Conflict of Interest

A Post-DS9 Adventure
For Starfleet

Shattered Stars #12
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Special Thanks To:

Play-testers:
Rex, Justin, and Jeremy Rouviere,
Jed Smith,
the U.S.S. Sakarya,
and

Starfleet Command’s Seventh Fleet
(www.seventhfleet.org)
Introduction

“Conflict of Interest” is an adventure for use with the Star Trek: Role playing Game by Decipher. It 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/Klingon border in the year 2389. Players who wish to take part in this adventure should not read any further.

Adventure Synopsis

While exploring a remote star system, the heroes are drawn into a dispute between the Jyn Faisha and the Klingons. Each side accuses the other of unprovoked raids- and both are correct. The heroes must resolve the situation before it devolves into a major diplomatic incident- or worse, a shooting war.

Recommended Date/ Season/Stardate:
2388/ Post-Star Trek:Nemesis /SD 65977.5

Setting:
The Iota Thelonis System- A small, unexplored system in the Thelonis Sector.

The Thelonis Sector is an unclaimed area of space along the Federation-Klingon border and lies five light years “below” the galactic plane. Having been surveyed, the area was largely ignored as being too far from the potential conflict zones with the Klingons.

The Thelonis Sector was briefly considered for inclusion in the Organian Neutral Zone, but was never formally added.

The Sector was first charted by Jyn Faisha explorers while much of the Earth was fighting World War II. Federation surveyors first explored the area in 2197.

Background:

Jyn Erain is a major Jyn Faisha clan of just over 20,000 people, mostly headquartered in a city ship of the same name. The Jyn Erain make their living (as do most of their kind) as nomadic merchants and tradesmen—though rumors persist about “free-lance” smuggling and piracy, as well.

Conflicts:

Man vs Man- The heroes are drawn into a conflict between the Jyn Faisha and the Klingons, and may need to use force to enforce their compromise.

Additionally, both sides are arrogant, pig-headed, and stubborn, and will require a contest of wills to bring to the bargaining table.

Man vs Unknown- The heroes must discover the fate of the missing U.S.S. Brooke.

Man vs Self- The heroes must resist the urge to simply blast both parties and be done with it.

Table 6.1 Universal Target Numbers

<table>
<thead>
<tr>
<th>Difficulty</th>
<th>Base TN</th>
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<tbody>
<tr>
<td>Simple</td>
<td>5</td>
</tr>
<tr>
<td>Routine</td>
<td>10</td>
</tr>
<tr>
<td>Challenging</td>
<td>15</td>
</tr>
<tr>
<td>Difficult</td>
<td>20</td>
</tr>
<tr>
<td>Virtually Impossible</td>
<td>25</td>
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<tr>
<td>Heroic</td>
<td>30</td>
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</tbody>
</table>
Act One

The Distress Call

Open in media res with Handout #1 (Captain’s Log), Handout #2 (Thelonis Sector Profile), and Handout #3 Brooke Profile.

The Federation has dispatched Sakarya to investigate renewed reports of attacks on Federation shipping in the Thelonis Sector—reports made more urgent by a signal from the U.S.S. Brooke.

Starfleet Command intercepted a garbled message from Brooke indicating she was under attack by an unknown assailant—but the signal was cut-off and the tender has not been heard from since. Unfortunately, Starfleet isn’t sure where precisely where in the area Brooke was operating—meaning that Sakarya might need to search the entire sector for the missing vessel.

Requests for information from the Alpha and Beta Thelonis colonies were answered promptly, but were of little use—neither colony had seen or heard from the errant vessel.

Once the heroes have had a moment to absorb the data and get into character, the Narrator should task either the Ops or Tactical Officer with a TN 10 System Operations test.

Specializations in Communications and/or Sensors apply, as do affinity bonuses equal to ½ the character’s levels in Space Science (Astrophysics). If successful, the heroes should note that there is a surprising amount of subspace “noise” originating from the Iota Thelonis system ahead, with no obvious source or cause. All System Operations (Communications) tests in the area suffer a +10 TN penalty. All System Operations (Sensors) tests in the area suffer a +5 TN penalty.

A Superior success (a total of 17 or higher)—or a specific question—will reveal that the noise might very well be deliberate jamming.

A TN 15 System Operations (Sensors) test reveals a faint cluster of warp signatures exiting the Iota Thelonis system, on a course roughly perpendicular to Sakarya. A Superior success or a subsequent scan will earn the heroes Handout #4 (Target Scan). A separate test will earn the heroes Handout #5 (Pursuer Scan). Each degree of success at either of these tests will allow the heroes to ask one additional specific questions about the three vessel being scanned. If the heroes scan the Klingon vessels (and think to ask) they should be able to confirm that the Klingons are the source of the jamming.

All three vessels are running right to left (roughly heading 268°) at approximately Warp 8, roughly 1/15th of a light year ahead. One vessel is clearly leading the other two. If she wishes to catch them, Sakarya can accelerate to Warp 9 and “cut the corner”—and intercept the chase within forty minutes (she will actually come up just behind the Klingons).

If the heroes wish to attempt circumvent the jamming, a TN 25 System Operation (Communications) or TN 15 System Engineering (Communications) test will earn the heroes Handout #6 (Distress Call).

The signal is originating from the lead vessel and a TN 10 System Operation (Communications) or Social Science test will confirm that the distress signal uses Jyn Faisha communications protocols. If the heroes ask, they should receive Handout #7 (Political Profile: The Jyn Faisha).

The vessel under attack is the Satra, a Jyn Faisha “courier” (which has just conducted a hit-and-run raid against a Klingon convoy carrying kemocite stolen from the Jyn Faisha. Llydin and her copilot managed to recover a half-ton of the stolen kemocite—sufficient to prove the Klingons have been raiding the Jyn mining operations. Unfortunately, the convoy escorts are determined to punish her temerity.

Optional Scene- Hailing Frequencies

If Sakarya manages to punch through the jamming, Llydin will automatically change course toward the Federation vessel, (cutting the intercept time to ten minutes) and attempt to contact them to request asylum. Keeping communications open will require a TN 15 System Operation (Communications) test each round—as the Klingons attempt to jam her transmissions.

Llydin will report that she is under attack by pirates (she won’t volunteer that the “pirates” are Klingon), that her ship is damaged, and that her co-pilot (actually, her gunner) is severely injured and needs immediate medical attention. She will request Federation protection and assistance. The Klingons (deafened by their own jamming) will not respond to hails until they, Sakarya, and Satra are all within weapons range.
Jyn Honor

Once Satra is either alongside in tow or docked with Sakarya, Llydin will agree to be beamed aboard. When she and her copilot materialize, a TN 10 Observe (Spot) test will confirm the following details:

The two Jyn who beam aboard are an attractive young woman in her mid to late twenties (think Claudia from Warehouse 13) and a much younger young man- clearly still in his middle teens.

