STAR TREK
ROLEPLAYING GAME

THE
INTRUDERS

A Movie Era Adventure
For Starfleet
Written By Roger L. Taylor II

Illustrated by:
Roger Taylor and Andrew Hodges

Special Thanks To:

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Rex Rouviere,
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Neils and Jen Stark,

The Seventh Fleet
(www.seventhfleet.org)

and

the entire crew

at

MountainCon IV
(you know who you are and what you did.)
**Introduction**

“Intruders” 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 Star Fleet crew during the Motion Picture 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* and *Star Trek: Narrator's Guide* in running this adventure. A number of pre-generated characters are available at the end of the mission. Alternately, players may substitute their own characters with the approval of the Narrator.

The adventure takes place near the Federation/Klingon border in the year 2369. Players who wish to take part in this adventure should not read any further.

**Adventure Synopsis**

The Federation starship USS *Kitabi* NCC-1806 has been dispatched to the remote Ankala Sector to discover the fate of the missing USS *Kouri*. Arriving at the *Kouri*'s last known coordinates, they find the missing ship's recorder/marker buoy, a small debris field, and an alien life form of surprising speed and power.

While the *Kitabi* and her crew struggle with first contact, a Klingon *Bird of Prey* decloaks and attacks the alien, sending it fleeing towards a subspace anomaly.

**Recommended Date/Season/Stardate:**

2283/ ST:II The Wrath of Khan / SD 8120

**Setting:**

The Ankala Sector- charted, but unexplored, Federation space near the Klingon border.

**Lost Sheep**

Open *in media res* with the Handout #1: Captain’s Log. USS *Kitabi* has been dispatched to the remote Ankala Sector to discover the fate of the missing USS *Kouri*. In addition to altering course towards the *Kouri*'s last known position, the crew should begin conducting long-range scans for the missing starship. If any of the crew asks for it specifically, they should be given Handout #2: USS *Kouri* Profile.

**Discoveries**

- An extended TN 25 *System Operations* (Sensors) test will reveal a small debris cloud on the sensors ahead.
- An analysis of the debris field (a TN 15 *Structural Engineering* test) or TN15 *Physical Science* (Metallurgy) test reveals that the debris is not from the *Kouri*—the alloys and compounds present are used by military vessels of the Klingon Empire. An extraordinary success reveals that the vessel was small—probably a *Bird of Prey*.
- The discovery is troubling not only because the presence of a Klingon *Bird of Prey* this deep in Federation space constitutes an act of war, but also because it raises the specter that the Klingons might be responsible for the fate of the *Kouri*.
- The players would be well advised to notify Starfleet Command of the intrusion, though at this distance, it will take approximately six hours for Starbase to receive the message.
- A TN 15 *System Operation* (Sensors) test reveals traces of high energy weapons' fire. A TN 7 *Physical* or *Space Science* test reveals two types of discharges—Klingon disruptors on the one hand, and an unknown high energy burst on the other. Should the players wish to gage the age of the wreckage, a TN 7 *Physical* or *Space Science* test will show that the size of the debris field indicates that the vessel was destroyed more than a week ago.
- If the heroes look specifically, a TN 5 *System Operations* (Sensors) test will reveal bodies floating in the debris. If they are brought aboard, they may be autopsied by the Ship's Surgeon. An extended TN 50 *Medical* (Forensics) test will reveal that the Klingons were killed by high energy plasma burns, explosive decompression, and other effects consistent with their ship being blown to pieces.
**Additional Pieces**

When the extended *System Operations (Sensors)* test reaches TN 50, the heroes will detect another small debris cloud on the sensors. The field is approximately three hours away at normal cruising speed, and a TN 5 *System Operations (Communications)* test will detect the *Kouri*’s recorder marker buoy.

An analysis of the debris field (a TN 15 *Structural Engineering* test) reveals that the debris is indeed remnants of the *Kouri*-notably pieces of her warp drive. A TN 5 *Intellect* test, however, reveals that there is insufficient mass to account for the *Kouri*-these are pieces of the ship, not her grave.

**Letters From Home**

If the heroes took the trouble to notify Starfleet Command about the debris of the Klingon vessel, the ship receives a message from Admiral Komack and Starfleet Command (*Handout #3*). Admiral Komack is a veteran Starfleet officer known for his brusque and no-nonsense demeanor.

Komack’s communique will demand an update on the search for the *Kouri* and warn *Kitabi* to proceed with caution. Starfleet Intelligence reports suggest there may be two or more Klingon vessels operating in or near the Ankala Sector. Long range scans of the Klingon Neutral Zone confirmed *Kitabi*’s report of a number of anomalies which might or might not be cloaked starships crossing the zone.

Long range scans of the Ankala Sector reveal no unusual activity— but there is a marked increase in subspace noise emanating from the sector, source unknown.

Given these conditions, Starfleet Command has decided to step up the alert status of the Fleet, and is dispatching additional starships to the Neutral Zone.

Although their primary mission remains the search for the *Kouri*, *Kitabi* should also be on the lookout for the Klingon vessels— and be prepared to take action to defend Federation vessels and colonies which may need assistance.

Using *Kitabi*’s long-range sensors (and an extended TN 25 *System Operations (Sensors)* test) will confirm both the increased subspace “noise” coming from the Ankala Sector and reveal a small subspace anomaly approximately 1 light year from *Kouri*’s last known position. Additional details can be found in *Through the Looking Glass*, below.

**Discovery**

Analysis of the recorder/marker buoy requires a short series of *Physical Science, Structural Engineering, Systems Engineering, and/or Computer Use (Retrieve)* tests. Each test has a Routine (TN 10) difficulty, and takes five minutes time.

- A *Structural Engineering* test reveals that the probe is physically intact and undamaged, though there are signs of tool marks, including a plasma cutter being brought to bear on the access hatch.
- The *Systems Engineering* test reveals that the probe (and by extension *Kouri*) was subjected to a high-energy ion discharge, type unknown. A TN 10 *Physical Science* test reveals that the ion burst was an unusual flash of Delta radiation— usually emitted by stars or other stellar objects.
- A TN 15 *Computer Use (Retrieve)* test (with a +2 affinity from *Enterprise-Administration (Starfleet)*) will access the logs and reveal that much of the record is routine, a fair amount is garbled, and a portion has been erased. Evidence indicates that the log has been tampered with. The most critical section comes near the end— *Kouri* is shadowed by a small object of notable power and speed— and the log ends when the missing ship is probed by the alien.

**First Contact**

As the crew analyzes the marker buoy, their long-range sensors detect an object
from it, mimicking its maneuvers and the
like. It will respond to no hails, will not
object to being scanned, and will violently
resist tractor beams. It will only retreat if
fired upon.

