

Enterprise Sourcebook

By Don Mappin

Author's Dedication: For my father.

"On this site, a powerful engine will be built...an engine that will someday let us travel a hundred times faster than we can today. Imagine it. Thousands of inhabited planets at our fingertips. And we'll be able to explore those strange new worlds...and seek out new life and new civilizations. This engine will let us go boldly...where no man has gone before."

- Doctor Zefram Cochrane's dedication speech for the Warp 5 Research Complex, 2119

<1>A Bold Frontier

Only after First Contact did mankind learn that we were indeed not alone in the universe. For the next ninety years humans would continue to work at unlocking the secrets of space travel, allowing us to reach out and further our horizons. It took many years, as well as the guidance of our Vulcan allies, but eventually the hard work and dedication of men like Doctors Zefram Cochrane and Henry Archer would bear fruit. The galaxy is a vast place, larger than we dared dream, but with faith and our hearts to guide us, we will see our dreams come alive at last. The advent of the warp five engine allows us to reach out and seek new life forms and civilizations further than ever before.

Not all life or civilizations will necessarily be receptive to the offers of human friendship—some perhaps even outright hostile. But even in this long night the human spirit burns brightly, lighting our way. On this journey new cultures will be discovered, new species befriended, and new discoveries to expand our base of knowledge found. A new breed of human will go forward and make these discoveries, the first of many explorers to come. They will represent the best that we have to offer: Duty, conscience, and the strength of our soul.

Our Vulcan allies advise caution, saying that mankind is not yet ready for deep space exploration. While their guidance has been laudable, it is finally time for humans to wade out and take their place among stars and touch the sky. For ninety years we have waited for this opportunity and we will not be held down or change our mind.

With the warp five engine we can reach any star. All it will require is faith—in our hearts, in our souls, and the belief that we can do anything.

<2>The 22nd Century

Star Trek of the 22nd century is quite different than that found in other incarnations of the show. The galaxy is much smaller, yet still vast with the maximum limit of warp five, the Romulans are naught to be seen, and the Vulcans, longtime allies and founding members of the United Federation of Planets, hinder as often as they help. This is the period of the 22nd century, where the fledgling Starfleet begins the first of many deep-space exploration missions to discover new life beyond the stars. Along the way humans will have to contend with silent and enigmatic alien ships, Nausician raiders, belligerent Klingons, and stoically condescending Vulcans. It is the beginning of a new age of discovery.

Within this sourcebook you will find a number of resources to help frame a campaign within the 22nd century and the era of the NX-01—the starship *Enterprise*. Onboard or alongside this intrepid crew, your characters can take part in fantastic adventures on the final frontier.

<3>Earth

<4>First Contact

In 2063, in the scenic vistas of Montana when Vulcans first made contact with humans, there was little understanding of how Earth would change. At first the Vulcans were regarded with a fair amount of suspicion—mankind had suffered so much at their own hands that the thought that we were not alone in the galaxy was a frightening prospect. However the Vulcans quickly allayed any fears as to their intentions, coupled with the work of Zefram Cochrane and his first historic warp flight. Shortly thereafter mankind

began to put aside their differences and come together in a way never thought possible. Borders fell, continents united, and a new age dawned.

All was not perfect, as the Vulcans saw in mankind a reflection of their own more primitive and primal past. Burdened with passionate and strong emotions, unable or unwilling to embrace the guiding hand of logic, Vulcans viewed the people of Earth and their bloodied history as one might regard a small child. Taking their charges in hand, the Vulcans were careful in dissemination of information and technology they would share, showing mankind only that what they logically presumed that Earth needed to know. No further.

The Vulcan influence over the next several decades could not be denied, as the mutual alliance helped all but destroy disease, hunger, and poverty, ushering in a new age of almost Utopia-like proportions. Some, however, felt resentful at the Vulcan's contributions and desire to 'guide' mankind. This was no more evident than in the man that made First Contact a reality, Doctor Zefram Cochrane.