Each Jyn is wearing traditional ship-knit coveralls (essentially, a close-fitting, tear-proof jumpsuit suitable for use inside a spacesuit), and a utility belt with a variety of small equipment items (repair kit, communicator, and PADD). The female is also wearing a leather pilot's jacket, gloves, and a pilot's sidearm (a traditional pistol-shaped weapon functionally equivalent to a 23rd century Type I phaser).

Both Jyn officers reek of smoke, are covered with soot, and in Llydin's case, minor burns. Her co-pilot is in far worse shape, unconscious and covered with third degree burns and oozing wounds.

If asked, Llydin will surrender her sidearm without question, but will balk about surrendering her dagger- stating that Jyn never go anywhere unarmed (and offering an acerbic comment or two about how much of a threat a dagger poses against fully armed and well-trained Federation security officers).

Ultimately, she will surrender the weapon only if she is given no other choice- but Llydin clearly understands that her safety- and Mythas' – hinges on the Federation's goodwill.

Into The Fray

Once all three vessels are within weapons range (or when it becomes apparent that Sakarya will offer assistance to the Satra- which ever comes first), the starship will be hailed by the Klingon commander, who introduces himself as “Kharn, commanding the Bird of Prey R'Qla.” Characters with dealings with the Klingon Empire may attempt a TN 17 Knowledge-Culture or Knowledge-Specific World test to recognize the name. Those who succeed know that Kharn is the son of K'Raen and heir to the House of the same name. The House of K'Raen is an old one with an honorable reputation- but has fallen on hard times since the end of the Dominion War, and has been reduced in power and wealth. Kharn is not a military commander- and therefore represents his own House, rather than the Empire.

Almost without preamble, Kharn will accuse the Jyn of piracy against the Klingon Empire (a charge Llydin will hotly deny) and demand that the Sakarya surrender the Jyn to the Klingons, as per treaty.

A TN 10 Knowledge-Law test will confirm that while extradition treaties do exist between the Federation and the Klingon Empire- the accused has the right to due process of the law and an extradition hearing.

The Federation does not simply hand over prisoners without proof and upon demand. An Extraordinary success on the test will also raise the issue of Kharn's authority to make the demand. Despite being a warrior and commander of a Bird-of-Prey, Kharn is a private citizen- not a representative of the Klingon Empire. Pointing this out- however diplomatically- will simply enrage Kharn, worsening his Interaction stance by one.

If asked for proof of his charges, Kharn will point out the cargo of kemocite currently in the Satra's hold- cargo in Klingon shipping containers.

If asked, Llydin will confirm that the cargo boxes are Klingon- but only because the kemocite was stolen from the Jyn to begin with- (a charge that Kharn will also hotly deny). Furthering her point, Llydin will counter that "there are no Klingon kemocite mines anywhere in this sector- so where did it come from? The Targ Fairy?"

If asked, Kharn will bluster, demanding to know if the heroes are calling the Klingons thieves- which will prompt Llydin to retort, “If the shoe fits…”

If cornered and pressed, Kharn will claim to have purchased the kemocite.

And so the stand-off begins.

If Sakarya refuses to surrender the Jyn crew to him, Kharn will bluster and threaten, but he

* This Target Number reflects bonuses for Kharn's reputation and the fact that the Federation and Klingon Empire are allies, but does not account for modifiers conferred by the Klingon Honor Species Ability.
isn't foolish enough to engage a Federation
starship all on his own.

If the heroes ask, neither Llydin nor Kharn
will profess any knowledge of the missing
Brooke.

**Long Range Sensor Contact**

If one or more of the heroes remain on the
bridge, a TN 10 *System Operation (Sensors)*
test will earn the heroes Handout #8 Long
Range Sensor Contact- revealing that a Jyn
cruiser is rapidly approaching the area- adding
to the already tense situation. The vessel will
arrive in roughly 70 minutes.

If the heroes are all distracted by their guests,
a junior officer will report the information.

With a parting salvo of “this isn't the end of
this!” (and a subtle promising of trouble in the
future), Kharn and the other Klingon vessel will
quickly cloak and depart the area. If the
heroes think to track them, the Klingon's
course and speed will take them back towards
the Iota Thelonis system.

**Optional Scene- A Doctor's Care**

If the heroes have a medical officer in their
midst, this scene covers the diagnosis and
treatment of Llydin's co-pilot, Mythas. A TN 10 *First Aid (or Medicine)* test reveals that
Mythas is suffering from severe plasma burns
(both internal and external) and numerous
severe bruises and broken bones. A Superior
success or better reveals that these injuries are
consistent with concussive shock- such as an
explosion. An Extraordinary success will
confirm that one of the injuries is an
exception- a slashing wound consistent with a
mek'leth or a bat'leth- suggesting that the Jyn
did in fact raid a Klingon vessel.

Mythas will continue to lose 1d6 points of
Health until stabilized (a TN 25 *First Aid* test)
after which he will lose 1d6 points of Health
per hour until properly treated.

Repairing the internal damage will require an
EXTENDED TN 60 *Medicine (Surgery)* test,
with an interval equal to one hour.

All of the *Medicine and First Aid* tests in this
scene enjoy a +5 equipment modifier reflecting
Sakarya's advanced and well-equipped
sickbay.

**Optional Scene- Mineral Samples**

If the heroes decide to analyze the kemocite,
they must make an EXTENDED TN 50 *Physical
Science (Chemistry)* test with an interval of
thirty minutes. Once they've reached the
target number, they will learn that the kemocite
is 1) partially preprocessed- a practice outside
normal Klingon habit- omitting many of the
trace elements used to identify its source, and
2) laced with minute traces of Tetracyanite
609, which is used almost exclusively in Jyn
Faisha processing plants.

While the evidence at hand is not absolutely
damning- it is pretty clear. Llydin's claim that
the Klingons were carrying Jyn kemocite is
essentially confirmed- though how it got into
their holds is less so.

**Optional Scene- Mineral Samples**

If the heroes decide to search the *Satra*,
Llydin will become indignant and demand to
know upon what grounds they wish to
conduct the search.

A TN 10 *Knowledge (Law)* test will confirm
that the Federation has the right to investigate
those for whom they are considering
sanctuary- but a simple “We saved your ass,
we have the right to know for whom we stuck
out our necks” will work wonders on her
attitude.

An EXTENDED TN 50 *Investigate (Search)*
test is necessary to properly survey the ship,
and will take ten minutes per roll (or a
minimum of an hour). If the crew aren't
particularly careful about putting things back
the way they found them (or if they just toss
the ship looking for contraband), the search
takes only a half-hour.

In either case, the search turns up an illegal
Federation-surplus phaser rifle, a carton of
Romulan ale (twelve 1-liter bottles), and a
hardbound copy of “The Count of Monte
Christo” and two paper-bound “romance”
novels- “Her Eyes Beseeched Him” and
“Passion On the Sand”.