A TN 10 Empathy or Telepathy test will
reveal curiosity, interest, and joy, but
nothing more profound. The mind is simply
too alien and too primitive to discern much
more. An extraordinary success will reveal,
however, that this alien does not normally
operate autonomously- it is used to receiving
guidance from another source. Mind Meld
tests are not possible because of the range
and because of the limited intellect of the
alien.

After several moments of play, the object
will tentatively probe Kitabi with a low-level
scanning beam. If the ship does not react
negatively, the beam strength will increase in
power with each subsequent scan. The third
scan, however, begins to affect Kitabi's
systems, causing power fluctuations and
system shorts. Stabilizing the power and
other systems requires a TN 15 System
Operation test from each officer manning a
station. Failure means the system in question
suffers one block of damage and must be
repaired. The scans otherwise cause no
damage, and the alien immediately halts its
activity when systems start being damaged.

Confrontation

As the crew decides how to deal with the
alien, the Klingons decloak and attack.
Regardless of the Kitabi's actions or
condition, the alien flees as soon as the first
shot has landed. The Klingons immediately
pursue the fleeing alien (and the Kitabi
should do likewise). Pursuing the alien
means either pushing Kitabi to her maximum
speed or cutting the corner. With her much
slower top speed, the bortaS has no hope of
actually keeping pace and quickly falls well
behind.

If contacted, Captain Kadur identifies
himself and his ship, and explains that the
alien is responsible for the destruction of the
Klingon vessel bijDa, and he intends to
destroy the alien by way of revenge. While
Kadur does not expect the Kitabi to assist him

The object will approach the Kitabi, and
act like a dolphin playing in the wake and
wash of a sea-going vessel or a playful
puppy. Charging the ship, moving away
closing with them at Warp 8. A Routine TN
10 System Operations (Sensors) test will
reveal the following. Every two points above
ten (or each subsequent scan) will reveal one
additional fact from the list below:

• The object is small (less than 12
meters in length, and masses less
than 100 tons.
• The outer shell is partially opaque
to Federation scanners, making
scans of the interior difficult.
• No life forms are detected
aboard.
• Radiation, temperature, and
pressure levels would be almost
instantly fatal to an unshielded
human.
• The outer shell is crystalline in
composition and is composed of
verterium cortenide (a component
of Federation warp engines),
carbon, silicon, and several
elements unknown to Federation
memory banks.
• Certain compounds in the outer
hull are either photo- or radio-
electric (converting light or hard
radiation into energy.
• The vessel appears to have no
centralized power center.
• The vessel has no passageways
larger than one-half meter in
diameter.
• The object maneuvers by
expelling small amounts of
ionized gas from ports on the
hull, and appears to generate
extremely short-lived waves of
spatial distortion in order to travel
faster than light.
• Characters who think to ask
discover that the object has a
different quantum frequency than
other matter native to this
universe.
in making the kill, he will be almost completely incensed by any attempt by the crew to intervene on the alien's behalf.

To push beyond warp 9, the engineer must roll a TN 19 Propulsion Engineering (Warp Drive) test. If the engineer fails his test, the warp drive has failed and the ship must slow to sublight to make repairs. The repairs require an extended TN 20 Propulsion Engineering (Warp Drive) test, with each roll accounting for 1/2 hour of time.

Cutting the corner is possible if the navigator has the "Surfing Space-Time" professional ability. He can attempt to plot a very precise course to minimize travel time. This requires a TN 19 Space Science (Astrogation) test (10 + the ship's maximum speed). On a success, the ship arrives as though it had been traveling at maximum emergency speed (without actually straining the engines). If the engines are pushed to maximum emergency speed and the navigator successfully attempts to surf space-time, assume the ship arrives at the anomaly three minutes ahead of the alien.

Pursuit lasts less than forty minutes, making a reliability test unnecessary. Unless Kitabi arrives at the anomaly ahead of the alien and opens fire to drive it away from the anomaly, the alien ship will enter the anomaly as soon as it reaches it. If unable to pursue, Kitabi should still be able to observe the alien entering the anomaly on sensors.

**Through The Looking Glass**

Whether in pursuit or tracking by sensors, Kitabi will observe the alien disappear into a large spatial anomaly. Scans (an extended TN 15 System Operation (Sensors) test with a +2 affinity bonus from Physical or Space Sciences) indicate that the anomaly is some sort of spatial interphase-likely, a door to another dimension. The anomaly is stable, but its diameter is decreasing at a constant rate, and will disappear within 36 hours. Radiation levels are normal within the anomaly, nor are there any other detectable hazards associated with the anomaly. Sensors also detect the Kouri disaster beacon emanating from the far side.

Taking Kitabi through the anomaly brings the ship in contact with a subspace schism, which causes one bridge console to overload (determined randomly) and forcing the officer at that station to make a Stamina test or be stunned for 1d6 turns. The violence of the transition also forces every character not physically secured to their station (excepting the character previously stunned) to make a TN 10 Strength test to remain at his or her post. A complete failure causes the character to suffer 1d6 falling damage.

**Taking Bearings**

The players should receive Handout #4 at the beginning of this scene. As Kitabi appears on the far side of the interphase, she has a new problem to overcome- particle counts on this side of the anomaly are radically higher than in their home universe. Sensor performance and warp speed will be severely curtailed (no speed greater than warp 2, and sensor range limited to 10,000 km) unless the crew recalibrate the sensors and deflectors.

These limitations not withstanding, Kitabi is still able to detect the Kouri in orbit around a small planetoid about ten light days (approximately forty-five minutes at warp 6) distant. The alien they were pursuing is headed directly for the planetoid at better than warp 8.

Recalibrating shields and sensors each requires an extended TN 45 System Engineering test, with each roll accounting for five minutes work. Even with the reconfigurations completed, Kitabi will still be somewhat limited-no speed faster than warp 6, and sensors are limited to the second range band.

Sensors also indicate Kouri is surrounded by more of the aliens-more than two dozen can be detected in orbit. The planetoid cannot be analyzed with any clarity until they are much closer.

**Boarding the Kouri**

The Kouri is in a stable orbit around a small planetoid, surrounded by more of the alien vessels. Sensors indicate the ship is
devoid of life forms (all of the survivors are on the surface).  *Kouri* is almost completely powered down and has suffered heavy damage to her power grid.

The ship is cold, the air is stale, and the passageways are silent and echoing.  A Routine TN 10 *Investigate* test reveals that although ship's life pods are all in place, much of her emergency gear has been removed.