When the Warp Five Complex was opened in 2119 Dr. Cochrane assembled a team of some of the most brilliant theoretical engineers that Earth had to offer, all while the Vulcans stoically stood aside and observed, politely refusing to assist. The research was long and arduous and the toll mounted on Dr. Cochrane and his team. Eventually Zefram Cochrane would turn the research over to his trusted team, among them Henry Archer, to continue his work. Zefram Cochrane left Earth and was never seen again.

<4>Starfleet

Meanwhile, in the intervening years, Earth had begun to slowly explore on its own and with the help of the Vulcans. The early starships were antiquated by 22nd century standards, with warp engines that could barely surpass warp one. Reaching distant star systems was a multi-year journey and some even proved successful, such as the colony on Terra Nova that took nine years to reach its destination. As these colony ships went out to expand the influence of Earth, trade routes were beginning to be established and the early stages of interstellar commerce forming. As more and more of these warp vessels were being built it became clear that an overall guiding command structure was called for.

The Earth expeditionary space forces would form a fleet—a star fleet—that would maintain Earth's interests. This Starfleet would be comprised of the best and brightest volunteers that humanity had to offer. Their training would be extensive in an attempt to prepare them for what lie 'out there.'

These early starships would form the backbone of Starfleet and begin an honored tradition of excellence. In time, with faster warp engines, mankind would be able to establish a foothold in the stars.

<4>Broken Bow

Finally, after years of research and engineering, mankind developed the first Warp Five engine. The dream of Zefram Cochrane was fully realized, allowing mankind to go "*where no man has gone before.*" The first vessel of this new line of starships, faster than man had ever traveled before, would be named *Enterprise*.

Prior to the launch of the *Enterprise* an alien vessel crash-landed on Earth in Broken Bow, Oklahoma. The Vulcans identified the alien as Klingon—a warlike species much more technologically advanced than humans. Prevailing upon Starfleet to allow them to handle the matter, the Vulcans once again stepped in to guide their adolescent charges.

Sensing that they were in fact ready to take their place officially among the heavens, Starfleet refused the assistance of the Vulcans, and instead launched the *U.S.S. Enterprise* in 2151 under the command of Jonathan Archer, son of Henry Archer, a designer of the Warp Five engine. Captain Archer and the crew of the *Enterprise* were able to not only successfully return the Klingon to his people, but also thwart the plans of the Suliban in their attempt to incite a Klingon civil war. Their maiden voyage complete, *Enterprise* now travels beyond the furthest reaches of human exploration into the final frontier and the greatest journey of all.

<3>A Intergalactic Community

For decades humans had become used to dealing exclusively with the Vulcans or through them as mediators. The number of alien species encountered were nearly always on Vulcan terms and somewhat rare. While most of these encounters were friendly and mutually-beneficial, such as with the Denobulans,

others were not. Even in the short period of time that *Enterprise* has been exploring, a number of new species have been encountered, opening Starfleet's—and humanity's—eyes to the prospect that the galaxy is a much larger and more populous place than thought possible.

In this new age of discovery there are many new friends to be made; and many enemies as well. Some of these species and their relationship with humans are discussed below.

<4>Andorians

Initial contact with the Andorians proved to be less than ideal, as the crew of the *Enterprise* were mistakenly captured along with Vulcan monks at the P'Jem monastery. Long considered to be the location of a Vulcan monitoring station, the Andorians would hear nothing that the humans were not involved in some manner. Only after Captain Archer assisted in proving his sincerity and helped the Andorians gain proof that P'Jem was in fact what the Andorians insisted all along, did they cool off from their aggressive posture.

The loss of P'Jem was a significant blow to the Vulcans, both diplomatically and strategically. Further convinced that humans were in fact meddling in affairs that were not of their concern, Earth-Vulcan relations became strained to the point of ceasing all collaborative fleet operations. In time these differences were sorted out and operations resumed, but Andorian-Vulcan relations continue to be precarious and Earth seems likely to be caught in the middle. The Andorians continue to attest that the actions of the Vulcans on P'Jem, and other suspected facilities, are a violation of the Tau Ceti Accords, signaling that an Andorian-Vulcan conflict may be looming in the future.