If asked, Llydin will be far more
embarrassed about the latter two titles (she'll
actually blush) than about any of the other
contraband and will attempt to rationalize
them with “I was trying to improve my grasp
of the language”.

If this were Federation space, the heroes
could confiscate the Romulan ale and fine
Llydin for possession. As it is not Federation
space, the heroes haven’t much to say about the ale, but the rifle is another story. Because the rifle is a deadly weapon, because it was made by the Federation, and because it was never sold legally, the heroes can confiscate it without hesitation.

Llydin’s only defense for possessing the weapon is that “this is a dangerous area of space” and that “the Orion who sold it to her assured her it was perfectly legal.” No Savvy test is required to see through the latter statement.

The heroes might also decide to arrest Llydin for having the rifle in the first place. If found guilty of possession and/or smuggling, she’s facing a major fine and perhaps even a short prison term.

The decision about whether or not to proffer such charges lies solely with the commanding officer.

Frank Discussion

If asked, Llydin will frankly admit that she and her partner attacked the Klingon freighter—but will attempt to justify her actions by claiming that she sought proof of the Klingon raids on Jyn mines. Thus far, there have been five separate attacks, but the Klingons haven’t left anyone alive to testify.

Arrival

The Jyn Cruiser Everen will arrive approximately 45 minutes after the Klingon vessels depart, and hail Sakarya. Captain Galon will thank the heroes for their assistance and demand the return of Llydin, her copilot, and their vessel.

The heroes now face a choice— they must either place Llydin under arrest or return her to her people— and thus anger one side of the conflict or the other.

If the topic is raised, Captain Galon will agree that a peaceful solution is preferable— but is less than sanguine that a peaceful outcome is possible. The Jyn city-ship Erain is on her way to the area— and the Jyn have already been pushed as far as they can be.

Resuming the Search

Whether with Llydin on board or not, Sakarya is now free to resume her search and her course for the Iota Thelonis system, which she will reach within the next twelve hours.

Act Two

Call From the Governor

As Sakarya starts her search of the outer Iota Thelonis system, she is contacted by Governor Kras. The governor is incredulous that a Federation starship refused to assist the Klingons in an acknowledged case of piracy. He will demand that Sakarya hand Llydin over for trial— and stipulate that Sakarya will be expected to honor both treaty and interstellar law in the future.

As she has thus far proved reluctant to do so, however, reinforcements have been requested from the Empire— and will arrive shortly.

If the heroes persist, the Governor will say only that within the next forty-eight hours, the situation will no longer be the Federation’s problem.

Raid On the Jyn Outpost

As Sakarya moves her search toward the middle of the Iota Thelonis system, a TN 20 System Operations (Sensors) test reveals what might be a starship near Iota Thelonis II in the inner system. The heroes should also receive Handout #9 New Distress Call. A Jyn station in high orbit over Iota Thelonis IX is under attack.

By the time Sakarya arrives, the raid has ended and the attackers are gone. A cargo of 50 tons of kemocite has been taken. A TN 20 System Operation (Sensors) reveals three possible ion trails two leading out of the system, one leading further in. A TN 15 Propulsion Engineering (Warp Drive) test suggests that two of the trails are consistent with lithium-fueled anti-matter drives, the third is consistent with deuterium fuel.

A TN 10 Knowledge-Culture (Klingon) test or Propulsion Engineering (Warp Drive) test confirms that the Klingons fuel their warp drives with lithium. The Federation, the Jyn, and most other warp powers use hydrogen (deuterium).

Optional Scene— Pursuit

If the heroes decide to pursue the lithium ion trails, they can quickly overhaul the source of
those trails, but must penetrate the Klingons’ cloaking devices and find a way to force them out of cloak in order to prove guilt or innocence.

A TN 15 System Engineering (Deflector) test can be used to generate a low-level ionic pulse- which will, in turn, trigger a TN 10 Reliability test against the ship’s Shield system. If the check fails, the ship drops its cloaking device until the system can be reset.

The raiders, of course, are Kharn and his compatriots, who will immediately protest their treatment at length.

Kharn will flatly refuse to allow either of his ships to be boarded or searched and will open fire to avoid being taken into custody.

Despite the two to one odds, however, Sakarya should be able to batter R’Qla into submission. Once R’Qla has fallen- and unless the heroes prevent her from doing so- J’DoQ will cloak and flee the field of battle (and spread the word to the Klingon fleet of Federation “treachery”).

Optional Scene- Shattered

The Jyn colony has been hit hard by the raiders, but fortunately, casualties are relatively light (only eleven wounded and two dead). Part of the south tunnel of the mine collapsed in the attack, but it was unoccupied at the time.

A half-dozen surface structures have been destroyed, along with the outpost’s shield generators and defensive systems.

A TN 15 System Engineering (Weapons) test reveals that the Jyn station was attacked with disruptors- which are used by the Ferengi, Breen, Romulans, and Klingons.

If the heroes decide to analyze the remaining kemocite, an EXTENDED TN 50 Physical Science (Chemistry) test with an interval of thirty minutes will reveal that the kemocite is identical to the samples found earlier aboard Llydin’s courier.

The colony administrators will confess that they’ve beaten off four raids within the last three weeks.

Optional Scene-The Brooke

If the heroes investigate the inner-system contact, they should receive Handout #10 Brooke Scan.

The starship is adrift and lifeless- with extensive fire damage on the interior surfaces. A TN 15 System Engineering (Weapons) test reveals that the Brooke was attacked with phasers- which effectively rules out the Klingons. Her lifepods have been launched, but all of her shuttlecraft are accounted for.

The Brooke’s operation and communications systems are non-functional. A TN 10 System Engineering (Communications) test reveals that the comm system appears to have failed on its own (probably due to age) rather than having been disabled by the attack.

Bringing her computer systems online- an EXTENDED TN 100 Repair or System Engineering test will reveal that when Brooke lost her comm system, she diverted to the Jyn colony at Iota Thelonis IX colony for repairs.

As Brooke approached transporter range, however, the Jyn opened fire and Brooke over Iota Thelonis IX and veered away after taking heavy damage.

Approximately an hour after she was attacked, the Brooke’s damage control systems began to fail and the crew abandoned ship shortly thereafter.

A TN 10 Space Science (Astrogation) test will allow the heroes to track Brooke’s course. When her crew abandoned ship, Iota Thelonis IV-b was the nearest habitable planet or moon. The survivors would have shaped a course for the moon if at all possible.

Act Three

The Survivors

If and when the heroes investigate Iota Thelonis IV-b, they will find the world covered with thick clouds and a highly-active ionosphere. The Brooke’s survivors are in an small encampment on the surface, and are well despite their ordeal.

As the situation aboard the Brooke became increasingly untenable, LCDR McCarthy managed to evacuate his crew to the moon in good order.

