

STAR TREK ROLEPLAYING GAME

Fracture Lines



A Post-DS9 Adventure
For Starfleet

SHATTERED STARS #11

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Introduction

"Fracture Lines" is an adventure for use with the *Star Trek: Role playing Game* by Decipher. It is the eleventh 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 near the Federation/Romulan border late in the year 2389. Players who wish to take part in this adventure should not read any further.

Adventure Synopsis

The Federation starship U.S.S. *Sakarya* is routed off a boring patrol route in order to investigate the explosion and loss of the U.S.S. *Dawnspring*- a Federation science vessel over the non-aligned world of Eedoran.

The *Dawnspring* was conducting an authorized shore-leave and survey period and exploded without warning, scattering pieces of the starship to hell-and-gone. The *Sakarya* and her people must reconstruct the final moments of the lost starship and recover her dead and wounded.

Recommended Date/ Season/Stardate:

2388/ Post-[Star Trek:Nemesis](#) /SD 65314.6

Setting:

Eedoran, Otorin Sector- A "neutral" world within the Romulan Neutral Zone.

A "forgotten" world, Eedoran is an Orion colony world with a population of more than two million. Eedoran is not officially aligned with any major interstellar power- and guards that neutrality cagily. Rumors abound of pirate activity originating from Eedoran, but given that the presence of Starfleet patrol forces on one side and the Romulans (and their somewhat

"final" method of dealing with pirates) on the other, the Eedorans are very careful in how they operate.

Despite these pressures, Eedoran is a marketplace where any number of deals can be hatched and run. Certain Cardassian strongmen a/o Federation traitors may be hiding out on Eedoran.

Background:

The U.S.S. *Dawnspring* was returning to Federation space in the wake of an eighteen-month, deep-space survey and was granted permission to break at Eedoran for shore leave.

While she was there, *Dawnspring* agreed to assist the Eedoran Council of Ministers by re-mapping part of the northern hemisphere for economic exploitation. *Dawnspring's* sensors detected something she shouldn't have- and she was killed for it. A high-energy explosive was beamed into *Dawnspring's* engine room, rupturing her warp core and destroying the starship in orbit.

Dawnspring's shore party- her Executive officer and a small number of the crew- survived the loss of their ship.

The Eedoran authorities, fearing for the loss of their neutrality, are now in chaos- torn between providing full cooperation and full cover-up.

Sakarya's mission is to investigate the loss of the *Dawnspring*, to determine what caused her death, and to recover her remains- both the living and the dead.

Table 6.1 Universal Target Numbers

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

ACT ONE

New Orders

Open *in media res* with [Handout #1 \(Captain's Log\)](#). Underway along the Romulan Neutral Zone, U.S.S. *Sakarya* has been conducting a deterrent patrol designed to keep Orion privateers and Romulan renegades from crossing the Neutral Zone. Her routine is shattered by the arrival- [Handout #2 \(Comm Traffic\)](#)- of a canned message from Admiral Thol, commanding Starbase 153. Due to the distance from Starbase 153, there is a twenty-minute communications lag between *Sakarya* and Starfleet Command.

When played, the main viewscreen clears and is replaced by the grim visage of the Andorian Sector commander. Thol has a reputation for being very reserved, but a TN 10 Savvy check reveals that the Admiral's features are unusually strained.

"Captain ab Reis,

I am interrupting your patrol, to deal with a bleak situation. Starfleet Command has received incomplete reports that the U.S.S. Dawnspring has exploded in orbit around Eedoran, and crashed on the planet surface. There are reportedly few survivors.

Upon receipt of this transmission, you are detached from your current mission and ordered to proceed at best possible speed to Eedoran, there to determine the cause of the Dawnspring's loss, recover her wreckage and survivors, and to offer any necessary assistance in minimizing damage to the planet and its population.

The cause of the Dawnspring's loss has not been determined- proceed with caution. Given the location of Eedoran in the Neutral Zone, you are further cautioned against aggravating an already tense situation. Standard Rules of Engagement apply.

Good luck.

Thol out."

If the heroes specifically ask for the information, they should receive [Handout #3 \(Eedoran Profile\)](#), [Handout #4 \(Dawnspring Profile\)](#), [Handout #5 \(Admiral Thol Profile\)](#), and/or [Handout #6 \(Commander Nelson](#)

[profile\)](#). "Captain" Nelson was one of Admiral Thol's junior officers, serving with him aboard the starship *Kel'ran*, and in a Dominion prison camp afterwards.

When Nelson was promoted to Lieutenant Commander, Thol recommended her for captaincy of the *Dawnspring* and lobbied extensively on her behalf.

Sakarya is currently in Section H-9, roughly 2.5 light years from Eedoran. A speed of Warp 9.6 will get the *Sakarya* to the Eedoran system in 11.5 hours. In order to attain that speed, the *Sakarya*'s Chief Engineer will need to make a TN 20 *Propulsion Engineering (Warp Drive)* test in order to reach that speed. Additionally, a TN 20 *Propulsion Engineering (Warp Drive)* test is needed each half hour there after to maintain that speed (though these latter tests enjoy a +6 bonus due to the engine's reliability).

Finally, a *Sakarya* officer with the [Surfing Spacetime](#) Professional Ability can make a TN 20 *Space Science (Astrogate)* test to plot an exceptionally tight course. This has the effect of acting as the ship travelled one warp factor faster than her actual speed.

Eedoran Roads

If *Sakarya* conducts a detailed scan of the outer orbital (parking) area around Eedoran, her Science, Ops, a/o Tactical officers should make a TN15 *System Operation (Sensors)*, *Physical Science*, or *Propulsion Engineering (Warp Drive)* test. A success should reveal a lot of antimatter/ion residue in orbit, most of it heading into deep space. A Superior success should reveal that the residue is (for the most part) less than twenty-four hours old.

Less than a day ago, there were a large number of warp-capable vessels in orbit- nearly all of whom are now gone.

Close Orbit

As the *Sakarya* warps into orbit, she is immediately contacted (audio only) by Minister Conacian, who welcomes them and offers his assistance in resolving this tragedy. The Eedoran government has seventeen survivors of the *Dawnspring* in their care, and have made some inroads into determining the cause of the starship's loss. If *Sakarya* is running with a defensive posture- screens and shields raised or weapons armed, Conacian will assure them

that this isn't necessary- *Dawnspring* was lost due to an internal explosion rather than an external attack.

If pressed for details, Conacian will temporize by inviting Captain Thallman and his people to the surface to review their findings and to meet with the *Dawnspring* survivors. Coordinates just outside the Hall of Ministers follow.

No matter how the conversation progresses, however, Conacian invites the *Sakarya* people to the surface to meet with the Council and review the evidence, and is clearly reluctant to discuss any details over an open comm line.

Should the *Sakarya* take note (and make a TN 15 *System Operation (Sensors)* check) the heroes should receive Handout #7 (Edoran Roads) detailing a list of vessels in orbit.

The Council of Ministers

When the heroes reach the surface, they find themselves on a very hot, dusty world, and on a city street paved with cobblestones and surrounded by brick, adobe, and stucco buildings with slate roofs and spread awnings. The streets are crowded with people- mostly Orion- many of whom watch them with a mix of open hostility, open curiosity, and even open dismay. Before they can interact with any of the locals, however, the heroes are approached by a massive mountain of a man dressed in elaborate robes and wielding a large pole-arm/halberd who identifies himself as Rijan and "summons them to meet with the Council".

The heroes are shown in past a set of large, thick, and elaborately carved wooden doors, through an elaborate foyer with parquet floors, and thence into a low, comfortable, and elaborate furnished meeting room filled with men (and two women).

The Edoran Council of Ministers is arrayed on a series of pillows and low divans around a central meeting area. Thick and luxurious rugs and draperies decorate the room in a sumptuous- and blatant- luxury. A small trio of armed guards (swords and disruptor pistols) stand decorously along the rooms perimeter.

Several of the ministers are smoking from elaborate hookas, while others sip at a variety of liquors, while others still have elaborate platters of small foods and sweet-meats within arms reach. A TN 10 *Savvy* check (or a TN 10

Empathy test) will reveal that despite the languorous setting, the Ministers are all alert- and even wary. It soon becomes apparent, however, that the ministers are very eager to satisfy their Federation guests and send them on their way. There is no sign of the survivors

As the party all enter the room, Rijan taps his pole-arm three times against the hardwood floor and announces, "The Federation officers, my lords and ladies."

A greying man- Minister Conacian- (who looks remarkably like Ayelborne from TOS: Errand of Mercy) but more heavily (and ornately) dressed hurries towards the heroes and shakes Captain Thallman's hand with both of his own, while again expressing his condolences fro the loss of the *Dawnspring*. He will then attempt to see them seated and plied with wines and sweet-meats.

After making sure the Federation guests are well situated, Conacian will turn the matter to business.

The *Dawnspring* survivors are nearby and will be brought in shortly, but the Ministers wanted to discuss their findings first- sparing the survivors what can only be a painful conclusion.

According to the Council of Ministers, the *Dawnspring* was lost due to some sort of accident aboard- apparently in Engineering. The ship was in standard orbit, with no other vessel nearby. It took a bit of luck and skill, but the Edoran were able to reconstruct and computer enhance sensor data from the few government sources within line of sight, and recreate the chain of events leading up to the ship's loss.

The video shows a low-oblique view of the starship as she orbited high overhead. After several unremarkable minutes, a small blossom of fire appears low on *Dawnspring's* secondary hull (close to her warp-core ejection hatch), followed by a massive plasma explosion which blows apart the secondary hull and sends the vessel careening off screen.