Diplomats from Earth are hopeful that they will be able to find common ground between the two species and strengthen their mutual interests, especially in light of the activities of the Suliban. This seems unlikely since friction between the Andorians and Vulcans has existed long before First Contact with humans. The Andorians are somewhat receptive of human overtures of friendship, but still suspicious of any ally of the Vulcans, preferring to see more of what the “pink skins” are made of.

<4>Klingons

Much like first contact with the Andorians, the first encounter with the Klingons was equally difficult. Traveling to the Klingon homeworld to return an injured agent with valuable information, even the success of *Enterprise*'s mission did little to contain the famed Klingon aggression. Since that time the Earth starship has encountered the Klingons on two different occasions and both times came away wondering if in fact they had done more harm than good.

Currently the Klingon Empire is sufficiently strong enough and their military might unquestioned as to not consider the people of Earth a threat. In time this may change as humans expand, perhaps encroaching too closely near Klingon territory. Even the Vulcans are quick to respect the Klingon might and their battlecruisers seem to always be a subspace transmission away.

Even so, the accomplishments of Captain Archer and his crew will not soon be forgotten as their deeds are recounted in the Klingon Council chambers of how civil war was avoided. Clearly the Suliban and their mysterious masters consider the Klingons a foremost threat as they seek to upset the balance of power in the sector.

<4>Nausicaans

Nomadic by nature, the Nausicaans are cutthroats and thieves, plundering the trade lanes for their own ends. Nary is the merchant captain who doesn't take the first opportunity to upgrade their plasma cannons to dissuade a Nausician raider. Hidden Nausician outposts serve as base of operations for these small bands and Starfleet has been mildly successful in protecting Earth's interests thus far. In systems where Starfleet has no jurisdiction, such as Rigel, Nausicaans operate with relative impunity.

Hopes run high, however, that the new breed of cargo ships, now faster with the advent of the Warp Five engine, will at last be able to run Nausician blockades and reach their targets intact. The new NX-class starships are also more than a match for the Nausicaans, whose false bravado is quickly dissipated under their watchful eye.

<4>Suliban

Little is known of the Suliban, but what Starfleet has learned has been dire indeed. Plotting to incite the Klingons into a civil war, the Suliban threat is quite real—and exceedingly more dangerous than originally thought. The Suliban ruling authority, the Cabal, has entered a bargain with a mysterious force from the future. This future patron provides the Suliban with genetic enhancements far beyond the capabilities of Starfleet or even the Vulcans. To what end the Cabal works no one knows at this time, aside from their shadowy masters from the future.

Although the agenda of the Cabal is not yet known, it has been determined that not all Suliban in fact follow or support the Cabal. Many pockets of Suliban refugees, ostracized from their adopted homeworlds, now live in splintered groups, just as eager to bring an end to the Cabal as the Klingons and Starfleet.

The ramifications of this Temporal Cold War have not yet been identified, but their influence extends far into the future as investigators nine centuries away have attempted to intervene in order to minimize the temporal damage. Thus far they have been unsuccessful.

<4>Vulcans

Since First Contact in 2063, relations with the Vulcans have changed significantly. While Vulcan contributions to human society have helped spur new advancements, a frustratingly stoic posture in other areas has served to strain relations. Believing that humans are not yet ready for exploration, insufficiently mature to handle the dangers of the galaxy, the Vulcans have withheld valuable information that would have shaved decades off of the research and development of Earth's starships. To many this passive aggression marks the Vulcans not as allies, but as caretakers that view humans as nothing more than children.

Despite these differences of opinions, Earth and Vulcan continue to work alongside one another in joint fleet operations, the sharing of strategic and scientific data, and in establishing diplomatic channels between several of the new species that have been discovered by *Enterprise*. The Vulcan High Command has even provided an extensive Vulcan database for Starfleet crews to study and a Vulcan science officer that currently serves aboard *Enterprise*.

The loss of the P'Jem facility and a recent disagreement of opinions between the Vulcans and Starfleet over held prisoners on Coridan have once again brought to light that at times the two powers do not see eye-to-eye. More troubling is the apparent Vulcan comfort with secrecy and lying, something that humans once considered impossible among Vulcans. In fact, their apparent comfort level with lying is what is most distressing of all.