The high-ion content of the upper atmosphere was sufficient to prevent their distress signals from being heard.

The Brewing Battle

As Sakarya picks up the pieces, her long-range sensors indicate both a Klingon task
force and a Jyn convoy headed into the Iota Thelonis system.

Governor Kras is leading a Klingon task force consisting of three D-7 cruisers and nine Birds of Prey.

The Jyn city ship Erain has arrived on scene, with an escort of four cruisers and roughly two dozen Jyn scouts.

Both sides are intent on ending the other's "predations".

Resolution

Depending upon how the heroes handle this situation, any number of outcomes is possible—but the heroes will have to think and act quickly to defuse a ticking bomb.

If the J'DoQ was allowed to escape, General Kras has received misleading reports implicating Sakarya as being in league with the Jyn.

The Jyn, in turn, are aware that the Federation and Klingon Empire are allies and are suspicious about whether they will get a fair shake.

In order to avoid the looming bloodbath, the heroes must convince both sides that they are honorable and neutral bearers of the facts—their actions in the adventure thus far should be used to bear out (or undermine) their claims.

Exposing Kharn as having been conducting repeated raids against the Jyn (as both his cargo and his ship's logs will confirm)—and seeing him punished—will be sufficient to mollify the Jyn.

Kras—convinced of Kharn's treachery—will disavow any knowledge of the raids and will execute the renegade out of hand (as is the Klingon way).

The negotiations and discussions should be fairly straightforward, with any Negotiate, Persuade, or Influence tests being modified by good roleplaying and arguments.

Once the matter is resolved and peace restored, the Klingons will return to their own territory and the heroes can ride off into the sunset.
Rewards:

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

Experience Awards
PC survived: 100 exp points
PCs render assistance to the *Satra* and *Llydin*: 100 exp points
PCs follow Federation law in handling Kharn's loudly stated “extradition request”: 100 exp points
PCs analyze the kemocite shipment: 100 exp points
PCS respond to the *Jyn* outpost's distress signal and render assistance: 100 exp points
PCs determine the weapons used to attack the *Jyn* outpost: 100 exp points
PCs identify the three ion trails leading from the *Jyn* outpost: 100 exp points
PCs determine the types of fuel sources used in each of the ion trails: 100 exp points
PCs render aid and assistance to the *Jyn* colony on Iota Thelonis IX: 100 exp points
PCs track and identify the Klingon vessels which attacked the *Jyn* outpost: 100 exp points
PCs prove that Kharn is behind the raids on the *Jyn*: 300 exp points
PCS locate and recover the U.S.S. *Brooke*: 200 exp points
PCs check on the *Brooke*’s shuttles: 100 exp points
PCs reactivate the *Brooke*’s computer systems and check her logs: 100 exp points
PCs locate and recover the *Brooke*’s survivors: 200 exp points
PCs create a peaceful resolution to the conflict w/o violating either *Jyn* or Klingon sovereignty: 500 exp points

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).

Renown Awards
PCs render assistance to the *Satra* and *Llydin*: Renown +1
PCs follow Federation law in handling Kharn's loudly stated “extradition request”: Renown +1
PCS respond to the *Jyn* outpost's distress signal and render assistance: Renown +1
PCs identify the three ion trails leading from the *Jyn* outpost: Renown +1
PCs render assistance to the *Jyn* colony on Iota Thelonis IX: Renown +1
PCs track and identify the Klingon vessels which attacked the *Jyn* outpost: Renown +1
PCs prove that Kharn is behind the raids on the *Jyn*: Renown +1
PCS locate and recover the U.S.S. *Brooke*: Renown +1
PCs reactivate the *Brooke*’s computer systems and check her logs: Renown +1
PCs locate and recover the *Brooke*’s survivors: Renown +1
PCs create a peaceful resolution to the conflict w/o violating either *Jyn* or Klingon sovereignty: Renown +1
(Non-Player Characters)

**Astus** - Clan Chieftain for Jyn Erain. Astus is an older man, wise-yet stubborn, prideful, and protective of what (and who) are his own.

Astin is a friend of the Federation and has had many honorable dealings with them—but can be pushed only so far before he will resort to a violent solution.

**Llydin** - Jyn pilot and “warrior”. Beautiful, hot-tempered, and capable, Llydin lost her brother (and very nearly loses her copilot) to a Klingon attack on a Jyn mining vessel—and wants both justice and vengeance.

**Mythas** - an aspiring Jyn pilot and “warrior”, Mythas is all of sixteen years old. Hot tempered and eager to prove himself, Mythas was foolish enough to ship out with Llydin on her raid, and suffered severe plasma burns and concussion injuries during the battle.

**K’Raen, son of Tarcaus** -

Head of the House of K’Raen. An old and fierce warrior, K’Raen is honorable by his own lights, and has served the Empire well. He has, nonetheless, been denied glory—and fears he will die in his sleep (rather than with a weapon in hand).

The House of K’Raen has fallen on hard times since the end of the Dominion War, and has been reduced in power and wealth. While not yet financially insolvent, the K’Raen is perilously close to dishonor—which the plunder from the Eta Thelonis system will help correct.

**Kharn, son of K’Raen** -

Heir to the House of K’Raen, Kharn is a frustrated warrior living in the shadow of his illustrious father—and is more likely to take the easy path to victory. As a result, Kharn sees pillaging the Jyn Faisha as a quick-and-easy means of solving his family’s financial problems—and a means of shaking his father’s iron-grip on the throne. Kharn commands the Bird of Prey R’Qla.

**Lieutenant Commander Richard McCarthy** - Commanding Officer, U.S.S. Brooke

Young, ambitious, and dashing, McCarthy has his eyes on both higher rank and more prestigious commands. McCarthy managed to evacuate his crew in good order when the Brooke was set upon by Jyn raiders and her damage control system failed and fires began to rage out of control.

Bral
Andrinan
Mangan
Galonard
Enains
Gallere
Hueregdigne
Everencus
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)
Penetration 6 / 5 / 5 / 0 / 0
Photon Torpedoes Mk 95 (x1/C)
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) , Monoreflective 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 Brooke**  
**NCC-3210**

**Production Data**  
Origin: United Federation of Planets  
Class and Type: Modified *Daran* Class Frigate  
Year Launched: 2274  
Refit: 2312

**Hull Data**  
Structure: 25  
Complement: 21  
Size/Decks: 5/16 decks  
Length/Beam/Height: 243.6/141.2/49.6 m

**Operational Data**  
Transporters: 4 standard, emer. cargo  
Cargo Units: 70  
Tractor Beams: 1fd, 1av  
Shuttlebay: 2 aft  
Shuttlecraft: 10 size worth  
Separation Sys: No  
Sensor System: Class 3(+3/D)  
Operations System: Class 3(D)  
Life Support: Class 3R(DD)

**Propulsion Data**  
Impulse System: SBE (.5c) (D)  
Warp System: LN-64 Mod 3 (wf 5/7/9.1) (D)

**Tactical Data**  
Phaser Banks: Type V (x2/B) [(C)]  
Deflector Shield: PFF 3 (B)  
Penetration: 4/3/3/0/0  
Protection/Threshold: 14/3

**Miscellaneous Data**  
Maneuvering: +1C +1H +0T  
Traits:

**Notes:** The *Knox/Daran* family of frigates were lighter, “short-hull” companions to the ubiquitous *Miranda* class and were used for patrol and convoy escort work throughout the late 23rd century. Following the signing of the Khitomer Accords and the dismantling of the Klingon Neutral Zone, most of these frigates were retired and either scrapped or destroyed as targets. *Brooke* was one of the fortunate few who found a new lease on life, in her case as a satellite tender.