The "camera" pans wildly for a moment as the operator attempts to focus in on the dying starship, and succeeds momentarily- just long enough to see the primary hull disintegrating as it tumbles into the atmosphere. The video ends a moment later. An empath or telepath who makes a TN 15 *Empathy* test will detect a fairly sharp, but general spike in tension

amongst the ministers as the video is played- and concern about the reactions of the *Sakarya* crew.

After a moment of silence, Conacian speaks again. "As you can see, there was no activity near the starship before she was destroyed. Our analysis suggests that the explosion was the result of a warp-core breach or failure of one of the ship's EPS conduits." The Ministers have managed to locate the major pieces of the wreckage- but no survivors from aboard the ship when she was lost.

Through Conacian, the Ministers pledge their full cooperation with the Federation's investigation, and express the hope that this matter can be resolved quickly. If the heroes ask for it, the video of the loss will be handed over without pause or hesitation.

The Survivors

Either at Captain Thallman's request or following the video, the survivors of the *Dawnspring* are brought in. These fortunate few were ashore on leave when the ship was destroyed. There are a total of seventeen survivors, including *Dawnspring*'s Executive Officer, Operations Officer, and her Main Propulsion Assistant.

All are in good health, and have been well treated- though they are understandably furious. When *Dawnspring* was destroyed, they were "gathered and quartered"- or as one of the survivors puts it, "rounded up and detained". They have been held essentially incommunicado, and haven't been allowed to play any role in either the search or the investigation (and the inability/inactivity is driving them slightly nuts). They are- understandably- very pleased to see the *Sakarya* officers.

Minister Conacian will turn the survivors over to Captain Thallman (or the other senior officer present) and suggest that they may want time to debrief and to review the *Dawnspring* crew. Facilities have been prepared for just that purpose within the Hall of Ministers, or the heroes are free to return to the *Sakarya*, if that is their wish.

If they have any questions or requests, they may contact Conacian at their leisure.

Interviews

If and when the heroes make the survivors

aware of the Edoran "findings", they react with hostility and disbelief. Both the Exec and the MPA can attest that the ship was in need of a post-mission overhaul, her material condition was good overall. They'd run a pressure-integrity test on the main warp core less than three weeks before- there was no reason for a core-breach to have taken place.

The rest of the crew, if questioned, will likewise report that the ship was in good condition, with a well-trained and proficient (though tired) crew.

The Exec and Captain were together about a half hour before the *Dawnspring* was lost, and the Exec recalls the Council of Ministers (he doesn't remember the name of the specific minister) asking to meet with Captain Nelson, immediately. Nelson agreed and left to meet with them, telling the Exec to enjoy his lunch. About a half-hour before the ship was lost, the Captain contacted him to report she'd be returning to the ship. When the Exec asked if he should join her, Captain Nelson said no- that it was a minor errand and she'd rejoin him in a couple of hours.

The Other Shoe

Once the heroes have had a chance to interview the survivors and get a feel for their take on the situation, any Tactical officers left aboard the *Sakarya* should make a TN 10 *System Operation (Sensors or Tactical)* test. If successful, they will detect a subspace disruption in close orbit- possibly a cloaked vessel.

After a moment's pause¹, the vessel will decloak, revealing herself to be the Romulan starship *Vigilant*.

Commander Tolon will demand an explanation for the *Sakarya*'s presence in the Neutral Zone, noting that her presence is a violation of treaty and thus an act of war.

Tolon will be sneering and condescending, referring to *Sakarya* as a "death-machine", and to the crew as "dandified thugs", but he won't be provoked into opening fire. He will express deliberately-feigned sympathy for the loss of the *Dawnspring*, and will graciously "allow" them to continue their rescue operations. He will not, however, agree to depart the Neutral

¹ This pause should be of sufficient length to allow the Captain to return to the ship, if necessary.

Zone.

Tolon will insist that his presence is necessary to monitor the Starfleet incursion- and to ensure the integrity of the Neutral Zone.

With little further preamble, the *Vigilant* will fade back into cloak. Should the heroes attempt to scan the *Vigilant* before she cloaks, they should receive Handout #9 (Close Range Scan).

Optional Scene- Local Reaction

If the heroes contact the Edoran Council of Ministers about the Romulan presence, Conacian will be coolly receptive.

He will point out that the Edoran system is neutral, and that the Romulans have as much right to visit and trade as does the Federation- and that it is in the Edoran interest to have both parties present- their rivalry will ensure Edoran sovereignty.

ACT TWO

Questions

If the heroes ask Conacian about the meeting with Captain Nelson, he will disavow any knowledge- stating that to his knowledge, the Ministers had no business with the *Dawnspring* after granting her permission to make orbit and begin their visit. If apprised of the crew's assertion that the ship was in good material condition and the crew well-trained, Conacian will concede their claims- but suggest that perhaps the survivors (either innocently or deliberately) are rejecting the possibility out of hand in order to exonerate their captain and shipmates from a disgraceful and embarrassing accident.

Analyzing the Video

If *Sakarya* personnel decide to analyze the video, they should make a TN 25 *Computer Use (Retrieve Information)* test. The analysis will take at least five hours of work. A success will confirm that the tape has been modified- which isn't a surprise, as the Edoran reported it was a composite reconstruction of scattered sensor data. A Superior success will detect an unexplained thermal bloom on *Dawnspring's* secondary hull milliseconds before the hull breach.

A TN 20 *Physical Science (Physics)* test

and/or a *System Engineering* test will confirm that the thermal bloom did not have an internal source- *Dawnspring* shouldn't have been carrying anything in that area with sufficient force to breach the hull. A Superior success on either of these tests (or a separate test), will suggest that the thermal bloom is consistent with hull vaporization due to unattenuated phaser fire- but the sensor recordings don't show evidence of such an attack.

If asked about these findings, Conacian will suggest that their analysis might be skewed- there are no weapons platforms that could have reached *Dawnspring* in standard orbit without being detected. If accused of tampering with the video, Conacian will become indignant and offended- he and his people have done their best to assist the Federation in this whole sad business, and do not deserve to be accused because of the scarcity of clear information.

Mapping the Debris

Once *Sakarya* begins her survey, a TN 20 *System Operation (Sensors)* test will detect a lot of ion residue in orbit around Edoran- as well as evidence of a massive plasma explosion. An accompanying TN 15 *Propulsion Engineering (Warp Drive)* test is necessary to differentiate the *Dawnspring's* signature from the others. If either test fails, the heroes are unable to differentiate between *Dawnspring's* signature and those of the rest of the orbital traffic- though retests are allowed.

If both tests succeed, the heroes detect evidence of *Dawnspring's* engines in both a standard (parking) orbit and in an elliptical orbit over the northern hemisphere. If either test is a Superior success (succeeding by six or more points), they should determine that *Dawnspring* shifted from a standard orbit to the elliptical just before she was destroyed.

An Extended TN 150 *System Operation (Sensors)* or *Investigate (Search)* test (the latter- but not the former- receives the ship's sensor bonus to each test) is necessary to chart the fall of debris from the *Dawnspring*². This test has an interval of one hour- but the heroes can begin actually surveying and recovering the debris before the test is completed.

² Particularly sharp or experienced players might recall that most Starfleet hand-held gear (especially weapons, tricorders, PADDs, and communicators) are equipped with Subspace Transceiver Arrays. Those who attempt to track the debris field using the signals from the STA's reduce the TN for the EXTENDED *System Operation (Sensors)* or *Investigate (Search)* test to 100 (instead of 150).

Once the total reaches 75, however, a TN 10 *Computer Use (Modeling)* or *Physical Science (Physics)* test will confirm- based on the debris pattern- that *Dawnspring* could not have been in a standard orbit when she was destroyed, but was in an elliptical orbit that would have taken her over a remote part of the northern continent.

If at any point *Sakarya* requests permission to alter her orbit to facilitate the search and recovery, Conacian will demur and stall. If pressed, he will suggest that the Council of Ministers has decided *Sakarya* should remain in a parking orbit for "security reasons".

Debris Fields

Pieces of debris (large and small) from *Dawnspring* have rained down over the North continent. A TN 20 *Physical Science (Physics)* test will suggest that the debris pattern confirms the earlier findings- that *Dawnspring* was an elliptical orbit- though the varied paths the debris took make it harder to plot her position accurately.

Upon beaming in to analyze/retrieve the debris, *Sakarya's* away teams should note the presence of local military troops- apparently conducting their own search for the debris. Armed teams working with tricorders and other sensor packs are moving through the affected areas, marking wreckage and debris with RF transponders and keeping the locals from looting or otherwise interfering with recovery of the *Dawnspring's* remains.

A TN 15 *Tactics* test (or TN 20 *Savvy* test) will reveal that while the troops are indeed conducting a search for debris- they're also working hard to stay well ahead of the *Sakarya's* search parties- trying to beat them to major pieces of debris, and ignoring smaller pieces as a result.

Optional Scene- The Theft

If the Narrator feels it necessary to describe

the Edoran's interest (*duplicity* is too strong a word) in the search, the following scene should be used to demonstrate that all is not well.

As the heroes comb one area looking for pieces and debris, an Edoran team is doing the same nearby. A TN 5 *Observe (Spot)* test will take note of an Edoran officer taking a piece of debris from a private soldier and stuffing it in an armed and armored ground vehicle (the local equivalent of a Humvee).