The body of a Tellarite wearing a Starfleet uniform and lieutenant's pips will be found at the main EPS junction.  A Routine TN 10 *First Aid* or *Medicine* test reveals that she died from severe plasma burns.

A Routine TN 10 *Systems Engineering* test reveals that main power and life support aboard the *Kouri* have failed, apparently due to massive disruption of the power grid, but can be repaired.

Restoring power and life support will take an extended TN 20 *Systems Engineering* (*Electroplasma System*) test (with each test accounting for about five hours of work).  Repairing the science vessel's warp drive is a separate matter and will require an extended TN 15 *Propulsion Engineering* (*Warp Drive*) test (with each test also accounting for about five hours of work).

A TN 15 *Computer Use (Retrieve)* test will allow the heroes access to the garbled/missing portions of the *Kouri* log.

In short, *Kouri* picked up a distress signal from the IKV *bijDa*.  Investigating, she was at first shadowed, then subjected to several close passes by a small object of notable power and speed (the crew will recognize the probe that scanned them as well).  As on the *Kitabi*, the alien scan caused major fluctuations in *Kouri*’s power grid, resulting in plasma relay blowouts and a loss of nearly all power aboard the research vessel.  The log ends with Lieutenant Barker reporting that the aliens have locked on a tractor beam.

* Depending upon the pacing and time remaining, the Narrator may wish to break this scene up into several smaller ones-, allowing the players a greater sense of "exploring the Kouri".  Likely lesser scenes will include the Bridge, Main Engineering, and Crew’s Quarters.

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**The Planetoid Beyond**

The planet which *Kouri* is orbiting is small, Class L (oxygen-argon atmosphere, no life forms due to a lack of nitrogen), and barely habitable.  A large crystalline structure with a composition similar to that of the aliens exists in the Northern Hemisphere and sensors detect 79 life forms (the survivors of the *Kouri*) on the surface nearby.

Beaming an away team to the surface, the crew discovers a large crystalline structure that looks like a cross between a small cathedral and the Fortress of Solitude from the Superman movies.  Sheltered in the lee of the larger structure is a small encampment of Federation personnel surrounded by emergency tents, supplies, and equipment beamed here from the *Kouri*.  The leader of the encampment is Commander Richards.

When *Kouri*’s systems were damaged by the alien’s scans, the creature took them in a tractor beam and towed them to the planetoid (the nearest habitable body).  As systems continued to fail, they abandoned ship and set up on the planetoid to await rescue.

They have conducted extensive scans of the structure with tricorders, and believe it to be almost identical to the smaller creatures in orbit.  It extends many kilometers downward, tapping into minerals in the planetary crust, and producing large crystalline pods.  Given the various stages of the development, these pods appear to mature into the space-bound variety of creature.

Periodically, the creature will broadcast a signal that the universal translator is unable to render- they are unsure whether the signal is gibberish, part of its biological cycle, or an attempt to communicate.

A TN 10 *Empathy*, *Telepathy*, or *Mind Meld* test will bring about an immediate, surprised response, focusing the alien’s attention squarely (and painfully) on character making the attempt.  The alien is possessed of a very, very powerful mind, forcing the psion attempting contact to make a TN 15 *Stamina* test or take 1d6+3 stun damage.  Pass or fail, the telepath will be driven to his knees with a choked cry of agony by the sheer force of the encounter.
Seeing the reaction, the alien will immediately ratchet back its efforts to accommodate the "frailty" of the character in question. Once a telepathic (or empathic) link is established, no further rolls are necessary.

The alien on the surface is surprised and delighted by the contact, and is very eager to learn about these strange new life forms. The alien is the "queen" of a large hive mind, self-aware and delighted to discover that the crew is as well. The ships in orbit are its probes- intelligent, but not-quite-fully sentient extensions that the queen uses to explore the galaxy at large. The alien has no name for itself or its species (referring to itself as "I" or "Me"), and is many thousands of years old. The creature reproduces asexually, carefully grooming one of the worker pods and imbuing it with higher levels of sentience until it is ready to survive on its own.

Though it has been exploring its own dimension for many thousands of years, it has yet to encounter a sentient lifeform other than it's own offspring. Depending upon precisely how malicious the Gamemaster wishes to be, this can cause complications (outlined in The Alien Mind below).

The creature is very apologetic for the damage caused to the Kouri, and Kitabi (assuming any was done). The creature will explain that a third entity (starship) attacked without warning or provocation and the probe was forced to react- accidentally destroying its attacker. The queen is very sorry for that, but the probe had no choice. Further inquiry will reveal sufficient detail to reveal that "third entity" matches the description of the missing IKV bij'Da.

Not knowing how else to proceed with the damaged Kouri, the probe brought her here so that the queen could care for it. The queen assumed the Kouri was a life form like itself, and though surprised when the survivors appeared on the surface, took relatively little notice of them.

Realizing that telepathy is not the normal means by which the crew communicates, the queen asks the telepath in question to help it reach the others. In order to assist, the telepath must make a TN 15 Repair or System Operations (Communications) test. If successful, the alien will be able to speak through the communicators and universal translator.

Vengeance Is At Hand

As matters begin to shake out, the other shoe drops; Kadur and several armed Klingons beam into the encampment, intent on taking revenge on the alien which destroyed his brother's ship and the Federation crew which sided against him in battle. The Klingons are wearing body armor which grants them 7 points of protection from physical attacks and are armed with disruptor rifles on Setting 4 (5d6+18 damage) and d'k'tahgs (2d6+3 dmg).

The Alien Mind

One of the reasons that the alien is so startled to make contact with the heroes is that it is very much alone in its native universe. In many thousands of years of exploration, it has encountered innumerable lifeforms- but none sentient save its own offspring. Should the alien take it into her head that she does not wish to be left alone, the Queen will present a formidable obstacle to the Kitabi returning home.

With his men and their weapons covering the Federation officers, Kadur will not attack immediately, but neither will he be dissuaded by news that the alien is sentient or that the destruction of the bij'Da was an accident. With blood in his eye, Kadur will settle for nothing less than bloody revenge- something the crew cannot (should not) allow him to take.

Kadur would prefer to settle this face to face, but if the battle goes against him, will beam back to the cloaked bortaS and vaporize the entire site from orbit. If Kadur is forced to retreat (or is rendered unconscious or killed), the bortaS will decloak and move to attack. This places
Kitabi in a position where she must defend the alien (and the surface parties) against the Klingon.

Impatient to reach his target, Kadur denied his engineers the time necessary to recalibrate the shields, and as a result, the bortaS's shields are only at Strength 4, with Protection/Threshold of 12/2. The Klingon is at a severe disadvantage in any firefight.