Vulcan vessels are still more technologically advanced, possessing tractor beams and warp engines capable of warp 7. Their relationship with several other species has proved invaluable as well in facilitating several friendly first contact situations. Earth still wishes to continue its fruitful relationship with the Vulcans—they simply wish that the Vulcans were more forthright in their end of the bargain.

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Vulcans of 2151

The Vulcans of the mid-22nd century have several differences over their future brethren, most notably their penchant for secrets and outright deception. While Vulcans do embrace logic, they also see the logic in misleading or withholding information when necessary. Most frustrating of all is that behind their calm demeanor it is difficult to ascertain whether a Vulcan is telling the truth or not.

A number of Vulcan development packages are provided later for Vulcan and non-Vulcan characters to choose from. This represents the fact that currently, the Vulcan High Command is one of the largest and furthest-reaching space-faring organizations.

Vulcan characters also differ in one manner in that they do not receive the mind-meld ability for free at the start of play. It is available for purchase as a non-professional skill, however. The secrets of the mind-meld, save for a few Vulcan explorers of the mind, are not commonly known to most Vulcans.

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<4>Other Species

A number of other species that have been encountered in the 22nd century have been both friendly and aggressive, but thanks to the crew of the *Enterprise*, most first contacts have been mutually satisfying.

One such example are the Xyrillians, a peaceful and technologically advanced species that Captain Archer was able to befriend and assist. In doing so the captain was even able to divert disaster between the Xyrillians and the Klingons.

The Axanar are also on neutral terms with humans, after helping drive off an alien vessel that was using the crew of an Axanar ship as a source of triglobulin.

Contact with the once-thought-lost colony of Terra Nova was reestablished and descendants from this seventy-year Great Experiment assisted in combating a debilitating radiation sickness. While visiting another planet, that of the Akaali, the crew of the *Enterprise* were able to drive off an invasive Malurian mining operation. The Akaali, not technologically developed enough to understand the concept of visitors from another world, are currently being observed and protected by Vulcan ships in the sector.

Other encounters have not been so amicable, however. One alien species possessing an impressive starship and weapons capability stalked the *Enterprise* for several days, unwilling to communicate. Only after forcing a confrontation did the aliens withdraw. Contact with the Valakians, a planet plagued by sickness, also did not go well, as Captain Archer, under the recommendation of his Medical Officer, was forced to deny potentially life-saving technology to the Valakians for moral reasons.

Finally, a confrontation with an unknown financially-oriented species that valued profits above all other considerations nearly proved disastrous for *Enterprise*. Fortunately the crew was able to retake their ship and send the aliens on their way without incident and it is unknown if the large-eared aliens will be encountered again.

<2>Missions in the 22nd Century

With only a handful of NX-class starships available, an incomplete database of the surrounding sectors, and phase pistol in hand, the 22nd century is ripe for opportunities of adventure and exploration on the final frontier. The Klingons are fierce, Nausicaan raiders plunder the space lanes, and new alien species are but a few days journey at high warp. These vistas, and many others, serve as the backdrop from which to frame a *Star Trek RPG* experience in the time of the *U.S.S. Enterprise*, NX-01.

Technology is new and capable, but untested—as are the people that wield it. Humanity is taking its first steps in deep-space exploration, with the vastness of the unknown ahead of them. There is no massive Starfleet to call upon for assistance, no Starbase within easy range, and no Admirals available to provide comforting guidance to starship captains on the frontier. Characters must resolve to solve problems via their own wits, guile, and skill—and perhaps with just a bit of that famous human luck.

This is the final frontier of the 22nd century—waiting to be tamed if your characters are bold enough to try.

<3>Starfleet

Likely most series set in the time of the NX-01 will be on board other NX-class starships. Currently Starfleet has three in development with presumably more waiting for the authorization to be built. Starfleet also have an older fleet of ships to draw upon, but their slow warp capability minimizes their usefulness—no one wants to wait three months to reach the next planet.

The United Federation of Planets does not exist, Starfleet currently answers to the Earth space forces division and works alongside the Vulcan High Command to coordinate fleet operations. As such there is no Prime Directive to dictate the actions of Starfleet captains, or even a series of General Orders to fall back on. Captains are required to exercise their best judgment on the frontier and to see to the interests of Earth and her allies. This includes assisting other Earth vessels, scientific surveying, and galactic exploration to name a few.