If called on this behavior, the Lieutenant will initially plead ignorance and pretend not to understand because of a language barrier. If his forces (there should be at least six Edoran soldiers present), he will try to bluster and evade- but will become violent only as a last resort before falling on his sword, admitting to the theft, and claiming to have taken the debris as a souvenir.

If Conacian is asked about it he will feign shock and outrage (a TN 10 *Empathy* test will confirm that he is indeed upset, but because the man was caught, not because of the theft). A Superior test (or a second *Empathy* check) will reveal that Conacian is desperate to keep the sad business from turning into an indictment of the Edoran as a whole. If Conacian is present during the incident, he will berate the Lieutenant for tampering with the investigation and order his arrest.

Once analyzed, the debris turns out to be a life support subprocessor array from *Dawnspring's* primary hull.

If the heroes think to ask, they'll note that there's been a notable dearth of computer pieces or debris from *Dawnspring's* computer network.

Optional Scene- Provocations

If the Narrator feels it necessary to maintain the tension, Tolon and the *Vigilant* will periodically decloak and move towards *Sakarya*, as though to attack.

During the initial attack, *Vigilant's* shields will be up, but her weapons cold. In subsequent passes, *Vigilant* will arm one weapon system, then all weapons, and finally make a close pass- but at no point will she actually fire on the Federation vessel.

In each case, Tolon will smugly protest his innocence and point out that the Edoran system is neutral territory.

The Fallen

Most of the debris is relatively small- suitcase-sized or smaller, and the organic remains are in very poor shape. Simply put, there's no way that *Sakarya* will recover all of the remains of the *Dawnspring* crew- but Starfleet regulations and simple decency mandate that they make a reasonable effort to recover whatever they can. Simple thoroughness should also suggest at least one formal autopsy- a TN 10 *Medicine (Forensics)* test, which confirms that the crewman died (likely instantly) of trauma due to the loss of the ship, and exposure to radiation, and extreme temperatures.

Crash Scene One

One of the larger pieces of *Dawnspring* debris to reach the surface was the shuttlecraft *Ramses*, which tumbled (more or less intact) into a smaller Edoan village, and destroyed several ramshackle buildings, and killed or wounded perhaps a dozen people.

The village, called K'Viti, is built into a small mountainside and is home to a population of about a thousand. The *Ramses* came to rest upside down in a large storehouse/barn.

A TN 10 *Structural Engineering (Spaceframes)* test will confirm that the shuttle will never fly again- there is deep structural and system damage to every major system and load-bearing member. A TN 15 *Computer Use (Retrieve)* test will confirm that the *Ramses* contains no useful information about the death of the *Dawnspring*.

A TN 10 *Observe (Spot) or Investigate (Search)* test will reveal that while there are government troops nearby, they are there keeping order- there doesn't appear to be any sort of medical or humanitarian relief operation underway.

Once apprised of this fact, the heroes may or may not contact Conacian- who informs them that the territorial governor is responsible for such efforts, and that he will "inquire" about measures being taken". A TN 10 *Savvy* test will recognize a polite dismissal of the problem (actually, the heroes are simply being blown off).

Ideally, *Sakarya* should offer what aid and succor she can to the innocents injured in this incident. The injuries are about what one would expect, mostly broken bones, burns,

and contusions- and all are readily treatable with a little time and effort. The two dead- an old man and a young girl, are not so readily cured.

Warp Core Subprocessor

Another piece of the debris located by the heroes should be the subprocessor for the ship's antimatter injectors. The processor is badly scorched and damaged, and will require a TN 15 *Repair or System Engineering (Computers)* test to be able to retrieve any information. Once the unit is repaired, a TN 10 *Computer Use (Retrieve Information)* test will show that the injectors were operating in a normal low-power mode less than ten seconds before the loss of the ship. An unidentified subspace pulse and a warning of loss of antimatter containment is registered a bare second before the record breaks off, which ends a full second before the ship exploded.

The Black Box

One of the last things the heroes should recover (clinching the mystery) are *Dawnspring's* "black box" and recorder marker buoy. Complete analysis will take several hours, but a TN 15 *Computer Use (Retrieve)* test will reveal that *Dawnspring* shifted orbit on her Captain's order to investigate unusual subspace and RF emissions from the North Continent, and was conducting high-intensity energy scans when she was lost. Affinity bonuses from *Enterprise-Administration (Starfleet)* and the Promotion edge apply to this test.

A full analysis will require an EXTENDED TN 50 *Computer Use (Retrieve Information)* test, with an interval of one-half hour. The full analysis indicates that indicates that *Dawnspring* was operating normally until just before the moment of her death, when she registered an unusual subspace disruption low on the starboard quarter (consistent with the video provided by the Edoan). The Captain's command, "Shields!" is nearly lost in the ensuing chaos, but the loss of integrity on her secondary hull is recorded clearly on the damage control monitors, as is the loss of antimatter containment a split-second later.

ACT THREE

Findings

If the heroes trouble either Conacian or the Council of Ministers with their findings, the response is one of indignation- and a reiteration of their earlier findings. As far as they are concerned, *Dawnspring* was lost due to an internal malfunction, and are not interested in any other conclusions. A TN 10 *Savvy* test makes it amply clear that their indignation is feigned- and they are more fearful of the consequences of the loss of the *Dawnspring* than angry about the implicit accusation.

Sakarya will also be given ten hours to complete their recovery of *Dawnspring* debris and depart the system.

Tracking the Subspace Pulse

An analysis of the subspace pulse suggests that it is a harmonic of a much larger (and far more powerful) pulse- one that the heroes should be able to track. This will require a TN 20 *Space Science (Astrophysics)*, *Physical Science (Physics)*, or TN 25 *Propulsion Engineering (Warp Drive)* test. A success to any of these tests places the primary pulse (not the harmonic which killed the *Dawnspring*) in the northern hemisphere, near the center of the eastern continent (analogous to the western Himalayas on Earth).

Scanning the North Eastern Continent

In order to properly scan the area from which the pulse originated, *Sakarya* must alter her orbit from standard to elliptical- just as the *Dawnspring* did.

As *Sakarya* begins her survey, an irate (and near-frantic) Conacian will contact the starship and demand to know what the heroes are doing, and then demand that *Sakarya* return to her standard orbit.

Unless *Sakarya* returns to her assigned orbit (or- in the Narrator's judgment- the heroes manage to successfully stall Conacian) he will order *Sakarya* out of the system immediately.

Scanning the continent requires an Extended TN 100 *System Operation (Sensors)* test, with an interval measured in rounds. Any success (not the completion of the scan) will detect a

lot of ion residue and "garbage" RF noise in the upper atmosphere. A TN 10 *Space Science (Astrophysics)* or *System Operation (Communications)* test will reveal that this is consistent with a massive (and recent) subspace pulse in the atmosphere).

The Pulse

Just as *Sakarya* completes her scan of the north/eastern continent, her sensors register a building subspace pulse. The heroes will have one round to get the *Sakarya's* defensive mantle (her screens and shields) up or she will take 2d6 points of damage.

A TN 10 *System Operation (Sensors, Ops, or Tactical)* test will reveal that the subspace pulses (there are more than one) are originating from a point near the center of their search area, and appear to be targeting vessels in orbit.

A cloud of subspace and radiometric interference surrounds the origin point and subspace and RF noise are sharply elevated and make communications with the away party difficult, at best. Any ship to shore communications require a TN 15 *System Operation (Communications)* test. A success will allow communications for one round. Each degree of success thereafter adds one additional round before communications break down.

Gravimetric distortions (turbulence) over the site make it difficult to hold *Sakarya* in a stable orbit and impose a -2 penalty to all Physical tests.

More interesting, the gravimetric distortions are causing tremblors and earthquakes all across the planet- and are getting worse. A TN 15 *Planetary Science (Geology)* or *Space Science (Astrophysics)* suggests that if the pulses are not isolated and shut down soon, they will disrupt the entire surface of the planet.

Despite the subspace noise, sensors will register a variety of distress calls as the ships are hit and take damage- and attempt to run for deep space.

Sakarya is being hit by the subspace pulses roughly once every minute, and so far her shields are protecting her- but they are being drained by the attacks. Within six minutes, the starship's shields will no longer be able to protect her.

Vigilant Revealed

As soon as the subspace/gravimetric pulses begin, *Vigilant* will decloak off *Sakarya's* starboard bow, weapons hot and her captain irate. In point of fact, *Vigilant's* cloaking device can't handle the interference and malfunctioned.

Tolon will hail the *Sakarya* and demand to know what the heroes have done- blaming the Federation for the situation at hand.

If the heroes point out that the troubles originate on the surface below, Tolon will get a crafty look on his face and then dismiss the Federation starship, announcing that *Vigilant* will handle the situation- and promising retribution should the *Sakarya* or her people interfere.

The Cavern

Scanning the source of the interference will require a TN 20 *System Operation (Sensors or Tactical)* test and will reveal a large cavern perhaps 400 meters down, at the point of origin.

Transporting an away team to the source of the pulses will require a TN 20 *System Operation (Transporter)* test, and even if successful, will be an unpleasant, nausea-inducing experience. It will also require the ship's shields be lowered for at least fifteen seconds. If the heroes time this properly, they can avoid damage from the subspace pulse.

Upon beam in, the heroes will discover a small Edoan patrol (twelve men) armed with phasers. They will open fire as soon as they sight the Federation party (i.e., as soon as they beam in.) Fortunately, between the noise, the darkness, and the wind, the Edoan shot goes wild.