With her armament and crew complement reduced, *Brooke* had her portside hangar bay replaced with repair shops and extended stores to accommodate her new role as a satellite tender. *Brooke* was assigned to the Starfleet Border Services and put to work maintaining navigational beacons and buoys, as well as serving as a patrol and search-and-rescue vessel.
**Production Data**
- Origin: Jyn Faisha
- Class and Type: Series 6 Courier
- Year Launched: 2385

**Hull Data**
- Size: 2, 1 decks
- Dimensions: 18 x 22 x 3.65 meters
- Structure: 10
- Crew: 2
- Atmospheric Capable: Yes

**Operational Data**
- Transporters: 1 ea standard, emerg., and cargo
- Cargo Capacity: 4
- Tractor Beams: 1av
- Sensor Systems: Class 4 (+4/E)
- Operations Systems: Class 1 (B)
- Life Support: Class 1 (B)

**Propulsion Data**
- Impulse Engines: FIG-2 (.85c)(E)
- Warp Drive: LF-12 (Warp 5 / 7 / 9) (D)

**Tactical**
- Phaser Array: Type VI (x1/B)
  - Penetration: 3 / 3 / 2 / 0 / 0
- Photon Torpedo: Mk 50 DF (x1/B)
  - Penetration: 3 / 3 / 3 / 3

**Miscellaneous**
- Maneuver Modifiers: -2 C, +3 H, +1 T

**Traits**
- Vulnerable System (Impulse): The impulse engines on the Series 6 courier are vulnerable and prone to damage. For every point of damage they sustain in combat, mark off two boxes on the damage track.

The Jyn Faisha Series 6 courier is a small, robust vessel designed to serve as a combination small transport, fighter, and scout and can be found moving small cargoes and personnel throughout the Jyn Faisha's area of influence (essentially, anywhere in the Alpha and much of the Beta Quadrant). Nimble and forgiving, the Series 6 is easy to maintain and to modify, and is well-armed for its size—but is also cramped and austere. Individual owners/operators frequently customize their vessels in an attempt to improve habitability.

**Satra** is a Jyn Faisha Series 6 courier belonging to the Jyn Erain, and serves double duty as a small transport, fighter, and scout.
**Klingon Bird of Prey**

**Production Data**
- **Origin:** Klingon Empire
- **Class and Type:** Type D-12d *Bird of Prey* variant
  - *B'Rel* Class Mod
- **Year Launched:** 2361

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

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

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

**Tactical**
- **Disruptor Cannon:** K-GDM-3 (x2/A)
  - **Penetration:** 3 / 2 / 2 / 0 / 0
- **Photon Torpedo:** 1 x KP-5 (A)
  - **Penetration:** 2 / 2 / 2 / 2 / 0
- **Deflector Shields:** KPFF-1a (B)
  - **Protection/Threshold:** 12/1

**Miscellaneous**
- **Maneuver Modifiers:** +0 C, +1 H, +1 T

**Traits**
- **Battle Tested:** The *R'Qla* and *J'DoQ* have extensive combat experience and gain a +2 to all Tactical maneuvers.
- **Flawed System (Cloaking Device):** The cloaking devices on the Type-D-12d are flawed and suffer a -2 rating.

The Type D-12d is a modified variant of the standard *B'Rel* class *Bird of Prey* in service since the early 2280's. These variants were modified during the Dominion War with improved shielding and a heavier disruptor battery.

The *R'Qla* and *J'DoQ* are in service with the House of K'Raen.
**Erain**

**Production Data**
- **Origin:** Jyn Faisha
- **Class and Type:** City Ship
- **Year Launched:** Unknown

**Hull Data**
- **Size:** 4225 meters, 188 decks
- **Structure:** 80
- **Crew:** 19,102
- **Atmospheric Capable:** No

**Operational Data**
- **Transporters:** 10 ea, standard, emergency, cargo
- **Cargo Capacity:** 750
- **Tractor Beams:** 1av, 1 fd
- **Sensor Systems:** Class 4 (+4/E)
- **Life Support:** Class 4 (E)
- **Operations Systems:** Class 3 (D)

**Propulsion Data**
- **Impulse Engines:** FIG-5 (.92c)(C)
- **Warp Drive:** LF-6 Mod (Warp 3 / 4 / 5)(D)

**Tactical**
- **Phaser Array:** Type II Phasers (x20/D)
  - **Penetration:** 7 / 7 / 6 / 0 / 0
- **Photon Torpedoes:** Mk40 DF (x10/D)
  - **Penetration:** 9 / 9 / 9 / 9 / 9
- **Deflector Shields:** FSR-2 (B)
  - **Protection/Threshold:** 17/5

**Miscellaneous**
- **Maneuver Modifiers:** +4 C, -1 H, +4 T

**Traits**
- **Ablative Armor:** *Erain* is fitted with a Jyn-produced ablative armor, granting her a +5 bonus to her Structure.

*Erain* is a custom-built Jyn Faisha city ship of indeterminate age. One of the smaller city-ships, *Erain* is home to 19,000 people, and the seat of Clan Erain. As of 2389, she was known to be operating in the Thelonis Sector.

Like other city-ships, *Erain* is the centerpiece of a clan convoy, and is nearly always surrounded by a small fleet of allied vessels. This fact, coupled with the ship's formidable defensive weaponry, ablative armor, and excellent shielding, making Erain a very difficult target.
Handouts:

Handout #1: Captain's Log

**Captain's Log: Stardate 65977.5:**

“U.S.S. Sakarya has been dispatched to the Thelonis Sector to investigate attacks on Federation shipping and the disappearance of the satellite tender U.S.S. Brooke. Starfleet Command intercepted a garbled message from the Brooke indicating she was under attack by an unknown assailant- but the signal was cut-off and Brooke has not been heard from since. Requests for information from the Alpha and Beta Thelonis colonies likewise produced no leads.

We are on course and speed to search the Iota Thelonis system. Long-range scans have thus far provided no information on the fate of the Brooke.”

