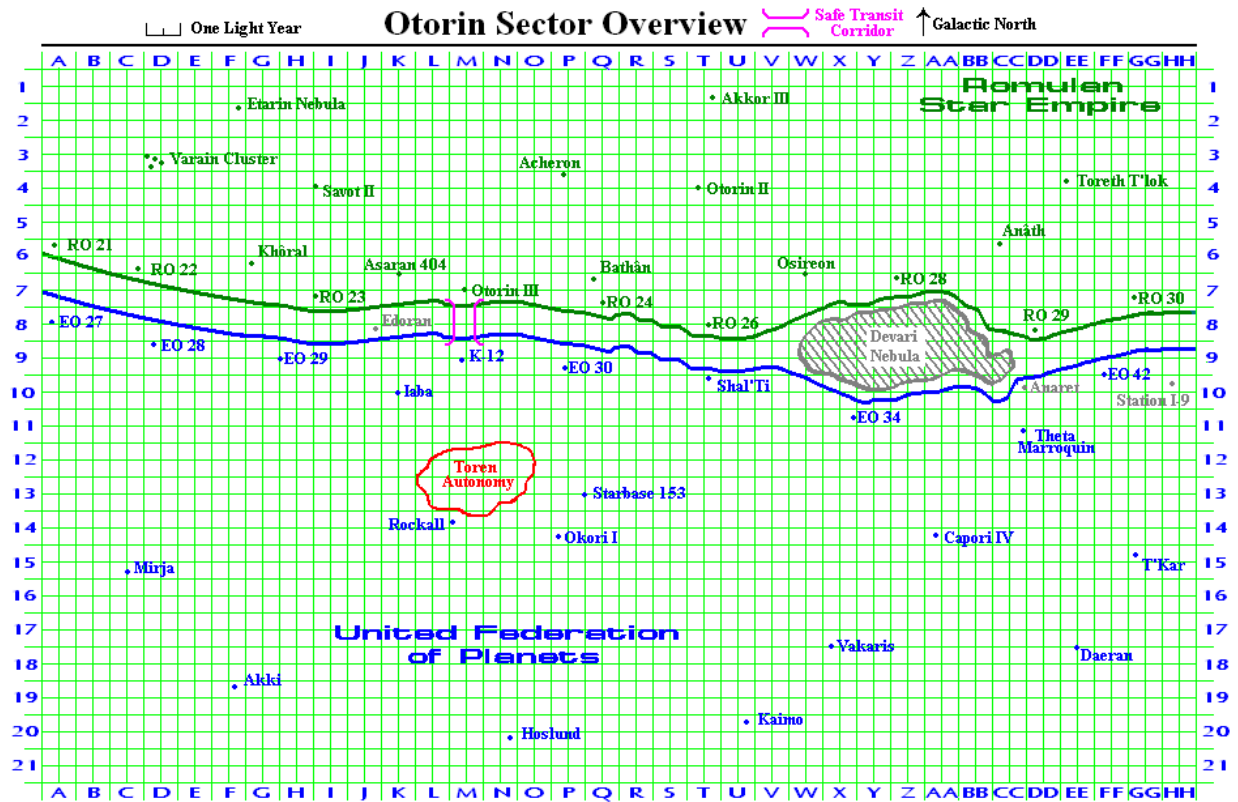
U.S.S. *Winters* NCC-81974 was assigned to the Otorin Sector to provide support on escort and patrol missions and to provide additional firepower, if necessary. Despite excellent availability and on-station time, *Winters* has yet to see action in the Otorin Sector.

Commander MacDonough is a younger officer, but is reputed to be very sharp, and has already chalked up a considerable record in service against pirates and smugglers.