Resolution

Resolution of this adventure should be fairly straightforward- the crew must not allow Kadur or his crew to destroy the alien, and Kitabi has a powerful advantage in any combat. The best solution is for Kitabi to cripple the Bird of Prey, haul her back to normal space, and turn her over to the proper authorities. Failing that, they would be justified in destroying her.

With the interphase fading, the crew must decide whether to repair, tow, or abandon the Kouri and return to Federation space before the anomaly disappears for good.

The alien will be very sorry to see them go, but will be grateful for whatever time they spend together and any information they can share.

(Non-Player Characters)

Klingon Bird of Prey bortaS

Production Data

Hull Data
Origin: Klingon Empire
Structure: 20
Class and Type: Modified B'Rel Class Bird of Prey
Size: 4, 2 decks
Year Launched: 2294
Length: 110m
Crew: 24
Atmospheric Capable: Yes

Operational Data

Transporters: 2 standard/emergency
Cargo Capacity: 40
Tractor Beams: 1v
Sensor Systems Class 3 (+3/D) Operations Systems Class 4 (E)
Life Support Class 3 (D) Cloaking Device Class 2 (18)

Propulsion Data

Impulse Engines: K-HEU-4 (.6c)(C) Warp Drive: STN-6 (Warp 4 / 5 / 6.5) (BB)

Tactical

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

Miscellaneous

Maneuver Modifiers +1 C, +2 H, +2 T Traits None
Kadur, son of Kodeth – Klingon Starship Officer, age 35. Captain Kadur of the IKV bortaS is young, ambitious, and hot-headed- even by Klingon standards. Given command five years earlier, Kadur has seasoned a bit, but is still eager for honor and glory. His tenure in command has been relatively quiet, dealing mostly with minor disputes internal to the Empire, and the occasional pirate.

His brother Dok'ra, however has fared much better- in command less than six months, the younger son of Kodeth discovered and destroyed two Romulan scouts attempting to enter Klingon space. Now Dok'ra’s ship is missing (perhaps suffered the same fate as the Kouri), and Kadur has sworn to find and avenge his brother’s killer.

**Courage:** 3  **Advancements:** 22  **Renown:** 3

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**Professional Abilities:** Favored Style (Mok’bara), Fire Control Officer, Security Protocols, Starship Duty, Physically Fit, Responsive

**Species Abilities:** Brak’lul, High Pain Threshold, Honor, Ferocity, Klingon Traditional Weapons

**Edges/ Flaws:** Command 2, Dodge, Fit, Promotion 3, Bloodlust

**Klingon Soldier:** a warrior hand-picked by Kadur for his loyalty, ferocity, and aggressiveness.

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**Professional Abilities:** Battle Hardened

**Species Abilities:** Brak’lul, High Pain Threshold, Honor, Ferocity, Klingon Traditional Weapons

**Edges/ Flaws:** Dodge, Bloodlust
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
- PCs rescue the Kouri survivors: 800 exp. points
- PCs recover the Kouri herself: 200 exp. points
- PCs prevent the destruction of the alien: 500 exp. points
- PCs defeat the bortaS (either destroying or driving the Klingon vessel away): 250 exp. points
- PCs capture the bortaS: 250 exp. points
- PCs leave a portable Federation database with the alien: 100 exp. points
- Per ten points of structural damage suffered by Kitabi: -50 exp. points

Renown Awards
- PCs rescue the Kouri survivors: Renown +1
- PCs recover the Kouri herself: Renown +1
- PCs prevent the destruction of the alien: Renown +1
- PCs defeat the bortaS (either destroying or driving the Klingon vessel away): Renown +1
- PCs capture the bortaS: Renown +1
- PCs leave a portable Federation database with the alien: Renown +1
- PCs fail to notify Starfleet Command about the Klingon vessels in the area: Renown -1
- Per ten points of structural damage suffered by Kitabi: Renown -1
- PCs allow the destruction of the alien: Renown -4

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).
Handouts:

Handout #1: Captain's Log

**Captain's Log: Stardate 8120.4:**

"USS Kitabi now departing patrol of the Klingon Neutral Zone. All conditions normal. Three sensor anomalies were detected in the Neutral Zone over the last two weeks which might have been cloaked Klingon vessels, but follow-up scans were negative.

Starfleet Command has ordered us to divert from our regular patrol to investigate the disappearance of the Federation starship Kouri, a small research vessel conducting an astrographical survey of the Ankala sector, ten light years into Federation space.

The Ankala Sector is generally quiet - it lies well away from any trade routes, distant to the Romulan and Breen borders, and ten light years from the Klingon border. The sector is only sparsely populated, and has been surveyed but not explored. I am troubled both by the disappearance of the Kouri, but also by the fact that our departure leaves a portion of the Federation border undefended.

Kitabi is proceeding on course for the Ankala Sector at Warp Factor 6, ETA 12 hrs."
### Handout #2: Starship Profile- USS Kouri NCC-642

#### Production Data
Origin: United Federation of Planets  
Class and Type: Oberth Class Surveyor  
Year Launched: 2275 (Refit 2341)

#### Hull Data
- Size: 4, 7 decks  
- Length: 121m  
- Structure: 20  
- Crew: 83  
- Cargo Capacity: 50  
- Atmospheric Capable: No

#### Operational Data
- Sensor Systems: Class 4 (4/E)  
- Operations Systems: Class 3 (D)  
- Life Support: Class 3 (D)  
- Tractor Beams: 1 fd, 1av  
- Transporters: 4 ea, personnel, cargo, emergency  
- Shuttlebays: 2a  
- Shuttles: 10 size worth

#### Propulsion Data
- Impulse Engines: Class 5 (.9c) (C)  
- Warp Drive: Class 6a (Warp 6 / 8 / 9) (D)

#### Tactical
- Phaser Banks: Type VII (x2/C)  
- Photon Torpedoes: Type V (x1/B)  
- Penetration: 4 / 3 / 3 / 0 / 0  
- Protection/Threshold: 14 / 4

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

### Command Staff, USS Kouri

<table>
<thead>
<tr>
<th>Position</th>
<th>Name</th>
<th>Species</th>
<th>Rank</th>
</tr>
</thead>
<tbody>
<tr>
<td>Commanding Officer</td>
<td>Mark Richards</td>
<td>Human</td>
<td>Commander</td>
</tr>
<tr>
<td>Executive Officer/Science Officer</td>
<td>K'Murr</td>
<td>Regulan</td>
<td>Lt. Commander</td>
</tr>
<tr>
<td>Chief Operations Officer</td>
<td>Zefram Palmer</td>
<td>Centauran</td>
<td>Lieutenant</td>
</tr>
<tr>
<td>Tactical Actions Officer</td>
<td>Dana Kavic</td>
<td>Centauran</td>
<td>Lieutenant, JG</td>
</tr>
<tr>
<td>Conn Officer</td>
<td>Joshua Barker</td>
<td>Human</td>
<td>Lieutenant, JG</td>
</tr>
<tr>
<td>Chief Engineer</td>
<td>Garan</td>
<td>Tellarite</td>
<td>Lieutenant</td>
</tr>
<tr>
<td>Chief Medical Officer</td>
<td>Errin</td>
<td>Deltan</td>
<td>Lieutenant</td>
</tr>
</tbody>
</table>
Handout #3: Letters From Home

To: Commanding Officer, USS Kitabi NCC-1806
From: Komack, Admiral, Commanding Starbase 6.