For a time Vulcan starships could be found within close proximity, but after the begrudging success of *Enterprise*, the Vulcan High Command has ceased keeping a watchful eye on the humans, preferring to let them learn their lessons firsthand. The Vulcans do continue to monitor the actions of the Andorians and Klingons, however.

Starfleet does train its officers to handle these unusual situations as best as possible, creating a training academy for volunteers to enter into. The curriculum is rigorous and demand is high—only the best will receive a posting on board the new NX-class starships.

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Starfleet Characters

There are no restrictions on playing Starfleet officers circa 2151. Use the professions and elite professions found in chapter three of the *Player's Guide* to create such characters. Most captains hail from the command branch, helm officers from flight control, communications from operations, and the armory officer fulfills the duties outlined in the tactical officer profession. All professional abilities are available to select from.

Most Starfleet officer experience is on older starships, such as the *Sentinel*-class, freighters, or perhaps a lucky (or unlucky) posting on board a Vulcan vessel. Additional development packages are provided later to simulate these experiences.

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<3>Bold Adventures

Exploration is the predominant theme during the time of *Enterprise*, with humanity taking its first steps among the distant stars. Most series will revolve around this exploration concept.

For the most part every world encountered will be new and interesting, uncharted. Even the most mundane details should not be overlooked, as a new culture shouldn't be dismissed as uninteresting—humans are getting the change to see new civilizations firsthand for the very first time. The characters are literally doing what no human have done or seen before. These types of grand discoveries are part of what makes adventuring in the 22nd century so exciting.

Starfleet may call upon a crew to investigate a newly-discovered world, or perhaps a handful of worlds detected years ago that Earth never had an opportunity to visit until now. A few rag-tag human colonies still exist, but just as many failed or never reached their destinations—or did they?

Diplomacy should also be forefront in a new series set around the time of the NX-01, as every alien species encountered is a potential new ally against the Suliban Cabal or even the aggressive Klingons. As such, Starfleet captains will find themselves pressed into the role of explorer, warrior, and diplomat. Even so, not all encounters may be open to diplomacy—sometimes you may have to dispense diplomacy from the end of a phase cannon when all else fails.

Chapter one of the *Narrator's Guide* goes into more examples and suggestions of the types of adventures that are suitable.

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Not Quite Human

Not all campaigns necessarily need be centered on Starfleet and the human quest for exploration. The Klingon Empire is mighty and strong, eager to crush the Suliban that would try to start a Klingon civil war. Characters could be part of the Klingon Defense Force, or even members from the future sent back to stop this Temporal Cold War.

The Vulcan High Command also sends vessels on missions of exploration and defense, although the challenge of playing an all-Vulcan crew may be something of a limiter. It is possible that human observers, for example, may work alongside Vulcans on a *Surak*-class starship on the furthest reaches of the frontier.

Meanwhile the Andorians Imperial Guard stands ready to test the mettle of the Vulcans and uphold the sovereignty of Andoria. While the pink skins talk of peace they seem too eager to side with their pointy-eared friends to be entirely trusted. Only time will tell.

Then there are Nausicaan raiders on the space lanes, Orion smugglers establishing a base of operations in the Rigel colonies, and Suliban raiders on a secret mission for the Cabal, just to name a few.

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<3>Old Foes, New Time

Not all the traditional trappings that make *Star Trek* what it is have still yet been discovered. While the Klingons are at neutral in 2151, their hostile attitude makes them dangerous foes indeed. Their technological superiority and larger fleet is enough to make Starfleet think twice about upsetting a neighbor so close. It is only a matter of time, or one disastrous incident, until the Klingons may simply choose to fire first and negotiate later.

While the Romulans have yet to be discovered, the Suliban step in and fill the role of the mysterious foe pulling strings from afar. With their assistance from the future the Suliban can be a dangerous and sly enemy to contend with. Their plans are plans within plans, for with knowledge of the future, the Suliban have the luxury of appearing and being prepared for just about any eventuality. Of course time is fluid, so their intelligence is far from perfect, but they know enough to work their advantage to its utmost capabilities. The Cabal practice of genetically enhancing their operatives also provides a new angle to explore by introducing new alterations based on their needs.