# Maps:

## Map #1

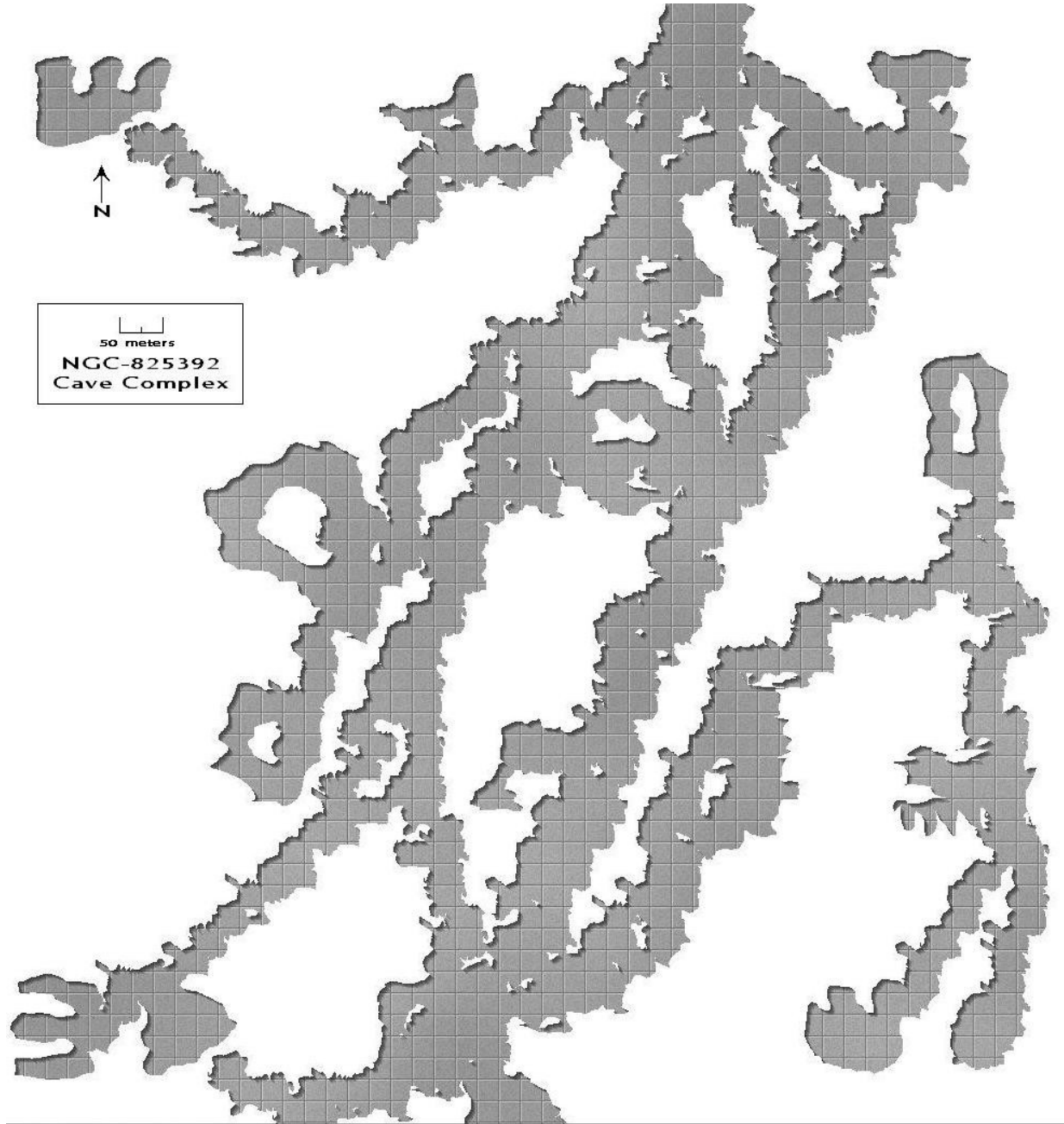
## Otorin Sector Map



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

Map #2

The NGC-825392 Caves



## Handouts:

### Handout #1: Captain's Log

#### Captain's Log: Stardate 65424.2:

*"All is well. Sakarya is now entering Starbase 153 for a six week overhaul. The ship and crew performed well on their last patrol and are now looking forward to the downtime. Extended leaves for the crew have been authorized while the ship is repaired and overhauled."*

---

### Handout #2: Planetary Survey: NGC-825392

NGC-825392 is a small, barely habitable rogue planetoid located in Section O-8 of the Romulan Neutral Zone. The world is technically Class L, and subsists on internal heat. It has no native life forms or ready sources of water. While pressure suits are not required for short visits, supplemental oxygen is required as the atmosphere is too thin to support most humanoid life forms.

<b>Class</b>	L	<b>System Data</b>	
<b>Gravity</b>	.992 G	<b>Year and Day</b>	N/A
<b>Atmosphere</b>	Thin	<b>Hydrosphere</b>	N/A
<b>Climate</b>	Cool Arid	<b>Sapient Species</b>	None
<b>Tech Level</b>	N/A		
<b>Government</b>	N/A		
<b>Culture</b>	N/A		
<b>Affiliation</b>	None		
<b>Resources</b>	Unknown		
<b>Places of Note</b>	None		

## Handout #3: *Lethe* Profile

### **U.S.S. *Lethe* NX-72467**

#### **Production Data**

Origin: United Federation of Planets  
Class and Type: *Danube* Class Runabout  
Year Launched: 2368

#### **Hull Data**

Size: 2, 1 deck      Length: 23m  
Structure: 10      Crew: 1+  
Cargo Capacity: 2      Atmospheric Capable: Yes

#### **Operational Data**

Transporters: 1 2-person standard  
Sensor Systems      Class 2 (+2/C)  
Operations Systems Class 1 (B)  
Life Support      Class 1 (B)  
Tractor Beams: 1fd, 1ad