• At earliest convenience, transmit update status search USS Kouri.
• Proceed with caution- Starfleet Intelligence reports possible 2+ Klingon vessels operating in or near Ankala Sector.
• Long range scans Klingon Neutral Zone confirm Kitabi report 3+ anomalies which might or might not be cloaked starships crossing Neutral Zone.
• Long range scans Ankala Sector reveal no unusual activity- but there is a marked increase in subspace noise emanating from the sector, source unknown.
• Given these conditions, Starfleet Command has decided to step up the alert status of the Fleet.
• Additional vessels dispatched Klingon Neutral Zone effective this stardate.
• Kitabi orders unchanged: Continue search for USS Kouri, but be on alert out for Klingon vessels- and be prepared to take action to defend and assist Federation vessels and colonies as needed.

Good Hunting,

Komack

Handout #4: Captain's Log

Captain's Log: Supplemental

"Kitabi has cleared the anomaly and finds herself in an alien universe. Particle density in this area is radically higher than in our own, which means our sensor performance and speed are severely limited until we can compensate for the differences.

Despite our limitations, sensors clearly detect the Kouri's disaster beacon. The missing starship is in orbit over a planet about ten light days away. This is tantalizingly close- only about forty five minutes at warp 6- and the alien is headed right for her at better than Warp 8."
**USS Kitabi NCC-1806**

“...the sight of the stars makes me dream.”

**Tikopai Class Starship**

**Production Data**

- Origin: United Federation of Planets
- Class and Type: Refit Constitution Class Heavy Cruiser
- Year Launched: 2272

**Hull Data**

- Size: 6, 23 decks  
- Length: 304m  
- Structure: 40  
- Crew: 435  
- Cargo Capacity: 70  
- Atmospheric Capable: No

**Operational Data**

- Sensor Systems: Class 3 (+3/D)  
- Life Support: Class 4 (E)  
- Tractor Beams: 1 fd, 1av  
- Transports: 6 ea, personnel, cargo, emergency

**Propulsion Data**

- Impulse Engines: RSM (.75c) (D)  
- Warp Drive: LN-60 Mod 3 (Warp 7 / 9 / 10) (D)

**Tactical**

- Phaser Banks: RIM-12c (Type V) (x6/C)  
- Photon Torpedoes: Mk 6 DF (x2/C)  
- Penetration: 5 / 5 / 4 / 0 / 0  
- Protection/Threshold: 13 / 3

**Miscellaneous**

- Maneuver Modifiers: +2 C, +0 H, +3 T  
- Traits: Prototype System: (+1 Missile)

The Tikopai Class cruiser (Baseline III) was a variant rebuild of the venerable Constitution Class. Fitted with the LN-60 warp engines the Tikopai class needed fewer structural modifications than the Baseline II (Enterprise) refit, and was therefore cheaper and faster to build. Three starships, USS Tikopai, Kitabi, and Hornet were upgraded to the Tikopai Class and a further four - Lafayette, Wasp, Truxton, and Danmark were constructed before the yards were given over to other projects.

The Tikopai Class were well received in the Fleet, but were somewhat less capable in that their shield grids were not as effective, nor their top speed as fast as their Baseline II counterparts.

**USS Kitabi Senior Staff**

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<thead>
<tr>
<th>Position</th>
<th>Name</th>
<th>Species</th>
<th>Rank</th>
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<tbody>
<tr>
<td>Commanding Officer</td>
<td>Jonathan Reed</td>
<td>Human</td>
<td>Captain</td>
</tr>
<tr>
<td>Executive/Science Officer</td>
<td>Skon</td>
<td>Vulcan</td>
<td>Commander</td>
</tr>
<tr>
<td>Chief Engineer</td>
<td>Dmitry Buran</td>
<td>Human</td>
<td>Lt. Commander</td>
</tr>
<tr>
<td>Helm Officer</td>
<td>Ian Edwards</td>
<td>Human</td>
<td>Lt. Commander</td>
</tr>
<tr>
<td>Navigator</td>
<td>Thomas Brandt</td>
<td>Human</td>
<td>Lieutenant, JG</td>
</tr>
<tr>
<td>Communications Officer</td>
<td>Natalie &quot;Gnat&quot; Wynn</td>
<td>Human</td>
<td>Lieutenant, JG</td>
</tr>
<tr>
<td>Chief Medical Officer</td>
<td>Dr. Stephanie Pierce</td>
<td>Human</td>
<td>Lieutenant</td>
</tr>
</tbody>
</table>
Captain Jonathan Michael Reed

The Commanding Officer of the USS Kitabi is typical of Starfleet commanders from this era. Tough, rugged, and independent, he relies on himself and his officers to carry out their orders.

Reed grew up a Starfleet Brat, with his father serving on one starship or another and his mother serving as a staff botanist on Starbase 6.

Though not the youngest Starfleet captain, Reed has advanced quickly and is dashing, capable, and ready to face any challenge. Like most captains in his generation, he is ready to lead from the front—asking his people to follow. He will not ask his crew to take risks he is not willing to take himself, and places his ship and crew above his own welfare.