Dispatching the Edoan defenders should be a simple exercise (the "defenders" have a Defense of 7, no *Stamina* bonus, and a total skill-and-attribute of 7 in *Ranged Combat-Energy Weapons*). They are disorganized and leaderless, and should be dispatched without much difficulty.

The Obelisk

Once the Edoan "defenders" are dispatched, the heroes can begin exploring the cavern. Rough-hewn near the entrance, the cavern quickly opens into a massive, smooth-walled

chamber the size of *Sakarya's* primary hull

In the center of the chamber- spot-lit and imposing- is an eight-meter tall obelisk covered with runes and markings. A small circle of control panels surround the base of the obelisk- one of them damaged and smoking.

A TN 15 *Social Science (Archeology)* or TN 20 *Knowledge-Culture* or *Knowledge-Specific World* test will reveal that the iconography is very similar to that found on Iconian artifacts.

A TN 5 *Knowledge-Law* or *Enterprise-Administration (Starfleet)* test will confirm that Federation policy insists that such technologies should be recovered wherever possible, but must not be allowed to fall into enemy hands.

Romulan Interference

Before the heroes can begin deciphering the controls, they hear the familiar whine of transporters. A TN 5 *Observe (Spot)* test will reveal a party of six Romulans attempting to beam into the cavern (and apparently having a hard time of it).

After a moment's work (and warning) the Romulan party will beam in and demand the heroes' surrender. If that is not forthcoming, they will open fire in an attempt to seize and control the artifact.

This fight will be a little tougher- the Romulans are skilled soldiers used to coordinating their actions. The Romulan soldiers have a Defense of 9, a +3 *Stamina* bonus, and a skill-and-attribute total of 12 in *Ranged Combat-Energy Weapons*.

The heroes will need to use dodge actions and terrain in order to emerge victorious in the encounter.

The Interface

Assuming they emerge victorious, the heroes can begin attempting to decipher the controls. The heroes should be given Handout #10 (Obelisk Interface).

They are faced with an input pad with seven buttons and a small user screen demanding that they enter a specific code. The answer (which they will need to guess) is 1-1A-2B. The first player to identify the trivia value³ of the sequence should receive an extra 100

³ The code is Destruct Sequence 2 from the U.S.S. *Enterprise* NCC-1701 (no bloody "A", "B", "C", or "D")

experience points. As the heroes work, the cavern itself begins to tremble and debris to fall from the ceiling.

The heroes have one minute (in real-time) to solve the problem before the rain of debris simply becomes too much and Sakarya beams them out.

If the heroes manage to solve the problem, things become ominously silent for a full minute, then a deep-throated alarm/buzzer begins sounding and a disembodied voice begins a monotone chanting that sounds suspiciously like a count down.

As the heroes make their escape, the cavern self destructs in a blinding implosion centered upon the obelisk.

Resolution

Depending upon how the crew of the *Sakarya* handle the investigation and the resultant discoveries, any number of outcomes are possible. There is one that should NOT take place under any circumstances- that of unleashing the firepower of a Federation starship against the Edoan population- there's simply no justification for such an act.

Despite their government's attempts to seize and defend the obelisk, there is simply no direct evidence linking the Edoan to the loss of the *Dawnspring*. Reasonable minds can speculate about cover-ups and wink-and-nod arrangements, but as Edoan is a neutral world in neutral space, there's precious little *Sakarya* can do- even if her crew could prove Edoan complicity. Any repercussions will rely upon *Sakarya*'s report and the actions of the diplomats.

If the heroes managed to solve the final puzzle, the central cavern has self-destructed- but there are numerous secondary chambers to be explored in the future.

If they failed to do so, the earthquakes and tremblors have caused the caverns to collapse in upon themselves, and any future archeology will likely be conducted with a bulldozer.

Win, lose, or draw however, the planet has suffered considerable disruption due to the planet-wide earthquakes they just experienced.

mean that *Sakarya* may only fire in defense of herself or of the lives of others. If, at any point in the scenario, *Sakarya* opens fire on the Edoan, the *Vigilant*, or any of their personnel without just cause and direct provocation, they have violated the Rules of Engagement and committed an act of war.

By committing such an act, the crew automatically loses the scenario, and the personnel in question would likely face a court-martial upon their return to Starfleet.

Finally, Iconian (or Iconian-derivative) technology is extremely powerful. Should the heroes allow the obelisk to fall into Romulan hands, they automatically lose the scenario, and will undoubtedly face a board of inquiry upon their return to Starfleet.

Special Victory Conditions

The standard Starfleet Rules of Engagement

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
<i>Sakarya</i> reaches Edoran in less than fourteen hours:	100 exp points
<i>Sakarya</i> is (at least) at Yellow Alert when she enters the Edoran system:	100 exp points
The heroes trouble to look for evidence of Romulan involvement in the loss of the <i>Dawnspring</i> :	100 exp points
The heroes use the internal STA installed on most Starfleet gear to track the fall of debris:	100 exp points
The heroes take specific steps to recover the remains of the <i>Dawnspring's</i> crew:	100 exp points
The heroes take the trouble to autopsy at least one of the <i>Dawnspring's</i> crew:	100 exp points
The heroes take the trouble to try and assist the civilian casualties and innocent bystanders injured by <i>Dawnspring's</i> wreckage.	100 exp points
The heroes locate the <i>Dawnspring's</i> "black box" :	100 exp points
The heroes identify the cause of the <i>Dawnspring's</i> destruction :	800 exp points
The heroes scan the northern/eastern hemisphere for the larger pulse :	100 exp points
The heroes locate the source of the subspace pulses :	800 exp points
The heroes defeat the Edoran "defenders" :	100 exp points
The heroes defeat the Romulan landing party :	100 exp points
The heroes manage to decipher the Iconian controls and stop the attacks.	100 exp points
The heroes allow the Romulans to acquire Iconian technology :	100 exp points

Renown Awards

<i>Sakarya</i> reaches Edoran in less than fourteen hours:	Renown +1
The heroes use the internal STA installed on most Starfleet gear to track the fall of debris:	Renown +1
The heroes take specific steps to recover the	

remains of the *Dawnspring's* crew:

	Renown +1
The heroes take the trouble to try and assist the civilian casualties and innocent bystanders injured by <i>Dawnspring's</i> wreckage.	Renown +2
The heroes locate the <i>Dawnspring's</i> "black box" :	Renown +1
The heroes identify the cause of the <i>Dawnspring's</i> destruction :	Renown +2
The heroes locate the source of the subspace pulses :	Renown +2
The heroes defeat the Edoran "defenders" :	Renown +1
The heroes defeat the Romulan landing party :	Renown +1
The heroes manage to decipher the Iconian controls and stop the attacks:	Renown +2
The heroes allow the Romulans to acquire Iconian technology :	Renown -5

Optional Renown Results (per Officer):

-6 or less	Officer is court-martialed, Infamy Flaw possible (GM's discretion).
-3 to -5	Inquiry by Starfleet Command, possible reprimand.
0 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)

Minister Conacian-

A slight, unimposing man- Minister Conacian is a small greying man of Orion stock who looks remarkably like Ayelborne from [TOS: Errand of Mercy](#). Conacian is fond of heavy and ornate clothing, and radiates an air of genuine concern and sharp attentiveness. Conacian is a wealthy businessman.

Sub-Commander Tolon-

Tolon is a proud, aristocratic Romulan from a high-born family. He is also a competent starship commander and an implacable foe of the Federation- who he views as an obstacle to Romulan domination of the galaxy. Despite his comparative youth, Tolon is a remarkably “old-school” Romulan.

Honorable by his own lights, Tolon is not completely ruthless- but will do what is necessary to get the job done.

Thol ir'Ildrani-

Rear Admiral, Commander, Starbase 153. RADM Thol is an experienced war-time commander who saw service with the 11th 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.

Nelson, Dana-

Commander, Commanding Officer, U.S.S. *Dawnspring*. Young and attractive, Ensign Dana Nelson served with Admiral Thol aboard the U.S.S. *Kel'ran* during the Dominion War, and spent three months in a Dominion internment camp before the end of the War.

Following the Armistice, Nelson returned to active duty aboard the U.S.S. *Lexington*, and later as Chief Science Officer aboard the U.S.S. *Vincennes*. Upon her promotion to Lieutenant Commander, Admiral Thol recommended Nelson for command of the *Dawnspring*, then refitting at Starbase 153.

Nelson has forged a reputation in the Fleet as a competent and vivacious officer with an insatiable curiosity, and *Dawnspring* is known as a tight-knit ship with a happy and efficient crew.

(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

Phaser Banks Type IX (x4/D) Photon Torpedoes Mk 95 (x1/C)
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

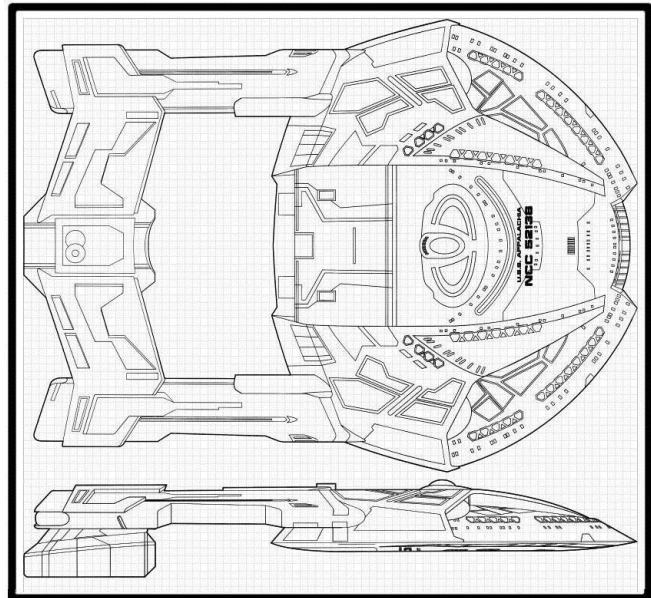
The second of the Perimeter Defense Directive ships, the *Steamrunner*-class heavy frigate was designed with relatively specific mission profiles in mind, including perimeter patrol and defense, long-range threat response, covert operations, and combat support. It's also the first Starfleet vessel to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

U.S.S. *Tarsus* NCC-76410 *Danube* Class Runabout
Lake Tuz NCC-52143-1 Type 12 Shuttlecraft
Lake Van NCC-52143-2 Type 8 shuttlecraft

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



USS *Dawnspring* NCC-72312

"...the setting sun, the rising sun, the day's end, or the day begun..."