The Andorian and Vulcan situation is tenuous, and Starfleet is careful not to involve themselves any more than necessary. Eager to foster an alliance with this passionate species, Starfleet would like the opportunity to have the Andorians and Vulcans put aside their mutual dislike and band together in a united front.

Other species provide interesting opportunities and are known to exist during this area. Both the Bolians and Tellarites exist but a few light-years away and the Nausicaans, Denobulans, and Axanar provide ready plot hooks as well.

<3>Not Quite Perfect

Another distinguisher of adventuring during the 22nd century is humanity's lesser dependency upon technology. While technology is still pervasive in just about all areas, it does not have the nearly magical qualities found in later incarnations of *Star Trek*.

Technology is new and untested. It can, and will, break often. Starfleet officers must be prepared to do their duties when their technology fails them. In addition, because of the somewhat "primitive" nature of technology in circa-2151, new technology is always being tested out, providing opportunities to strike a connection to the future and foreshadow future Starfleet advancements. These technological advances, much like the prevailing theme of exploration, are another frontier of discovery.

Chapter One of the *Narrator's Guide* contains additional information on how technology can impact your *Star Trek* RPG.

<1>Species

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<1>Denobulans

<4>Personality: The typical Denobulan is exceptionally friendly, even to strangers, and possesses a keen curiosity about the world around them. Denobulans cherish new experiences and find their lives, and those of life forms around them, exceptionally satisfying and interesting. They are excellent listeners.

<4>Physical Description: Slightly heavier-set than humans, Denobulans have a series of ridges on their foreheads, temples, and chins that set them apart. Denobulan facial muscles are much more pronounced than most other humanoids, allowing them to more easily express a wide variety of emotions. The Denobulan neurological system is also more advanced; leading to a greater sensitivity than that found in other species. Denobulans do not like to be touched and require very little rest.

<4>Homeworld: Denobula Triaxa [[XXX – Spelling!?!]]

<4>Culture: Denobulan culture is similar to that of humans in many regards, although war and conflict have never been predominant in their history. During the Age of Enlightenment, many Denobulans began an inward journey that served to strengthen Denobulan society as a whole. Instead of fracturing themselves as divided individuals, Denobulans came to embrace one another and learn from themselves.

Present day Denobulans are honest, open, and friendly—sometimes to a fault. They are quick to recover from their transgressions and can be humble to excess. Some consider Denobulans to be pacifists but on the rare occasion, when need necessitates it, Denobulans can also clearly stand up for themselves.

All Denobulan marriages are plural marriages, with a husband having anywhere from two to five wives, while their wives have a similar number of husbands. While some visitors find this concept hard to grasp, Denobulans are equally astonished by the singular mating rituals of other species. On Denobula everyone is related to everyone—literally. Mating season for Denobulans harkens back to their more primal history, where males and females will fight for the right to take another mate. While not fatal, the mating season does see a marked rise in injuries across Denobula. The pheromones of Denobulan females are quite intense and clearly signify their interest in another.

Denobulans annually hibernate for six days per year and have little control over when they do so. Upon waking up they are invigorated and refreshed for the coming year.

<4>Languages: Denobulan

<4>Common Names: Denobulans only have given names.

Male Names: Delix, Morox, Phlox, Rinix

Female Names: Lusion, Miral, Natalia, Phenna

<4>Favored Professions: Diplomat or Scientist. Because of their interest in other species and social natures, Denobulans excel at professions that provide them with new experiences. Many Denobulans participate in the Interspecies Cultural and Medical Exchange programs in an effort to learn more about other species. Denobulan diplomats tend to express an almost tireless patience in dealing with others while their friendly demeanor causes others to be at ease. For this same reason Denobulans also make excellent healers or doctors, although their holistic methods tend to be somewhat unconventional.

<4>Species Adjustments: +1 Intellect, +1 Presence. Denobulans are enlightened and enjoy the study of the sciences and arts. They are also social creatures, and quite friendly and open to new experiences.