Age 38  
Species: Human  
Gender: Male  
Eyes: Brown  
Hair: Black  
Courage: 4  
Advancements: 11  
Renown: 12  

Str 7(+0)  
Agl 8(+1)  
Int 9(+1)*  
Vit 8(+1)  
Prs 10(+2)*  
Per 8(+1)  
Quickness +1  
Savvy +2  
Stamina +1  
Willpower +3*  
Defense: 8  

Skills:
- Athletics 3,  
- Computer Use (Retrieve) 4,  
- Enterprise-Administration (Federation) 4,  
- Influence 4,  
- Investigate (Research) 4,  
- Knowledge-Culture (Human) 3,  
- Knowledge-History (Federation) 3,  
- Knowledge-Law 3,  
- Knowledge-Politics (Federation) 3,  
- Knowledge-Specific World (Earth) 3,  
- Language-Federation Standard 3,  
- Language-Klingonese 3,  
- Negotiate 4,  
- Ranged Combat-Energy Weapons (Phaser) 4,  
- Repair 2,  
- System Engineering 2,  
- System Ops (Command) 5,  
- Tactics 5,  
- Unarmed Combat (Starfleet Martial Arts) 3

Professional Abilities:
- **Commanding Presence-**Commanding officers stick to their guns in tense situations. When making a Willpower reaction test, the Captain rolls an extra die (3d6) and keeps the highest two rolls.  
- **Fighting Captain-** If Captain Reed is on the bridge during combat, Kitabi received a +2 to all Command Maneuvers  
- **Starship Duty-** Captain Reed meets all the prerequisites for his post aboard Kitabi.  
- **Starship Tactics-** Once per game session, Captain Reed may reroll one Tactics skill test and keep the better of the two results.

Species Abilities:
- Adaptable- Captain Reed gains +2 to Willpower.  
- Human Spirit- Captain Reed begins the game with +1 Courage.  
- Skilled- With a broad range of experiences, Captain Reed gains +2 skill picks.

Edges/ Flaws:
- **Bold-** When Captain Reed spends a Courage point on a physical test, he gains +5 instead of the usual +3.  
- Command 2,  
- Promotion 5,  
- **Resolute-** When Captain Reed spends a Courage point in a will power test, he gains +5 instead of the usual +3.
Skon

The Executive Officer and Chief Science Officer of the USS Kitabi is thoroughly and typically Vulcán, with an unconscious air of smug superiority. Although his views do not rise to the level of outright prejudice, Skon subconsciously considers humans (and many other races) to be illogical, rabidly emotional, unpredictable, and therefore, unreliable. Skon had requested command of an all-Vulcán scout or research vessel, but was instead assigned to the Kitabi.

Age 52  Species: Vulcan  Gender: Male  Eyes: Brown  Hair: Black
Courage: 4  Advancements: 11  Renown: 12
Str 6 (+0)  Agl 9 (+1)*  Int 10 (+2)  Vit 9 (+1)  Prs 9 (+1)*  Per 7 (+0)
Quickness +3  Savvy +1  Stamina +1  Willpower +2*  Defense: 8

Skills:
- Computer Use (Retrieve) 5, Life Science (Biology, Microbiology, Zoology) 6,
- Enterprise-Administration 4, Physical Science (Chemistry, Physics) 4,
- Influence 4, Planetary Science (Geology) 5,
- Investigate (Research) 4, Space Science (Stellar Cartography) 5,
- Knowledge-Culture (Vulcán, Klingon) 3, Persuade 3,
- Knowledge-History (Federation) 3, Repair 3,
- Knowledge-Specific World (Vulcán) 3, System Ops (Sensors) 5,
- Knowledge-Law 3, Unarmed Combat (Starfleet Martial Arts) 4
- Language-Federation Standard 4,
- Language-Klingonese 3,
- Language-Vulcán 4,
- Life Science (Biology, Microbiology, Zoology) 6,
- Physical Science (Chemistry, Physics) 4,
- Planetary Science (Geology) 5,
- Space Science (Stellar Cartography) 5,
- Persuade 3,
- Repair 3,
- System Ops (Sensors) 5,
- Unarmed Combat (Starfleet Martial Arts) 4

Professional Abilities:
- Practical Application- When making a System Engineering or Repair test to recalibrate, repair, or reconfigure his science console, Skon receives a bonus equal to ½ his Physical Science skill level, rounded up.
- Field Research- When making an Investigate skill test to understand strange, new phenomena, Skon receives a bonus equal to ½ the relevant Science Skill.
- Intense Scan- Intimately familiar with Kitabi’s sensors, Commander Skon can make a TN 15 System Operation (Sensors) test doubling the sensors’ maximum range, sensitivity, reliability, or other parameter for one subsequent scan.
- Journeyman- Commander Skon can use all the Science group skills untrained.
- Science Tech- Using the ship’s sensors, a tricorder, or other sensors to investigate a stellar or planetary phenomena, Skon may reroll a single System Operations test and keep the better of the two results. This may be done once per game session.

Starship Duty- Commander Skon meets all the prerequisites for his post aboard Kitabi.

Species Abilities:
- Enhanced Rapid Healing- Once per day, Skon may enter a healing trance (pg 49), and recover a number of wound points equal to his Vitality modifier.
- Mind Meld- With physical contact, Skon has the ability to telepathically join his mind to another.
- Nerve Pinch- Skon may stun an opponent for 2d6 rounds by making an Unarmed Combat skill test. If the victim knows what he is attempting, he suffers a -5 penalty to the test.
- Psionic- Skon has telepathic mental abilities.
- Skill Focus (Keen Hearing)- Skon receives a +4 bonus to Observe (Listen) tests.

Edges/ Flaws:
- Command 2,
- Eidetic Memory- In academic tests with a TN greater than 5, Skon receives a +2 bonus.
- Multitasking- Skon may treat a full-round action as two actions.
- Promotion 4
Dmitri Timofeyivich Buran
Lieutenant Commander, Chief Engineer, USS Kitabi. Dmitri (son of Timothy) is a large stolid man with dark hair and dark eyes. Despite his imposing size and his quiet, taciturn demeanor, Dmitri is also an inherently gentle person.

Dmitri Buran comes from the steppes of Russia, a vast, quiet place where generations of his family came to appreciate the monolithic peace and solitude. Like most of his close kin, Buran is quiet and introspective- a thinker and a problem solver- when he speaks, it is usually to great effect. He is a fierce and loyal friend and a dangerous foe.

**Age** 29  **Species:** Human  **Gender:** Male  **Eyes:** Brown  **Hair:** Black

<table>
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<th>Attribute</th>
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<tr>
<td>Agl (8+1)</td>
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<tr>
<td>Int 11 (+2)*</td>
<td>Vlt 10 (+2)*</td>
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<td>Prs 7 (+0)</td>
<td>Per 7 (+0)</td>
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<tr>
<td>Savvy</td>
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<tr>
<td>Stamina</td>
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<tr>
<td>Willpower</td>
<td>+2</td>
</tr>
<tr>
<td>Defense</td>
<td>8</td>
</tr>
</tbody>
</table>

**Skills:**
- Construct 4
- Propulsion Engineering (Impulse, Warp Drive) 6
- Structural Engineering 5
- Systems Engineering (Transporter, Computer Systems) 6
- Knowledge- Culture (Human) 3
- Knowledge- History (Federation) 4
- Knowledge- Politics (Federation) 4
- Knowledge- Religion (Human) 1
- Language- Federation Standard 4
- Language- Tellarite 3
- Ranged Combat- Energy Weapons (Phasers) 1
- Repair 5
- Physical Science (Mathematics) 1
- System Ops 3
- Starfleet Martial Arts 2

**Professional Abilities:**
- **Starship Duty:** Commander Buran Reed meets all the prerequisites for his post aboard Kitabi.
- **Fix-It:** Buran is versed in all of the Repair Skill specialties.
- **Double Your Estimate:** Buran can complete a repair in ½ the base action time.
- **Engineering Certification:** Commander Buran may use all of the Engineering group skills untrained.
- **Jury-Rig:** When making Construct, Repair, or Engineering tests Buran ignores penalties from inadequate equipment parts, or materials.
- **Theoretical Application:** Whenever Buran makes a Repair skill test on a given technology, he gains a bonus equal to ½ his Engineering skill on that same technology.