#### **Propulsion Data**

Impulse Engines:    FIB-3 (.75c) (B)  
Warp Drive:      LF-7x2 (Warp 4 / 6 / 8.3) (B)

#### **Tactical**

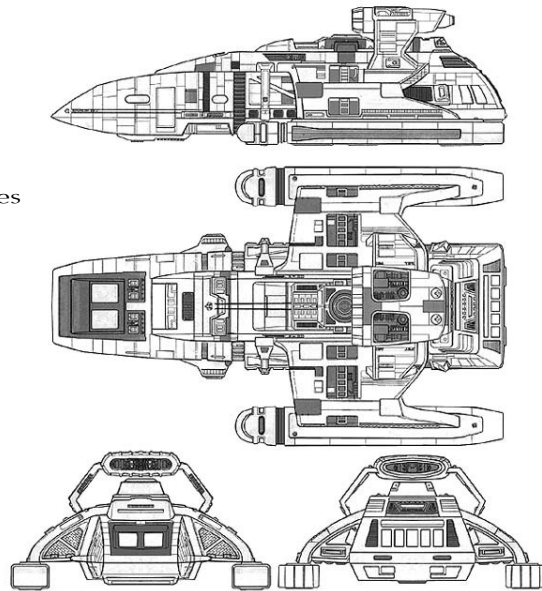
Phaser Banks      Type VI (x2/B)  
Penetration      4 / 3 / 3 / 0 / 0

Photon Torpedoes      Mk 25 micro (x2/B)

Penetration      2 / 2 / 2 / 2 / 0

Deflector Shields      FSQ-2 (CC)

Protection/Threshold      14 / 1



#### **Miscellaneous**

Maneuver Modifiers +0 C, +2 H, +0 T

**Traits:** Monotanium Plating (+4 to enemy Sensor tests), Monorefractive Hull (rating 14),

The U.S.S. *Lethe* is a modified *Danube* Class starship- a small, multipurpose vessel with a crew of between two and six officers and enlisted men. Because of her small size and small crew, deep space missions aboard the *Lethe* seldom last more than a week or two.

Like other *Danube* Class runabouts, *Lethe* is designed to be mission-flexible and has four swappable cargo modules, and she has been fitted with both monotanium and mono-refractive hull plating in order to carry out Special Missions Team operations.

. Unfortunately, *Lethe*'s monorefractive hull currently renders her ineligible for the customizable "roll bar" mission pallet.

At speeds of less than Warp 4, *Lethe* is essentially invisible to starship scans (although in accordance with the Treaty of Algeron, she can be sighted visually). Every Warp Factor above 4, however, reduces the effectiveness of her monorefractive hull by 5, making it easier to detect her.

## **Module Types**

### **Cargo Modules**

*Lethe* can be fitted with up to four pre-configured cargo modules with different mission loadouts.

**Cargo/Supply Module-** Adds 1 Cargo Unit.

**Scientific Module-** Upgrades sensors to Class 3 (+3/D)

**Personnel Module-** Adds bunk and replicator facilities for 5 personnel.

**Probe Module-** Adds 8 Class X probes w/throwaway launcher.

## **USS Sakarya Senior Staff**

<b>Position</b>	<b>Name</b>	<b>Species</b>	<b>Rank</b>
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).



# Starfleet Bureau of Personnel

## Starfleet Command

### Aydin ab Reis

<b>Age:</b>	42	<b>Gender:</b>	Male
<b>Species</b>	Human	<b>Eyes:</b>	Grey
<b>Homeworld:</b>	Antalya Colony	<b>Hair:</b>	Black
<b>Rank:</b>	Captain		
<b>Current Assignment:</b>	Commanding Officer, U.S.S. <i>Sakarya</i> , NCC-52143		

#### Profile/History:

Aydin ab Reis is a young and enterprising captain of eight years experience. He is highly self-disciplined and carries himself with a keen awareness of his duties and responsibilities.

Aydin ab Reis is descended from nobility on his home colony (hence the ab Reis honorific) and grew up with a keen sense of *noblesse oblige*- "noble ancestry constrains to honorable behavior; privilege entails to responsibility".

Tall, thin, handsome, and dark, ab Reis moves with quiet 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.

#### Psychological Profile:

Captain ab Reis adheres to a strict philosophy of personal austerity and honor- he has chosen a 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 usually plain spoken and sometimes blunt, preferring the unvarnished truth to diplomatic equivocation. On the other hand, 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- 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.