---

Handout #6: Distress Signal

Your sensors are detecting the following voice-only transmission on frequencies normally reserved for distress signals:

“This.... Satra. We are .... attack ...... My ..... severely injured and primary systems are ..... Request immediate ...... Repeating...”

The signal is badly garbled- possibly deliberately jammed- and repeats twice more before being cut off.

The signal is originating from a small vessel- less than 30 meters long- emerging from a dust cloud roughly a quarter-light year ahead.

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<td>Warp 6</td>
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</table>
Handout #2: Thelonis Sector Profile

The Thelonis Sector is an unclaimed area of space along the Federation-Klingon border and lies five light years “below” the galactic plane. The area was first explored by Jyn Faisha surveyors (while much of Earth was fighting World War II). The sector came to the attention of the Federation during a cultural and data exchange with the Jyn, but was largely ignored as being too far from the potential conflict zones with the Klingons. Federation surveyors finally explored the area in 2197.

The primary landmarks in the Thelonis Sector are the Alpha, Beta, and Gamma Thelonis systems- a small rosette of stars all orbiting within six light years of one another.

Alpha and Beta Thelonis are roughly identical- each hosting seven planets around a Type G2-IV star. Alpha Thelonis IV and Beta Thelonis III are Class M, and each is a comparatively rich, fertile world. Both systems have fairly rich dilithium and other mineral deposits. Each system has a Class J giant rich in deuterium and other trace elements. Additionally, Beta Thelonis VI is Class L and has extensive kemocite fields.

In 2389, Delta Thelonis A and B collided, and have begun coalescing into a single large star. The shockwave produced by the collision resulted in the near-total destruction of their attendant star system.

Five other small systems round out the sector. Zeta Thelonis V is home to a pre-industrial humanoid civilization, and Epsilon Thelonis is home to a pre-warp flight society. Electromagnetic signals intercepts are audio or data telemetry only, and the universal translator has had little success decrypting the signals.

The Thelonis Sector is considered neutral territory- belonging to neither the Federation nor the Klingon Empire- though the individual planetary systems retain their political affiliation and are considered the territory of their parent political power. For legal purposes, each planet system's border is considered to extend for 1 A.U. beyond the orbit of the system's Kuiper Belt.

The Thelonis Deep Space Observatory was placed in the Sector in 2358 to conduct long-range subspace observation of the galactic core, and was destroyed by a rogue soliton wave in 2388.

History

The signing of the Khitomer Accords led to a renewed wave of colonization by both Federation and Klingon citizens and resulted in the Alpha and Beta Thelonis colonies, both settled in 2296- Alpha Thelonis by the Federation and Beta Thelonis by the Klingons. The third system, Gamma Thelonis was designated by treaty as the future site for a joint settlement- which has yet to materialize.

Relations between the Alpha and Beta Thelonis systems have (until recently) been quite good- with semi-regular trade between the two systems. The Federation colonists assisted their neighbors with reconstruction in the wake of the Klingon Civil War, and the Klingons provided technical advice and combat vessels during a series of abortive Orion raids in the late 2370's.

The Beta Thelonis colony is the province of the House of J'Daq- and is well regarded within the Empire. The House of J'Daq supplies nearly 1% of the Empire's dilithium and kemocite, as well as other valuable metals and minerals.

The Beta Thelonis system sided with the forces of Gowron during the Klingon Civil War, and suffered a series of raids from Duras-loyalists as a result. The Federation colony on Alpha Thelonis assisted in the recovery, providing food, medical supplies, and labor to aid in rebuilding.

The soliton shockwave in 2388 destroyed a Klingon convoy and several other vessels, leading to a series of confrontations between the Klingon and Federation interests. U.S.S. Caledonia was able to discover the true source of the destruction and soothe over the tensions in the area before they escalated into open warfare.
Handout #3: Brooke Profile

**USS Brooke**  
**NCC-3210**

**Production Data**
- Origin: United Federation of Planets
- Class and Type: Modified *Daran* Class Frigate
- Year Launched: 2274  
  - Refit: 2312

**Hull Data**
- Structure: 25  
  - Complement: 21
- Size/Decks: 5/16 decks
- Length/Beam/Height: 243.6/141.2/49.6 m

**Operational Data**
- Transporters: 4 standard, emer. cargo
- Cargo Units: 70  
  - Tractor Beams: 1fd, 1av
- Shuttlebay: 2 aft  
  - Shuttlecraft: 10 size worth
- Separation Sys: No
- Sensor System: Class 3(+3/D)
- Operations System: Class 3(D)
- Life Support: Class 3R/DD

**Propulsion Data**
- Impulse System: SBE (.5c) (D)
- Warp System: LN-64 Mod 3 (wf 5/7/9.1) (D)

**Tactical Data**
- Phaser Banks: Type V (x2/B) [(C)]
- Deflector Shield: PFF 3 (B)
- Penetration: 4/3/3/0/0
- Protection/Threshold: 14/3

**Miscellaneous Data**
- Maneuvering: +1C +1H +0T
- Traits:

**Notes:**
The *Knox/Daran* family of light frigates were lighter, “short-hull” companions to the ubiquitous *Miranda* class- and were used for patrol and convoy escort work throughout the late 23rd century.

Following the signing of the Khitomer Accords and the dismantling of the Klingon Neutral Zone, most of these frigates were retired and either scrapped or destroyed as targets. *Brooke* was one of the fortunate few who found a new lease on life, in her case as a satellite tender.

With her armament and crew complement reduced, *Brooke* had her portside hangar bay replaced with repair shops and extended stores to accommodate her new role as a satellite tender. *Brooke* was assigned to the Starfleet Border Services and put to work maintaining navigational beacons and buoys, as well as serving as a patrol and search-and-rescue vessel.
Handout #7: Political Profile: The Jyn Faisha

Author: Devoras Ral, Federation Undersecretary for Interspecies Relations

A nomadic, relatively peaceful people, the Jyn Faisha are a species of traders and merchants who wander the starlanes in search of goods and opportunities. While generally peaceful, the various Jyn clans have taken part in epic feuds spanning entire star systems. The Jyn are very ritual and etiquette motivated, and honor is of paramount concern. Loyalty to one’s clan is a driving force for the Jyn, but once these conditions are met, the Jyn are notoriously independent.

Skilled as tinkers and pilots as well as traders, the Jyn generally bring a cheerful zest for life to any situation, although this is by no means always the case. Although normally exuberant and feisty, the Jyn can also be deadly serious when wronged- and the Jyn are never unarmed.

The Jyn are a fun-loving, cheerful people, who live life for the adventure as much as for anything else, and rarely decline a challenge. They have practices similar to counting coup, and the hero who charges into the maw of death (laughing), is one of their most revered. Beyond this, the Jyn have a love for craftsmen and craftsmanship that borders on idolatry. This explains, in a measure, the longevity and sturdiness of their vessels.