**Species Abilities:**
- Adaptable- Commander Buran gains +2 to Stamina.
- Human Spirit- Commander Buran begins the game with +1 Courage.
- Skilled- With a broad range of experiences, Buran gains +2 skill picks.

**Edges/ Flaws:**
- Command 2
- Promotion 3
- **Skill Focus (Craftsman):** Buran gains a +1 bonus to Construct and Repair tests.
Lt. Commander Ian Edwards

Lt. Commander, Helm Officer, USS *Kitabi*. An Academy classmate of Captain Reed, and Doctor Pierce, the three officers tutored each other in Astrophysics, Stellar Cartography and Starship Strategy. Youthful, outgoing, and friendly, Edwards is blessed with an infectious grin and cursed with a baby face, which he is trying to hide behind a beard as red as his hair. During a midshipman cruise, Edwards became involved with an Orion woman during shore leave. In the unspecified incident, Edwards was in far over his head, and had to be rescued by his shipmates, including then-Midshipman Reed.

Edwards is the son and heir of a major Federation shipping magnate, and grew up in comfort and privilege. He also learned the ins and outs of the shipping business and maintains extensive contacts in the Star Fleet Merchant Marine.

**Age:** 29  
**Species:** Human  
**Gender:** Male  
**Eyes:** Brown  
**Hair:** Red  

**Courage:** 4  
**Advancements:** 12  
**Renown:** 12

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<tr>
<th>Str</th>
<th>Agl</th>
<th>Int</th>
<th>Vit</th>
<th>Prs</th>
<th>Per</th>
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<tr>
<td>6(+0)</td>
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<td>10(+2)</td>
<td>9(+1)</td>
<td>9(+1)*</td>
<td>7(+0)</td>
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</table>

**Quickness +3**  
**Savvy +1**  
**Stamina +1**  
**Willpower +2**

**Defense:** 8

**Skills:**
- Computer Use (Retrieve) 6
- Enterprise-Administration 4
- Enterprise-Business 6
- Influence 5
- Inquire (Fraternize) 4
- Knowledge-Culture (Human, Klingon) 3
- Knowledge-History (Federation) 3
- Knowledge-Politics (Federation) 5
- Knowledge-Specific World (Earth) 3
- Knowledge-Law 4
- Language-Federation Standard 4
- Language-Klingonese 3
- Language-Orion Common 4
- Space Science (Stellar Cartography) 5
- Persuade 4
- Ranged Combat- Energy Weapons (Phaser) 6
- Repair 3
- System Ops (Helm) 7
- Unarmed Combat (Star Fleet Martial Arts) 4

**Professional Abilities:**
- **Starship Duty.** Commander Edwards meets all the prerequisites for his post aboard *Kitabi*.
- **Starship/Starbase Protocols.** Commander Edwards receives a +4 bonus to Administration (Starfleet) tests.
- **Commanding Presence.** Commanding officers stick to their guns in tense situations. When making a Willpower reaction test, Edwards rolls an extra die (3d6) and keeps the highest two rolls.
- **Dogfighter.** When Edwards is at the helm during combat, *Kitabi* receives a +2 to all Helm maneuvers.
- **Hide in Plain Space.** Edwards can use the various objects and phenomenon in space to hide the ship, increasing the difficulty to spot *Kitabi* by +2.

**Species Abilities:**
- Adaptable- Lieutenant Edwards gain +2 to Quickness.
- Human Spirit- Lieutenant Edwards begins the game with +1 Courage.
- Skilled- With a broad range of experiences, Lieutenant Edwards gains +2 skill picks.

**Edges/ Flaws:**
- Command 1
- **Contacts (Starfleet Merchant Marine-Business)**- Edwards gains a +2 bonus to Business tests thanks to his contacts in the Merchant Marine service.
- Friendly- Edwards gains a +1 bonus to all Social tests because of his friendly, easy-going manner.
- Promotion 3
- **Wealth.** On planets which trade regularly with the Federation, Edwards has access to financial assets up to 20,000 credits.
**Lieutenant, JG Natalie Wynn**

Communications Officer, USS *Kitabi*. "Gnat" Wynn is a gifted technician, fascinated by radio and subspace communications, and the means to make them go farther. Strongly pretty rather than a classic beauty, "Gnat" has a tomboy charm, a technical brilliance, and a cheerful, optimistic demeanor.

<table>
<thead>
<tr>
<th>Age</th>
<th>Species: Human</th>
<th>Gender: Female</th>
<th>Eyes: Brown</th>
<th>Hair: Black</th>
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<tr>
<td>Str 7 (+0)</td>
<td>Agl 9 (+1)*</td>
<td>Vit 9 (+1)</td>
</tr>
<tr>
<td>Int 10 (+2)*</td>
<td>Prs 7 (+0)</td>
<td>Per 8 (+1)</td>
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</table>

<table>
<thead>
<tr>
<th>Quickness +3*</th>
<th>Savvy +1</th>
<th>Stamina +1</th>
<th>Willpower +2</th>
<th>Defense: 8</th>
</tr>
</thead>
</table>

**Skills:**

- Computer Use 4,
- Systems Engineering(Communications) 4,
- Enterprise- Administration 1,
- Enterprise-Business 2,
- Influence 1,
- Knowledge- Culture (Human) 4,
- Knowledge- History (Human) 4,
- Knowledge- Religion (Human) 3,
- Knowledge- Specific World(Earth) 1,
- Language-Federation Standard 4,
- Language- Andorian 4,
- Ranged Combat- Energy Weapons 4,
- Repair 4,
- Space Science(Astrophysics) 3,
- System Ops(Communications) 8,
- Unarmed Combat 4

**Professional Abilities:**

- **Starship Duty.** Wynn meets all the prerequisites for her post aboard *Kitabi*.
- **Station Proficiency.** Once per game session, Wynn may reroll one System Operation skill test and keep the better of the two results.
- **Level Headed.** When performing any professional skill at the Communications Station, Wynn ignores all test penalties from distraction.
- **Systems Technician.** When making System Engineering tests to repair her console, Wynn receives a bonus equal to ½ her Computer Use skill rounded up.
- **Cross Trained.** When performing the professional skill of another Starfleet elite profession, Wynn may add her Intellect bonus (+2) (for Intellect-based skills, this counts as a +4 bonus).
- **Eyes on the Board.** When making a System Operations test, Wynn adds her Perception modifier (+1).
- **Exemplary Support.** Wynn may support her fellow bridge officers by treating any Computer Use, System Operation, or Tactics test as a combined test, rolling the same test at TN-5 and providing a +1 bonus for a marginal success, +2 for a complete success, or +3 for an extraordinary success.