#### Attributes

**Str** 7 (+0)   **Agl** 7 (+0)   **Int** 10 (+2)\*   **Vit** 10 (+2)   **Prs** 9(+1)\*   **Per** 7 (+0)

**Quickness** +0   **Savvy** +1   **Stamina** +2   **Willpower** +4\*

#### Miscellaneous Scores

**Courage:** 4   **Health:** 10   **Renown:** 25   **Advancements:** 25

<b>Defense:</b> 7
<b>Initiative:</b> +0

#### Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat-Simple Wpns	AGL	+0	+7		+7	
Athletics	STR	+0	+6		+6	( Ride Horses )
Computer Use	INT	+2	+7		+9	( Retrieve )
Enterprise-Administration	INT	+2	+7		+9	( Federation )
First Aid	INT	+2	+3		+5	
Inquire	PRS	+1	+5		+6	( Research )
Investigate	PER	+0	+4		+4	

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 Sakarya'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  $\frac{1}{2}$  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 traveling at maxim 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.

# Starfleet Bureau of Personnel

## Starfleet Command

### Paul Featherstone, MD

**Age:** 39    **Gender:** Male  
**Species:** Human    **Eyes:** Grey  
**Homeworld:** Earth    **Hair:** Salt and Pepper ( Grey and Black )

**Rank:** Lieutenant  
**Current Assignment:**  
Chief Medical Officer, U.S.S. *Sakarya*, NCC-52143

**Profile/History:**

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*.

**Psychological Profile:**

Featherstone is brilliant- a gifted and prolific researcher- but he has poor people skills and can be stubborn, rude, petulant, childish, and even insubordinate. He is almost critically underweight because research is more enthralling than eating.

Featherstone is leery of Captain ab Reis and Lieutenant Prin (his career lies in the Captain's hands while Lieutenant Prin might... *hurt* him). Conversely, Featherstone has a love/hate relationship with Commander Loch- she is unquestionably brilliant and beautiful, but she's also continually interrupting his research to make sure sick bay is run correctly (and not merely left in the hands of his nurses and other doctors). Featherstone deeply respects T'Var's intellectual discipline (and research background)- but most of the remaining officers and crew are tolerated, at best.

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).

**Attributes**

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

**Miscellaneous Scores**

**Courage:** 4        **Health:** 9        **Renown:** 10        **Advancements:** 15

<b>Defense:</b> 8
<b>Initiative:</b> +2

**Skills:**

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+2	+6			( Retrieve )
Construct	INT	+2	+4			
First Aid	INT	+2	+6			
Knowledge: Culture	INT	+2	+4			( Human )
Knowledge: History	INT	+2	+5			( Federation )

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*.

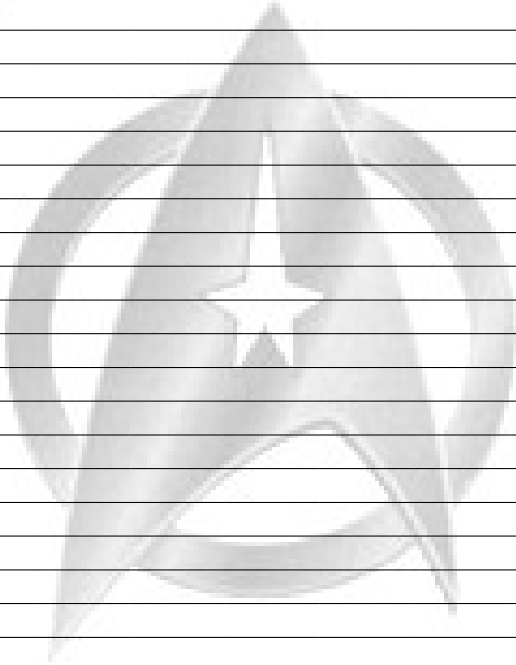
**Promotion 2:** Doctor Featherstone holds the rank of Lieutenant in Starfleet.

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

# 7<sup>TH</sup> FLEET SCORING SHEET

Benchmark	Bonus	Achieved
PCs remain in character during the security check at the 7-10 Dock:	+1	0
PCs behave appropriately while being escorted to meet Admiral Thol:	+1	0
PCs evade the <i>Winters</i> :	+1	0
PCs reach the rendezvous point:	+1	0
PCs grant asylum to Senator Vecian's family:	+1	0
PCs defeat the Tal Shiar "arrest" party:	+1	0
PCs defeat the Tal Shiar party without resorting to deadly force:	+1	0
PCs display conspicuous innovation, gallantry or personal sacrifice: (above and beyond the call of duty).	+1	0
Per PC or member of the Senator's household killed:	-1	0
	<u>    </u> / 8	

## Proctors Notes:



---



---



---



---



---



---



---



---



---



---



---



---



---



---



---



---



---



---



---



---



---



---



---



---

Proctor: \_\_\_\_\_

Crew: USS \_\_\_\_\_

Final Score: \_\_\_\_\_ / 9

Officers Present: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Reviewed By: \_\_\_\_\_

Commanding Officer

\_\_\_\_\_

Fleet Commander