<2>Species Abilities

<LIST>Bonus Edge Cultural Flexibility: Because of their willingness to experience new situations and cultures, Denobulans feel at ease when dealing with species other than their own, receiving the Cultural Flexibility edge for free.

<LIST>Bonus Edge Curious: Denobulans are eager to know how things around them work and are adept at unlocking life's mysteries. They receive the Curious edge at the start of play for free.

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Notable Denobulans

Doctor Phlox, a participant of the Interspecies Medical Exchange program, is one of the more notable Denobulans in recent history, serving aboard the Starfleet vessel, *Enterprise*. His ability to meet and interact with new and alien species has marked him as something of a celebrity within the Denobulan medical community. His reports are awaited with great eagerness. Doctor Phlox has been warmly accepted into the nearly all-human crew of *Enterprise*, and his extensive medical background has proven invaluable on more than one occasion. Of note are some of the Doctor's non-conventional methods of treatment, such as kinji spores and wessa root extract for mild sprains.

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<1>Suliban

<4>Personality: Thoughtful and reserved, the Suliban of today are more than aware of the prejudice that surrounds them thanks to the actions of a few. Their nomadic lifestyle has made them dependent upon other species for assistance, not something that the Suliban find comfortable. Those unable to come to grips with

their 300 year Diaspora turn to the Cabal for leadership. Cabal members are deceitful, cunning, and arrogant, showing little regard for life.

<4>Physical Description: Most Suliban are slender and wiry, just slightly smaller than a human. Their skin ranges from a light to dark green tone with a mottled texture that gives them a somewhat reptilian appearance. They have no body hair and when distressed, their skin alters its pigmentation slightly. All Suliban have excellent night vision.

<4>Homeworld: Over 300 years ago the Suliban homeworld became uninhabitable, forcing the Suliban to begin their nomadic existence, settling on several worlds throughout the adjoining sectors. Many found their way to worlds such as Rigel or Tandar Prime, but in some instances, such as with the Tandarans, they found acceptance for only a short time.

<4>Culture: Because of their nomadic nature, the Suliban lack any coherent government or ruling authority. The one notable exception is a militaristic faction known simply as “the Cabal.” While their true motives remain a mystery, the Cabal appears to be organizing Suliban together to form an elite fighting force, using advanced genetic manipulation from the future to enhance their abilities. For whom or what they fight for in this “Temporal Cold War” still remains to be seen.

Not all Suliban share the aggressive tendencies of the Cabal, and in fact only wish to lead normal and productive lives. Many Sulibans now find themselves ostracized by other species as widespread rumors of genetically enhanced slithering warriors that murder people in their sleep spread unchecked. On at least one world, Tandar Prime, Suliban citizens have been rounded up into internment camps so as to keep a closer eye on them. The Tandarans at this time claim that such actions, even though Suliban families have been ripped apart, are for the Suliban’s “own good.”

<4>Languages: The Suliban speak a native tongue, *silliska*, but often learns the language of their adopted home as well.

<4>Common Names: Suliban only have given names.

Male Names: Danik, Sajen, Silik

Female Names: Narra, Sarin

<4>Favored Professions: Merchant, Rogue, or Soldier. Most Suliban lead normal, peaceful lives, however their ability to adapt to most environments, especially after becoming genetically enhanced, also makes them formidable spies or soldiers. In this end the Cabal takes willing Suliban dissatisfied with their nomadic existence and enhances their abilities to fight in a “Temporal Cold War.”

<4>Species Adjustments: +1 Agility, -1 Presence. Because of their green mottled skin, Suliban must typically overcome a poor first impression. Their lithe forms make them more agile than normal, however.

<2>Species Abilities

<LIST>Adaptability: The Suliban metabolism is highly adaptable, allowing them to feel at ease in a variety of environments, halving penalties for operating in any foreign environment. They also gain +2 to Stamina tests to resist the effects of disease and poison as per the Excellent Metabolism trait.

<LIST>Bonus Edge Night Vision: Their ocular muscles are exceptionally sensitive, allowing Suliban to see clearly in darkness.