Physiology: A humanoid species, the Jyn Faisha (or Jyn) tend to be compact and small, but are otherwise nearly indistinguishable from human stock. Skin and hair colors run the same gamut as Terran human, but tend toward dusky olive or light purple. One interesting note about Jyn physiology- each clan or major family division has its own unique eye color, which is adopted as more or less the clan tartan.

Homeworld: The Jyn Faisha have no home planet of their own, save in ancient myth. In modern times, they wander the vast expanse of the galaxy, carrying their people in massive, (generally ancient) warp-capable city ships. These space-going leviathans are capable of speeds in excess of Warp Four, and carry tens of thousands of people, and are for the most part self-contained, with extensive manufacturing and repair capabilities. Defending such massive vessels is a challenge, even for people born to space, and so the Jyn maintain a vast support fleet of small runabout-style starcraft and fighters. The city-ships in themselves boast a staggering variety and number of defensive armaments.

Societal Structure: Jyn Faisha society is divided up along clan lines- generally with one clan per city-ship, and have few class or caste distinctions. The Jyn tend to intermarry between clans in order to formalize (or at least codify) alliances and trade relations. Jyn clan friendships border on legendary in their depth and commitment- but their feuds and enmity cross the line into epic.

Starfleet Intelligence estimates that there are fourteen major clans, and upwards of three hundred lesser clans- though the Jyn have neither confirmed nor denied these numbers- all with various degrees of allegiance, loyalty, and debts of honor.

Within the clans, leadership tends to be determined by age and experience, as well as raw talent and accomplishment. While formal votes are rare, charismatic voices that sway the people tend to be heard loudly- regardless of age or position.

Jyn Faisha justice systems vary from clan to clan- but tend to be harsh and final. The most heinous punishments (reserved for their worst offenders) are death and exile. Given the Jyn's psychological emphasis on clan loyalty, the two are roughly synonymous.

Government Structure: The Jyn Faisha are a loose Confederation of clans bound by trade agreements, tradition, common law, and species loyalty, and have no central authority as such. Pressing business affecting the Jyn Faisha as a whole are debated (either in person or via subspace) by the various clan leaders until a consensus is achieved. Absent a consensus, each Jyn clan is free to act as they see fit- within the limits of inter-clan law.

Interstellar Relations: The Jyn Faisha enjoy an extensive trade network spanning the
Alpha and Beta Quadrants. They trade primarily among themselves, but also with the Federation and with others who will meet their standards of honor. For the most part, they despise the Ferengi, and refuse to trade with them. By contrast, however, the Jyn will trade with the Orions, considering them a necessary evil.

Jyn relations with the Romulans and the Klingons are known to have been turbulent, and the Jyn appear in those territories only rarely.

The Jyn were known to have traded goods and materials with the Cardassians prior to the Dominion War, but cut off all ties when the Dominion seized control of the Cardassian government.

In large-scale relations with other species (especially those whom they don't know), the Jyn tend to be clannish and guarded. Aliens and other non-Jyn tend to be held “at arm's length”- but Jyn Faisha also make loyal friends and steady trading partners.

**Technological Summary:** Jyn Faisha technological *theory* is Tech Level 6/7- comparable to Federation standard in most respects. The actual tech level of the *equipment* in use can vary wildly- the Jyn are loathe to throw away anything of use.

**Projections:** Starfleet Intelligence and the Federation Diplomatic Corps expect little change in Federation-Jyn Faisha relations over the short term. All offers of membership and alliance between the two powers have been summarily rejected by the Jyn Faisha.

Jyn Faisha clan leaders continue to push various trade and cultural exchange projects with various foreign powers, but these are not expected to produce significant technological developments in the near future.
Handout #4: Target Scan

Sensor Scan: Object Number S-486721

Physical Dimensions: 35 x 12 x 8 meters

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

Atmosphere: Oxygen-Nitrogen, ~16 psi (Roughly Terrestrial Standard)

Hydrosphere: N/A

Internal Temperature: 15.627°C Celsius

Internal Humidity: 19%

Life Signs: 2

Organic Matter: Numerous Discrete traces

Power Sources: Numerous Discrete traces, isotolium ampule power systems likely Matter/Anti-matter warp propulsion system Deuterium Fusion secondary propulsion composition.

Anomaly: Power levels appear to exceed safe operation constraints.

Emission Signatures: Low-level RF/Subspace emissions consistent with damaged M/ARA system in shutdown/inoperative mode.

Anomaly: Unusual radiation levels detected in cargo hold.

Anomaly: Small atmospheric and EPS leaks consistent with combat damage

Specific Mass: Approximately twenty thousand metric tons

Classification: Unidentified Starship

Systems Analysis:
- Structural Integrity: Estimated 40% nominal
- Weapons Systems: Online/Armed
- Shields: Online-Failing
- Propulsion Systems: Online
- Sensors: Online
- Life Support: Online
Sensor Scan: Object Number S-486722 and S-486723

Physical Dimensions: 110 meters

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

Atmosphere: Klingon Terrestrial Standard
Hydrosphere: N/A
Internal Temperature: 29.444°C Celsius
Internal Humidity: 21%
Life Signs: 12 Life-signs on Vessel 1, 14 lifesigns on Vessel 2
Organic Matter: Numerous Discrete traces
Power Sources: Numerous Discrete traces, antimatter ampule power systems likely
Lithium Matter/Anti-matter warp propulsion system
Deuterium Fusion secondary propulsion composition.

Emission Signatures: Low-level RF/Subspace emissions consistent with damaged M/ARA system in shutdown/inoperative mode.
Low-level RF/Subspace emissions consistent with deuterium fusion Impulse propulsion array.

Specific Mass: Approximately 250 thousand metric tons

Classification: Unidentified Klingon Starships

Systems Analysis:
Structural Integrity: Nominal
Weapons Systems: Online/Armed
Shields: Online- Failing
Propulsion Systems: Online
Sensors: Online
Life Support: Online
Sensor Scan: Object Number S-486813

Physical Dimensions: 4225 meters in length
General Composition: Outer shell composed primarily of duranium and titanium compounds.

Anomaly: Extremely High Radiation Levels On Outer Hull

Atmosphere: Oxygen-Nitrogen, ~16 psi (Roughly Terrestrial Standard)
Hydrosphere: N/A
Internal Temperature: 15.627°C Celsius
Internal Humidity: 19 %
Life Signs: ~19,000

Organic Matter: Numerous Discrete traces
Power Sources: Numerous Discrete traces
Matter/Anti-matter warp propulsion system
Deuterium Fusion secondary propulsion composition.

Emission Signatures: Low-level RF/Subspace emissions consistent with M/ARA system
Low-level RF/Subspace emissions consistent with deuterium fusion Impulse propulsion array.