Production Data

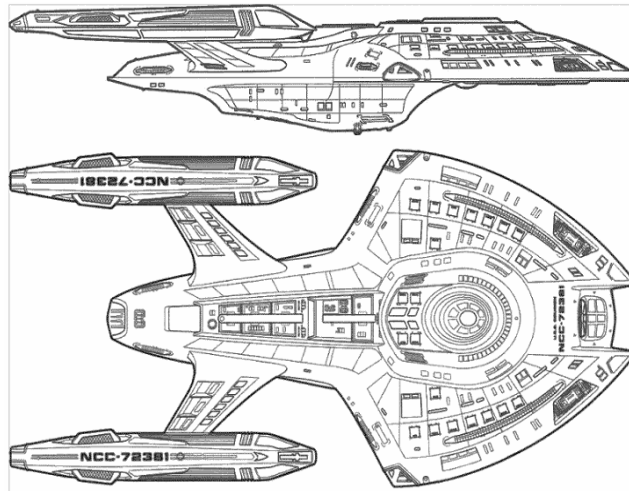
Origin: United Federation of Planets
Class and Type: Nova Class Surveyor
Year Launched: 2378

Hull Data

Size: 5, 8 decks
Length: 165m
Structure: 25 Crew: 80
Cargo Capacity: 50
Atmospheric Capable: Yes

Operational Data

Sensor Systems Class 4 (+4/E)
Operations Systems Class 3 (D)
Life Support Class 3 (D)
Tractor Beams: 1 ad, 1 fv
Transporters: 3 ea, personnel, cargo, emergency
Shuttlebays: 1a
Shuttles: 5 size worth



Propulsion Data

Impulse Engines: FIG-7 (.9c) (E) Warp Drive: Type LF-47 (Warp 6 / 7 / 8) (E)

Tactical

Phaser Banks Type X (x3/C) Photon Torpedoes MK95 DF (x1/C)
Penetration 5 / 5 / 4 / 0 / 0 Photon Penetration 4 / 4 / 4 / 4 / 4

Deflector Shields FSQ (D)
Protection/Threshold 17/3

Miscellaneous

Maneuver Modifiers +0 C, +2 H, +0 T Traits: Prototype (=3 beam)

The *Nova Class* U.S.S. *Dawnspring* was commissioned in 2378 at Starbase 153. Following eighteen months of work-ups, the *Dawnspring* was assigned to a two-year survey of the Payson Sector, which resulted in first contact with the Dyradi. A six-month stand-down and refit was followed by four years patrolling the Demilitarized Zone along the Klingon border.

In early 2387, *Dawnspring* was assigned to conduct an in-depth planetary survey of the Ilôchâr Sector pursuant to opening that area for Federation colonization.

Dawnspring returned to Federation space in late 2388, and was authorized to conduct shore-leave at E Moran before returning to Starbase 153 for overhaul.

Imperial Romulan Frigate *Vigilant*

Production Data

Origin: Romulan Star Empire
 Class and Type: *Cuirass* Class Fast Frigate

Hull Data

Structure 30
 Size; 6, 8 decks
 Length: 310m
 Crew: 250
 Atmosphere Capable: No

Operational Data

Transporters: 3 standard, emer., cargo
 Shuttlebay: 1 aft
 Tractor Beams: 1a
 Operations Systems: Class 3 (D)
 Cloaking Device: Class 3 (Rating:20)

Cargo Capacity: 60
 Shuttlecraft: 6 size worth
 Sensor Systems: Class 4 (+4/E)
 Life Support: Class 3 (D)

Propulsion Data

Impulse Engines: RIB-3 (.75c) (D) Warp Drive: RF-50 Mod A (Warp 9 / 9.5 / 9.99) (E)

Tactical

<u>Disruptor Banks</u> 3 x RPFD-3 (C)	<u>Plasma Torpedoes</u> 2 x RPT-3
Penetration 4 / 4 / 4 / 0 / 0	Penetration 7 / 6 / 5 / 4 / 3

Deflector Shields RSQ (D)

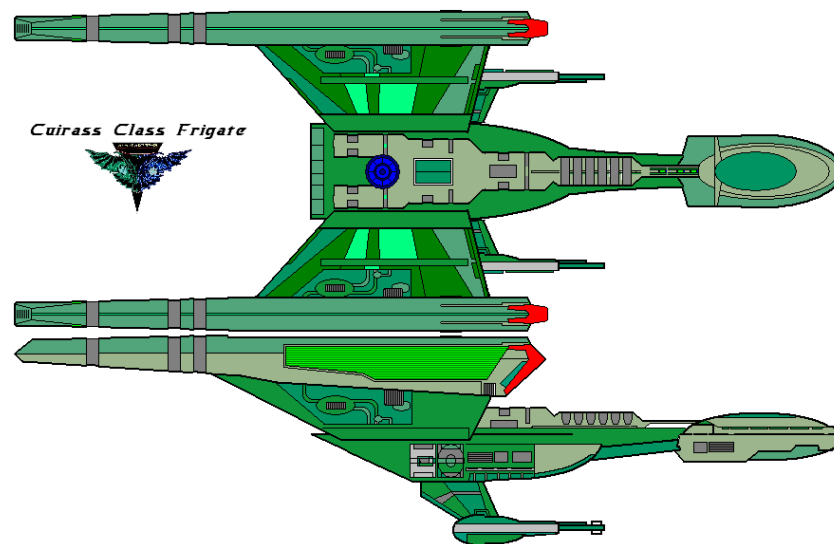
Protection/Threshold 17/2

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

The *Cuirass* Class heavy frigate is one of the first in the next generation of Romulan starships. Inspired largely by the Federation's *Intrepid* Class (and some say built with stolen Federation technology), the *Cuirass* Class is designed to reach trouble spots quickly, with enough firepower to resolve most problems.

Although Romulan design philosophy of the last several decades called for larger and more powerful vessels, the *Cuirass* Class is a compact, powerful ship with a relatively small crew. Additionally, their corridors and compartments are wide and far more spacious than is the norm for a Romulan vessel.

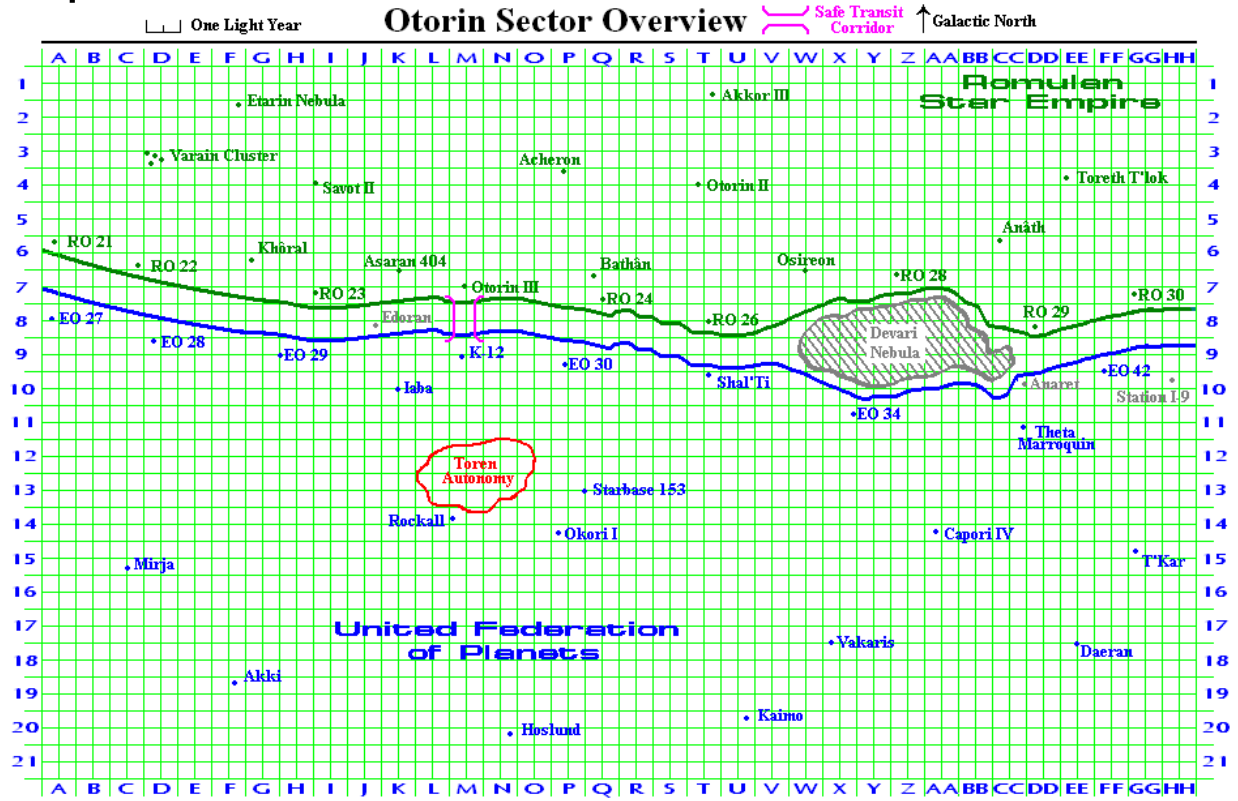
The *Vigilant* is a Flight Two variant, with twin plasma torpedoes, resulting in more reliable weapons with greater punch at short range. Despite her heavy weapons fit, the *Vigilant* also has a respectable science contingent, securing her classification as multi-purpose starships.