**Species Abilities:**

- Adaptable- Wynn gains +2 to Stamina.
- Human Spirit- Wynn begins the game with +1 Courage.
- Skilled- With a broad range of experiences, Wynn gains +2 skill picks.

**Edges/ Flaws:**

- Command 1,
- Promotion 1
Lieutenant, JG Thomas Brandt

Lieutenant, JG, Navigations Officer, USS Kitabi. Determined, dedicated, and professional, Lieutenant JG Brandt serves as Kitabi’s Navigator and Chief of Security. Brandt is experienced enough to adapt to most circumstances, yet still young enough to maintain some of his starry-eyed, space cadet idealism. Brandt has scored well in Academy tests and psychological profiles, and may well be an excellent candidate for command. Despite his enthusiasm and star lust, Brandt is cautious, looking for the hidden threat in any situation.

**Age**: 25  **Species**: Human  **Gender**: Male  **Eyes**: Brown  **Hair**: Red

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<th>Attribute</th>
<th>Value</th>
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<td>Advancements</td>
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<tr>
<td>Renown</td>
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<tr>
<th>Stat</th>
<th>Value</th>
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<tbody>
<tr>
<td>Str</td>
<td>8(+1)</td>
</tr>
<tr>
<td>Agi</td>
<td>8(+1)*</td>
</tr>
<tr>
<td>Int</td>
<td>9(+1)</td>
</tr>
<tr>
<td>Vit</td>
<td>8(+1)</td>
</tr>
<tr>
<td>Prs</td>
<td>12(+3)*</td>
</tr>
<tr>
<td>Per</td>
<td>8(+1)</td>
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<table>
<thead>
<tr>
<th>Skill</th>
<th>Value</th>
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<tr>
<td>Quickness</td>
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<tr>
<td>Savvy</td>
<td>+3</td>
</tr>
<tr>
<td>Stamina</td>
<td>+1</td>
</tr>
<tr>
<td>Willpower</td>
<td>+1*</td>
</tr>
</tbody>
</table>

**Defense**: 8

**Skills**:
- Computer Use (Retrieve, Invasion) 3,
- Enterprise-Administration 4,
- Gymnastics 2,
- Inquire 2,
- Culture (Human, Romulan) 3,
- History (Human) 3,
- Specific World (Earth, Romulus) 3,
- Law 4,
- Language-Federation Standard 3,
- Language-Romulan 3,
- Language-Vulcan 2,
- Negotiate 2,
- Persuade 2,
- Energy Weapons (Phaser) 4,
- Repair 2, Survival (Desert) 2,
- System Ops (Navigations, Tactical) 5,
- Unarmed Combat (Starfleet Martial Arts) 4

**Professional Abilities**:
- **Starship Duty**: Brandt meets all the prerequisites for his post aboard Kitabi.
- **Starship/Starbase Protocols**: Brandt receives a +4 bonus to Administration (Starfleet) tests.
- **Starship Tactics**: Once per game session, Brandt may reroll one Tactics skill test and keep the better of the two results.

**Species Abilities**:
- Adaptable- Brandt gains +2 to Stamina.
- Human Spirit- Brandt begins the game with +1 Courage.
- Skilled- With a broad range of experiences, Brandt gains +2 skill picks.

**Edges/ Flaws**: Command 1, Promotion 1
Lieutenant, Stephanie Pierce, MD

Lieutenant, Chief Medical Officer, USS Kitabi. Graduating from the same Academy class as Lieutenant Commander Edwards, Pierce is brilliant, capable, and reserved. Dr. Pierce spent the last two years at Star Fleet Medical, on detached duty of an unspecified nature.

Unbeknownst to her shipmates (and unwilling to reveal that fact), Doctor Pierce has limited telepathic powers.

| Age | 27 |
| Species: | Human |
| Gender: | Female |
| Eyes: | Grey |
| Hair: | Brown |

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

| Str | 6(+0) |
| Agl | 9(+1) |
| Int | 10(+2)* |
| Vit | 9(+1) |
| Prs | 7(+0)* |
| Per | 9(+1) |
| Psi | 4(+0) |

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

**Skills:**

- Computer Use (Retrieve) 6,
- Enterprise-Streetwise 4,
- First Aid 3,
- Forgery 2,
- Investigate 4,
- Knowledge- Culture (Human, Romulan) 3,
- Knowledge- History (Federation) 3,
- Knowledge- Specific World (Earth, Romulus) 4,
- Language-Federation 4,
- Language-Romulan 4,
- Medicine (General Medicine) 6,
- Observe 3,
- Ranged Combat-Energy Weapons (Phaser) 3,
- Repair 3,
- Life Science (Biology, Biotechnology) 3,
- Physical Science (Chemistry) 2,
- System Ops (Medical) 4,
- Empathy 2,
- Mind Shield 6

**Professional Abilities:**

- **Starship Duty.** Doctor Pierce meets all the prerequisites for her post aboard Kitabi.
- **General Medicine.** Pierce gains a +2 bonus to all Medicine tests.
- **Gather Intel.**
- **Rounded.** Doctor Pierce treats her Forgery skill as a professional skill for the purposes of advancement.
- **Lab Work.** Pierce gains a +4 bonus to all Physical Science (Chemistry) tests.

**Species Abilities:**

- Adaptable- Doctor Pierce gains +2 to Stamina.
- Human Spirit- Pierce begins the game with +1 Courage.
- Skilled- With a broad range of experiences, Pierce gains +2 skill picks.

**Edges/ Flaws:**

- **Confident.** When Doctor Pierce spends one Courage point on a Social test, she gains a +5 bonus instead of the usual +3.
- **Psionic.** Dr. Pierce has limited telepathic abilities.
- **Skill Focus (Compassionate).** Doctor Pierce receives a +1 bonus to First Aid and Medicine tests.