Specific Mass: Approximately 500 million metric tons
Classification: Jyn Faisha City-ship

Systems Analysis:
Structural Integrity: Nominal
Weapons Systems: Online/Armed
Shields: Online- Failing
Propulsion Systems: Online
Sensors: Online
Life Support: Online
Handout #10: Starship Scan

Sensor Scan: Object Number S-486942

Physical Dimensions: 243.6 x 141.2 x 49.6 m

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

Atmosphere: Oxygen-Nitrogen, ~14 psi (Roughly Terrestrial Standard)

Anomaly: Extremely High Carbon Monoxide Levels

Hydrosphere: N/A

Internal Temperature: 8.43°C Celsius

Internal Humidity: 21%

Life Signs: None

Organic Matter: Numerous Discrete traces

Power Sources: Numerous Discrete traces

Matter/Anti-matter warp propulsion system

Deuterium Fusion secondary propulsion composition.

Emission Signatures: Low-level RF/Subspace emissions consistent with M/ARA system in shutdown/standby mode.

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

Specific Mass: Approximately 500 million metric tons

Classification: Federation Starship

Systems Analysis:

Structural Integrity: 76% Nominal

Weapons Systems: Offline

Shields: Offline

Propulsion Systems: Offline

Sensors: Offline

Life Support: Offline
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<td>Aydin ab Reis</td>
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<td>Captain</td>
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<td>Victoria Loch</td>
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<td>Lieutenant, JG</td>
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<tr>
<td>Chief Medical Officer</td>
<td>Dr. Paul Featherstone</td>
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<td>Lieutenant</td>
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**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. Sakarya, 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

<table>
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<tr>
<th>Skill</th>
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<th>Mod</th>
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Miscellaneous Scores

Courage: 4  Health: 10  Renown: 25  Advancements: 25  Defense: 7  Initiative: +0
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 situationial 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
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<tr>
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Miscellaneous Scores
Courage: 4
Health: 9
Renown: 16
Advancements: 20

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**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.
Prin Ajan “A.J.”

Age: 28
Species: Bajoran
Homeworld: Cosas 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 more than a little reticent to discuss his youth or his tenure as a blockade runner.

Although by no means 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

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Miscellaneous Scores

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<td>+7</td>
<td>(Retrieve)</td>
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</tbody>
</table>
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

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Skills:

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Defense: 8  Initiative: +1

32
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### 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.

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Quickness +2 Savvy +2 Stamina +1 Willpower +2

Miscellaneous Scores
Courage: 3 Health: 10 Renown: 10 Advancements: 15

Defense: 7 Initiative: +2

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**Professional Abilities:**

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

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

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

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

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

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

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

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

**Species Abilities:**

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

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

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

**Psionic:** T’Var has telepathic mental abilities.

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

**Edges/ Flaws:**

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

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

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

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

**Thinker:** T’Var receives a +1 to all *Academic* tests.
Starfleet Bureau of Personnel
Starfleet Command

Thrax

Age: 28
Species: Human
Homeworld: Earth
Gender: Male
Eyes: Grey
Hair: Salt and Pepper (Grey and Black)
Rank: Lieutenant, Junior Grade
Current Assignment: Conn Officer, U.S.S. Sakarya, NCC-52143

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

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

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

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

Attributes

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Miscellaneous Scores

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

Skills:

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<tr>
<td>Operate Veh.- Arch. Aircraft</td>
<td>INT</td>
<td>+2</td>
<td>+3</td>
<td>+1</td>
<td>+6</td>
<td></td>
</tr>
</tbody>
</table>
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 | +1 | +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.
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

<table>
<thead>
<tr>
<th>Str</th>
<th>7 (+0)</th>
<th>Agl</th>
<th>8 (+1)</th>
<th>Int</th>
<th>10 (+2)*</th>
<th>Vit</th>
<th>9 (+1)</th>
<th>Prs</th>
<th>6(+0)</th>
<th>Per</th>
<th>10 (+2)*</th>
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</thead>
<tbody>
<tr>
<td>Quickness</td>
<td>+2</td>
<td>Savvy</td>
<td>+2</td>
<td>Stamina</td>
<td>+1*</td>
<td>Willpower</td>
<td>+2</td>
<td></td>
<td></td>
<td></td>
<td></td>
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</table>

Miscellaneous Scores

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<tr>
<th>Courage</th>
<th>4</th>
<th>Health</th>
<th>9</th>
<th>Renown</th>
<th>10</th>
<th>Advancements</th>
<th>15</th>
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</table>

Skills:

<table>
<thead>
<tr>
<th>Skill Name</th>
<th>Attr</th>
<th>Mod</th>
<th>Level</th>
<th>Misc</th>
<th>Total</th>
<th>Specializations</th>
</tr>
</thead>
<tbody>
<tr>
<td>Computer Use</td>
<td>INT</td>
<td>+2</td>
<td>+6</td>
<td></td>
<td></td>
<td>(Retrieve)</td>
</tr>
<tr>
<td>Construct</td>
<td>INT</td>
<td>+2</td>
<td>+4</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>First Aid</td>
<td>INT</td>
<td>+2</td>
<td>+6</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Knowledge: Culture</td>
<td>INT</td>
<td>+2</td>
<td>+4</td>
<td></td>
<td></td>
<td>(Human)</td>
</tr>
<tr>
<td>Knowledge: History</td>
<td>INT</td>
<td>+2</td>
<td>+5</td>
<td></td>
<td></td>
<td>(Federation)</td>
</tr>
</tbody>
</table>
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 innoculant 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.
### “Conflict of Interest”

<table>
<thead>
<tr>
<th>Benchmark</th>
<th>Bonus</th>
<th>Achieved</th>
</tr>
</thead>
<tbody>
<tr>
<td>PCs render assistance to the <em>Satra</em> and Llydin:</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>PCs follow Federation law in handling Kharn's loudly stated “extradition:</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>request”.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>PCs analyze the kemocite shipment:</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>PCs respond to the Jyn outpost's distress signal and render assistance:</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>PCs determine the weapons used to attack the Jyn outpost:</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>PCs identify the three ion trails leading from the Jyn outpost:</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>PCs determine the types of fuel sources used in each of the ion trails:</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>PCs track and identify the Klingon vessels which attacked the Jyn outpost:</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>PCs prove that Kharn is behind the raids on the Jyn:</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>PCs determine the type of weapon used to attack the <em>Brooke</em>:</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>PCS locate and recover the U.S.S. <em>Brooke</em>:</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>PCs check on the <em>Brooke</em>’s shuttles:</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>PCS reactivate the <em>Brooke</em>’s computer systems and check her logs:</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>PCS locate and recover the <em>Brooke</em>’s survivors:</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>PCS create a peaceful resolution to the conflict w/o violating either:</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td><em>Jyn</em> or Klingon sovereignty.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Proctors Notes:**

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**Proctor:**

**Date Played:**

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**Crew:** *USS__*  **Final Score:** ___ / 15

**Officers Present:**

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

**Reviewed By:**  

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**Commanding Officer**  

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**Fleet Commander**  

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