Map #1

Otorin Sector

Otorin Sector Overview



Handouts:

Handout #1: Captain's Log

Captain's Log: Stardate 65314.6:

"All is well. Sakarya is currently patrolling section H-9 near the Neutral Zone border. Long-range sensors suggested a possible cluster of vessels in the Neutral Zone, which scattered as we approached.

Sakarya is currently operating in EMCON (EMission CONTROL)- running silent- playing hide-and-seek with a possible Orion vessel attempting to enter Federation space.

Handout #2: Message Traffic

"Captain ab Reis, I am interrupting your patrol, to deal with a bleak situation. Starfleet Command has received incomplete reports that the U.S.S. Dawnspring has exploded in orbit around Edoran, and crashed on the planet surface. There are reportedly few survivors.

Upon receipt of this transmission, you are detached from your current mission and ordered to proceed at best possible speed to Edoran, there to determine the cause of the Dawnspring's loss, recover her wreckage and survivors, and to offer any necessary assistance in minimizing damage to the planet and its population.

The cause of the Dawnspring's loss has not been determined- proceed with caution. Given the location of Edoran in the Neutral Zone, you are further cautioned against aggravating an already tense situation. Standard Rules of Engagement apply.

Good luck.

Thol out."

Handout #3: Planetary Survey: Edoran V

A “forgotten” world, Edoran is an Orion colony world with a population of more than two million. Edoran is not officially aligned with any major interstellar power- and guards that neutrality cagily. Rumors abound of pirate activity originating from Edoran, but given that the presence of Starfleet patrol forces on one side and the Romulans (and their somewhat “final” method of dealing with pirates) on the other, the Edoran are very careful to maintain a chain of deniability between their policies and those of the shipmasters who operate from their ports.

The Edoran population is divided between hundreds of small towns scattered over the surface, each of which owes fealty (and pays tribute) to one of the two dozen ministers who comprise the planetary “government”.

The Council of Ministers has (in theory) the authority to regulate planetary activities, but there is no real enforcement mechanism. In reality, each minister/chieftain runs his territory independently- and is ungovernable except for the combined wrath of his peers.

Because off-planet trade is one of the mainstays of the planetary economy, nearly every town and hamlet with a population of more than a few hundred seems to have its own “starport”- though these are generally little more than “shade tree” mechanics with a collection of rusty tools, a ring of derelict vessels, and a bit of innate talent. The “real” talent and shipbuilding capability is concentrated in the capital city or one of the eight orbital shipyards.

<u>Class</u>	M	<u>System Data</u>	1 small moon
<u>Gravity</u>	1.002 G	<u>Year and Day</u>	421 days / 26 hrs
<u>Atmosphere</u>	Thick Terrestrial	<u>Hydrosphere</u>	76%
<u>Climate</u>	Warm Temperate	<u>Sapient Species</u>	Orion
<u>Tech Level</u>	Tech Level 6/7		
<u>Government</u>	Fuedal Oligarchy		
<u>Culture</u>	Orion		
<u>Affiliation</u>	None		
<u>Resources</u>	Heavy metals, extensive crystalline deposits, latinum in the outer atmosphere of the outer planets.		

Places of Note Capital City, Orbital shipyards

Ship Facilities Mid-sized dock facilities (can accommodate vessels up to size 4)

Handout #4: U.S.S. *Dawnspring* Profile:

USS *Dawnspring* NCC-72312

"...the setting sun, the rising sun, the day's end, or the day begun..."

Production Data

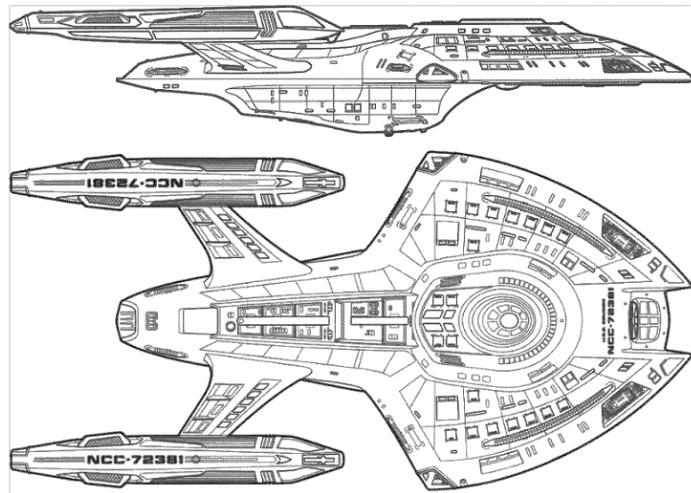
Origin: United Federation of Planets
 Class and Type: *Nova Class* Surveyor
 Year Launched: 2378

Hull Data

Size: 5, 8 decks
 Length: 165m
 Structure: 25 Crew: 80
 Cargo Capacity: 50
 Atmospheric Capable: Yes

Operational Data

Sensor Systems Class 4 (+4/E)
 Operations Systems Class 3 (D)
 Life Support Class 3 (D)
 Tractor Beams: 1 ad, 1 fv
 Transporters: 3 ea, personnel, cargo, emergency
 Shuttlebays: 1a
 Shuttles: 5 size worth



Propulsion Data

Impulse Engines: FIG-7 (.9c) (E) Warp Drive: Type LF-47 (Warp 6 / 7 / 8) (E)

Tactical

Phaser Banks Type X (x3/C) Photon Torpedoes MK95 DF (x1/C)
 Penetration 5 / 5 / 4 / 0 / 0 Photon Penetration 4 / 4 / 4 / 4 / 4
Deflector Shields FSQ (D)
 Protection/Threshold 17/3

Miscellaneous

Maneuver Modifiers +0 C, +2 H, +0 T Traits: Prototype (=3 beam)

The *Nova Class* U.S.S. *Dawnspring* was commissioned in 2378 at Starbase 153. Following eighteen months of work-ups, the *Dawnspring* was assigned to a two-year survey of the Payson Sector, which resulted in first contact with the Dyradi. A six-month was followed by four years patrolling the Demilitarized Zone along the Klingon border.

In early 2387, *Dawnspring* was assigned to conduct an in-depth planetary survey of the Ilôchâr Sector pursuant to opening that area for Federation colonization.

Dawnspring returned to Federation space in late 2388, and was authorized to conduct shore-leave at E Moran before returning to Starbase 153 for overhaul.

USS *Dawnspring* Senior Staff

<u>Position</u>	<u>Name</u>	<u>Species</u>	<u>Rank</u>
Commanding Officer	Dana Nelson	Human	<i>Commander</i>
Executive/Tactical Officer	Sopok	Vulcan	<i>Lt. Commander</i>
Chief Engineer	Zîra Brannas	Bolian	<i>Lieutenant</i>
Main Propulsion Asst	Hammond Clarke	Human	<i>Chief Petty Officer</i>
Chief Science Officer	T'Kol	Vulcan	<i>Lieutenant, JG</i>
Conn Officer	Shiv Athrun	Human	<i>Lieutenant, JG</i>
Operations Officer	James Rodgers	Human	<i>Lieutenant, JG</i>
Chief Medical Officer	Dr. Elaina McCafferty	Human	<i>Lieutenant</i>

Handout #5: Admiral Thol Profile

Starfleet Bureau of Personnel Starfleet Command

Thol Ir'Indrani

Age: 59
Species: Andorian
Homeworld: A'than Colony (Andorian Protectorate)
Gender: Male
Eyes: Grey
Hair: White

Rank: Vice Admiral

Current Assignment: Commanding Officer, Starbase 153
Otorin Sector Commander

Profile/History:

RADM Thol is an experienced war-time commander who saw service with the 11th 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.

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.

Psychological Profile:

Restricted

Handout #6: Commander Nelson Profile
Starfleet Bureau of Personnel
Starfleet Command

Dana Nelson

Age: 34
Species: Human
Homeworld: Earth
Gender: Male
Eyes: Blue
Hair: Brown-blond

Rank: Commander

Current Assignment: Commanding Officer, U.S.S. *Dawnspring* NCC-72312

Profile/History:

Commander, Commanding Officer, U.S.S. *Dawnspring*. Young and attractive, Ensign Dana Nelson served with Admiral Thol aboard the U.S.S. *Kel'ran* during the Dominion War, and spent three months in a Dominion internment camp before the end of the War.

Following the Armistice, Nelson returned to active duty aboard the U.S.S. *Lexington*, and later as Chief Science Officer aboard the U.S.S. *Vincennes*. Upon her promotion to Lieutenant Commander, Admiral Thol recommended Nelson for command of the *Dawnspring*, then refitting at Starbase 153.

Commander Nelson successfully shepherded *Dawnspring* through a nineteen month, in-depth planetary survey of the remote Ilôchâr Sector pursuant to opening that area for Federation. During that period, *Dawnspring* was attacked twice by Orion pirates.

Psychological Profile:

Nelson has forged a reputation in the Fleet as a competent and vivacious officer with an insatiable curiosity, and *Dawnspring* is known as a tight-knit ship with a happy and efficient crew.

Handout #8 Survivor Debriefs

Lieutenant Commander Sopok- Executive/Tactical Officer

Dawnspring completed her survey without incident and began her shoreleave over Edoran the same way.

Dawnspring was in need of a post-mission overhaul, her material condition was good overall. They'd run a pressure-integrity test on the main warp core less than three weeks before and it passed within acceptable parameters- there was no reason for a core-breach to have taken place.

Sopok and Captain were together about a half hour before the *Dawnspring* was lost, and the Exec recalls the Council of Ministers (he doesn't remember the name of the specific minister) asking to meet with Captain Nelson, immediately. Nelson agreed and left Sopok to meet with them, telling the Exec to enjoy his lunch. About a half-hour before the ship was lost, Nelson contacted Sopok to report she'd be returning to the ship. When the Exec asked if he should join her, Captain Nelson said no- that it was a minor errand and she'd rejoin him in a couple of hours.

Sopok did a security sweep before leaving *Dawnspring*- both to ensure the safety of the landing parties and the ship. There were no credible threats against the ship- but there were nineteen non-aligned vessels in orbit when he left the ship.

Chief Petty Officer Hammond Clarke- Main Propulsion Assistant (Warp Drive Chief)

Dawnspring completed her survey without incident and began her shoreleave over Edoran the same way.

Dawnspring was in need of a post-mission overhaul, her material condition was good overall. They'd run a pressure-integrity test on the main warp core less than three weeks before and it passed with flying colors- there was no reason for a core-breach to have taken place.

Dawnspring was operating in low-power/orbital shutdown mode. The Chief Engineer had scheduled some minor maintenance on the impulse engines, but there was nothing going on that should have resulted in an EPS rupture, let alone a core breach.

The idea of an internal explosion or operator error destroying *Dawnspring* is patently offensive; she was a good ship and her crew- though tired- were well trained and capable.

Clarke is convinced- absolutely convinced- that the *Dawnspring* was destroyed by hostile weapons fire- and that the Edoran were complicit in the murder of the starship's crew.

Lieutenant JG James Rodgers- Operations Officer

Dawnspring completed her survey without incident and began her shoreleave over Edoran the same way.

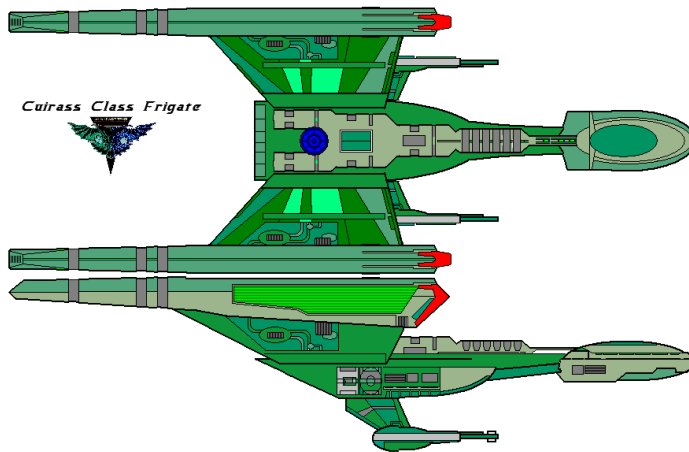
Dawnspring was in need of a post-mission overhaul, but her material condition was good overall- there were no major faults with any of the systems aboard.

Dawnspring was operating in low-power/orbital shutdown mode. The Chief Engineer has scheduled some minor maintenance on the impulse engines, but there was nothing going on that should have resulted in an EPS rupture, let alone a core breach. The ship was parked in a high orbit, well away from any other traffic, and the crew on duty knew what they were doing.

The idea of an internal explosion or operator error destroying *Dawnspring* is patently offensive; she was a good ship and her crew- though tired- were well trained and capable.

Handout #9: Close Range Scan

Sensor Scan: Object Number S-486588



Physical Dimensions: 310 meters

General Composition: Outer shell composed primarily of duranium and titanium compounds.

Atmosphere: Oxygen-Nitrogen, 16.2 psi (Romulan Terrestrial Standard)

Hydrosphere: N/A

Internal Temperature: 15.627^o Celsius

Internal Humidity: 21 %

Life Signs: 265

Organic Matter: Numerous Discrete traces

Power Sources: Numerous Discrete traces, consistent with sarium-krellide, Isotolium ampule, and antimatter ampule power sources

Emission Signatures: Low-level RF/Subspace emissions consistent with quantum singularity in normal operation.

Low-level RF/Subspace emissions consistent with deuterium fusion Impulse propulsion array.

Specific Mass: Approximately 250 thousand metric tons

Classification: **Romulan Cuirass Class Heavy Frigate**

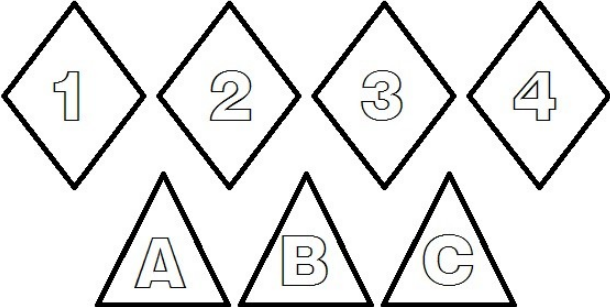
Systems Analysis:	Structural Integrity:	Nominal
	Weapons Systems:	Armed
	Shields:	Raised, 100% integrity
	Propulsion Systems:	Sublight Only
	Sensors:	Online
	Life Support:	Online

Profile

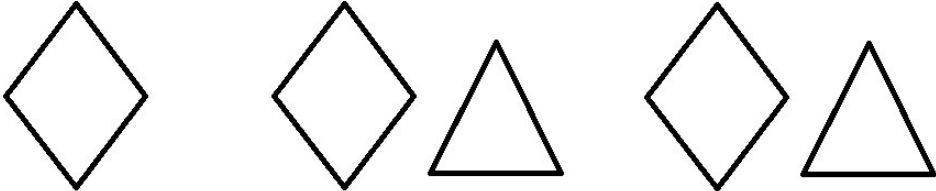
The *Cuirass* Class heavy frigate is one of the first in the next generation of Romulan starships. Inspired largely by the Federation's *Intrepid* Class (and some say built with stolen Federation technology), the *Cuirass* Class is designed to reach trouble spots quickly, with enough firepower to resolve most problems.

Although Romulan design philosophy of the last several decades called for larger and more powerful vessels, the *Cuirass* Class is a compact, powerful ship with a relatively small crew. Additionally, their corridors and compartments are wide and far more spacious than is the norm for a Romulan vessel.

Handout #10: Obelisk Interface



Enter Code:



Starfleet Bureau of Personnel

Starfleet Command

Sopok

Age: 39
Species: Vulcan
Homeworld: Vulcan
Gender: Male
Hair: Black
Eyes: Brown

Rank: Lieutenant Commander

Current Assignment:

Executive Officer, U.S.S. *Dawnspring*, NCC-72312

Profile/History:

Sopok is a seventeen year veteran of Star Fleet and is (at least according to rumor) in line for a command of his own.

Sopok graduated with high marks for tactical and strategic excellence, and was noted for a methodical and occasionally ruthless approach to tactical exercises- including very precise use of overwhelming (excessive?) force to defuse a situation. Sopok invariably justified his actions as "logical" and as necessary to establish control of the tactical situation- and as saving a good deal of grief afterward.

Sopok's first duty station was the U.S.S. *Intrepid*, with her all-Vulcan crew. After a somewhat rocky start, Sopok settled into his duty and role, and was consistently decorated for both dedication to duty and valor under fire.

Psychological Profile:

Tall, gaunt and with a remote countenance accented by his Vulcan physiology, Sopok is physically and socially intimidating and is considered difficult to get to know. A man with few close friends, Sopok is fiercely loyal to those close to him.

Sopok has little patience with fools or with empty platitudes, and believes in swift, decisive action. Sopok tends to assess every situation from a strategic or military viewpoint- looking at every encounter as a potential tactical exercise. He is (secretly) proud of his role as a defender of the Federation, and tends to look for potential threats more than potential allies. That having been said, he is neither paranoid nor hyper-aggressive, and enjoys exploration missions every bit as much as combat.

Attributes

Str 10 (+2) **Agl** 9 (+1) **Int** 11 (+2)* **Vit** 11 (+2) **Prs** 10(+2)* **Per** 9 (+1)

Quickness +1 **Savvy** +2 **Stamina** +3* **Willpower** +2 **Defense:** 8

Miscellaneous Scores

Courage: 3 **Health:** 13 **Renown:** 20 **Advancements:** 14

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat	AGL	+1	+5		+6	(Simple Weapons)
Computer Use	INT	+2	+5		+7	(Retrieve)
Enterprise-Administration	INT	+2	+5		+7	
First Aid	INT	+2	+3		+5	
Gaming	INT	+2	+5		+7	(Poker)
Knowledge:Culture	INT	+2	+4		+6	(Vulcan)

Knowledge:History	INT	+2	+6		+8	(Federation, Vulcan)
Knowledge:Specific World	INT	+2	+6		+8	(Earth, Vulcan)
Language- Fed Standard	INT	+2	+3		+5	
Language- Vulcan	INT	+2	+2		+4	
Negotiate	INT	+2	+5		+7	(Mediate)
Persuade	PRS	+2	+4		+6	
Ranged Combat:Archaic	AGL	+1	+5		+6	
Ranged Combat:Energy	AGL	+1	+4		+5	(Phaser)
Repair	INT	+2	+2		+4	
Survival	PER	+1	+3		+4	(Desert)
System Engineering	INT	+2	+7		+9	(Weapons)
System Operation	INT	+2	+5		+7	(Tactical)
Unarmed Combat	AGL	+1	+3		+4	(Starfleet Martial Arts)

Professional Abilities:

Commanding Presence: When making a *Willpower* reaction test, Sopok rolls an extra die (3d6) and keeps the higher of the two rolls.

Duty Officer: When advancing his *System Operation* skill, he advances at +2 levels per pick, but suffers a -4 penalty to tests not using his *Tactical* specialization.

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

Starship Duty: Sopok meets all the prerequisites for his post aboard *Dawnspring*.

Starship Tactics: Sopok has spent a lot of time honing his tactical skills. Once per game session, Sopok may reroll a single *Tactics* test, keeping the better of the two results.

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

Systems Technician: When making *System Engineering* tests to repair his console, Sopok receives a bonus equal to $\frac{1}{2}$ his *Computer Use* skill rounded up.

Species Abilities:

Enhanced Rapid Healing: Once per day, Sopok may enter a healing trance (pg 49), and recover a number of wound points equal to his *Vitality* modifier,

Mind Meld: With physical contact, Sopok has the ability to telepathically join his mind to another.

Nerve Pinch: Sopok may stun an opponent for 2d6 rounds by making an *Unarmed Combat* skill test. If the victim knows what he is attempting, Sopok suffers a -5 penalty to the test.

Psionic: Sopok has telepathic mental abilities.

Skill Focus (Keen Hearing): Sopok receives a +4 bonus to *Observe (Listen)* tests.

Edges/ Flaws:

Command 2: Sopok is assigned as Executive Officer to the *Dawnspring*, and is fully qualified to command a starship.

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

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

Starfleet Bureau of Personnel

Starfleet Command

James Rodgers

Age: 25
Species: Human
Homeworld: Earth
Gender: Male
Hair: Blond
Eyes: Brown

Rank: Lieutenant, Junior Grade

Current Assignment:

Chief Operations Officer, USS *Dawnspring*, NCC-72312

Profile/History:

Bright, young and ambitious, James O'Connor is a talented and handsome young officer. The *Dawnspring* was his first deep-space assignment and has been a formative experience for the young officer.

Psychological Profile:

Despite three years in deep space, Rodgers is still youthful and enthusiastic (okay, he's a space cadet). He is fiercely loyal to his shipmates, especially Captain Nelson, and will take any questions about her competence or judgment personally.

Rodgers considers himself a man of action, and has issues with patience and personal restraint.

Attributes

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

Miscellaneous Scores

Courage: 4 **Health:** 9 **Renown:** 6 **Advancements:** 4

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+0	+2		+2	
Computer Use	INT	+2	+5		+7	(Retrieve)
Knowledge:Culture	INT	+2	+4		+6	(Human)
Knowledge:History	INT	+2	+4		+6	(Earth)
Knowledge:Politics	INT	+2	+2		+4	(Federation)
Knowledge:Specific World	INT	+2	+5		+7	(Earth)
Language- Fed Standard	INT	+2	+5		+7	
Ranged Combat:Energy	AGL	+2	+3		+5	(Phaser)
Repair	INT	+2	+3		+5	
System Engineering	INT	+2	+5		+7	(Electro Plasma System)
System Operation	INT	+2	+6		+8	(All except Command)
Unarmed Combat	AGL	+2	+3	0	+5	(Starfleet Martial Arts)

Professional Abilities:

Exemplary Support: Rodgers knows how to coordinate his activities in support of his fellow bridge officers. As a result, Rodgers may treat any *Computer Use*, *System Operation*,

or *Tactics* test as a combined test, rolling the same test at TN-5 and providing a +1 bonus for a marginal success, +2 for a complete success, or +3 for an extraordinary success.

Hide In Plain Space: Rodgers knows how to use the space around the *Dawnspring* to hide the ship's emissions. When Rodgers is at Ops or the Conn, the TN of those looking for the ship is increased by +2.

Starship Duty: Rodgers has received all the training necessary to serve aboard a starship.

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

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given James 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: James serves as Chief Operations Officer (and therefore as a Department Head) aboard the *Dawnspring*.

Innovative: James has gained the Flight Control Professional Ability Hide In Plain Space

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

Starfleet Bureau of Personnel

Starfleet Command

Hammond Clarke

Age: 38
Species: Human
Homeworld: Earth
Gender: Male
Eyes: Brown
Hair: Brown

Rank: Machinist's Mate Chief Petty Officer

Current Assignment:

Main Propulsion Assistant, U.S.S. *Dawnspring* NCC-72312

Profile/History:

Chief Clarke is a former Starfleet brat who opted to enlist and ship out almost immediately rather than spend four years in classrooms. Since his earliest youth, Chief Clarke has been filled with romantic dreams of adventure in deep space, and was somewhat disappointed with his career- which consisted largely of one engine room after another and poor little adventure.

Duty aboard the *Dawnspring* finally satisfied his craving for adventure- as the little ship and crew saw a number of adventures over her brief career.

Psychological Profile:

A veteran spacer, Chief Clarke is a talented engineer with an instinctive love for things mechanical. He also believes that as a Chief Petty Officer, it's his duty to keep the officers from getting in over their heads. While respectful and professional, Clarke's not above offering a polite "suggestion" now and then.

Attributes

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

Miscellaneous Scores

Courage: 4 **Health:** 10 **Renown:** 12 **Advancements:** 8

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+0	+1		+1	
Computer Use	INT	+2	+6		+8	(Retrieve)
Construct	INT	+2	+5		+7	
Knowledge:Culture	INT	+2	+4		+6	(Human)
Knowledge:History	INT	+2	+4		+6	(Human)
Knowledge:Specific World	INT	+2	+4		+6	(Earth)
Language- Fed Standard	INT	+2	+4		+6	
Language- Klingonese	INT	+2	+4		+6	
Operate Vehicle	INT	+2	+5		+7	(Archaic Aircraft)
Physical Science	INT	+2	+3		+5	
Propulsion Engineering	INT	+2	+4		+6	(Warp Drive)
Ranged Combat:Energy	AGL	+0	+5		+5	(Phaser)
Repair	INT	+2	+4		+6	

Structural Engineering	INT	+2	+3		+5	(Spaceframes)
Survival	PER	+1	+1		+2	
System Engineering	INT	+2	+3		+5	(Weapons)
System Operation	INT	+2	+5		+7	
Unarmed Combat	AGL	+0	+1		+1	(Starfleet Martial Arts)

Professional Abilities:

Engineering Certification: Chief Clarke may use all of the *Engineering* group skills untrained.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Chief Petty Officer Clarke a +2 bonus to his *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:

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

Command 1: Chief Petty Officer Clarke is one of the senior enlisted men assigned to U.S.S. *Dawnspring* and is fully qualified for command in the absence of a commissioned officer.

Fit: Chief Petty Officer Clarke is in great physical shape and receives a +1 to all *Physical* tests

Innovative: Enlistedmen generally do not have professional abilities. Clarke, on the other hand, has the Engineering Certification Professional Ability.

Promotion 6E: Clarke holds the rank of a Chief Petty Officer in Starfleet.

USS Sakarya Senior Staff

Position	Name	Species	Rank
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

Age: 42	Gender: Male
Species: Human	Eyes: Grey
Homeworld: Antalya Colony	Hair: Black
Rank: Captain	
Current Assignment: 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

Defense: 7
Initiative: +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

Defense: 8
Initiative: +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.

7TH FLEET SCORING SHEET

“Fracture Lines”

Benchmark	Bonus	Achieved
<i>Sakarya</i> reaches Edoran in less than fourteen hours:	+1	0
<i>Sakarya</i> is (at least) at Yellow Alert when she enters the Edoran system	+1	0
The heroes trouble to look for evidence of Romulan involvement: in the loss of the <i>Dawnspring</i> .	+1	0
The heroes use the internal STA installed on most Starfleet gear : to track the fall of debris.	+1	0
The heroes take specific steps to recover the remains of the : <i>Dawnspring's</i> crew.	+1	0
The heroes take the trouble to autopsy at least one of the : <i>Dawnspring's</i> crew.	+1	0
The heroes take the trouble to try and assist the civilian casualties : innocent bystanders injured by <i>Dawnspring's</i> wreckage.	+1	0
The heroes locate the <i>Dawnspring's</i> “black box” :	+1	0
The heroes identify the cause of the <i>Dawnspring's</i> destruction :	+1	0
The heroes scan the northern/eastern hemisphere for the larger pulse :	+1	0
The heroes locate the source of the subspace pulses :	+1	0
The heroes defeat the Edoran “defenders” :	+1	0
The heroes defeat the Romulan landing party :	+1	0
The heroes manage to decipher the Iconian controls and stop the : attacks.	+1	0

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Proctors Notes:

Proctor: _____ **Date Played:** _____

Crew: USS _____ **Final Score:** ___ / 11

Officers Present:

Total XP Award: _____ **Individual XP Awarded:** _____ **Individual Renown Awarded:** _____

Reviewed By: _____ **Fleet Commander**
Commanding Officer