<LIST>Genetically Enhanced: Suliban that work in the service of the Cabal are genetically altered to make them superior. This technology is highly advanced and originates from the future and can be added and removed as their duties demand. A Suliban character in the service of the Cabal selects from three enhancements at the start of any mission (or as dictated by their superiors):

Biomimetic Garments: A special garment that when in contact with the skin of a Suliban, gives them the ability to alter their coloration to blend into nearly any environment perfectly. The character receives a +5 to all Stealth rolls and can not be detected with sensors or hand scanners. They also appear invisible to the naked eye. This ability requires a TN 10 Stamina test to use successfully.

Bronchial Adaptation: Grants the ability to breathe any atmosphere, such as methane, without penalty. Can also survive in a vacuum for a number of minutes equal to the character’s Vitality score.

Cellular Metamorphosis: The agent can control their tissue on a cellular level, allowing them to adjust their mass, bend around corners, or slither underneath a door opening. +5 to all Sleight of Hand tests.

Compound Retinas: Provides a +5 bonus to Observe tests and can see in a variety of spectrums like a hand scanner.

Enhanced Physique: Add +2 to any physical attribute. Can be selected more than once, but only once per attribute.

Pheromone Sensing: If the agent has the ability to come within close proximity of a target (less than one meter), they can attempt a TN 15 Savvy test to determine if the target is lying. The TN is lowered to 10 if the Suliban is able to initiate physical contact. Use of this ability requires three rounds of preparatory time and the ability to smell the target.

Pigment Sacks: +5 bonus to Impersonate tests as the Suliban can adjust their appearance to look like most humanoid life forms.

[[BEGIN SIDEBAR]]

Notable Suliban

Silik, a high-ranking Suliban operative, was responsible for the failed attempt to turn the Klingon Empire upon itself by causing internal strife in 2151. The Klingon operative Klaang learned of the deception and was bringing proof to the Klingon Council, but not before Silik and his operatives were able to capture him. Silik's victory was short-lived as humans from the planet earth on board the starship *Enterprise* were able to infiltrate the Cabal Helix facility and rescue Klaang. Silik paid for his failure and later underwent a second mission, this time to steal a Temporal Observatory device from an agent sent some 900 years from the future. Although he failed in this mission as well, thwarted by Captain Jonathan Archer, Silik, a dangerous foe to be reckoned with, is sure to return at the behest of his shadowy masters from the future.

[[END SIDEBAR]]

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[[BEGIN SPECIES TEMPLATE]]

<1>Nausicaans

<4>Personality: Ill tempered and easy to anger, Nausicaans are a violent species that rely on brute force and strength to take what they want. Nausicaans typically look for any opportunity or reason to pick a fight, and commonly resort to taunting or bullying to force an opponent to meet them on their terms. Most Nausicaans seem to revel and prefer this lifestyle, which makes for a stereotypical reaction when even mentioning the term 'Nausicaan.'

<4>Physical Description: Nausicaans are large and physically impressive creatures, standing typically just over two meters in height. Their skin is an ochre-yellow in appearance with a bony, almost crab-like face with a three-tusk mouth. They typically have large manes of dark brown or black hair that is unkempt except for the occasional braid to mark their standing. Their adrenal glands produce an unusual odor, which can indicate that a Nausicaan is becoming enraged.

<4>Homeworld: Nausicaa, although many lead a nomadic lifestyle among the stars, adopting various worlds or outposts as their base of operations. After years of abuse, Nausicaa is a shell of its former self and is marred by air pollution, acid rains, and toxic rivers.

<4>Culture: Nausicaan culture is predicated around the belief that the strongest is the superior and that the strongest take what they deserve. To this end Nausicaans fight and struggle internally for positions of power and wealth almost constantly. To Nausicaans strength and power are measured the same, and one can always be tied to another. Even the most charismatic leader (by Nausicaan standards) will make little headway without showing some form of might or superiority over his opponents.

Unlike Klingons, Nausicaans do not take part in mindless bloodshed. While it is not uncommon for Nausicaan duels to end in the death, among Nausicaans there is little shame in defeat to a stronger opponent as long as one learns from his mistakes and plans to arise anew, even stronger. Struggles of command on Nausicaan ships rarely lead to death, as a victorious captain needs every member of his crew in order to

build his own base of power. Nausicaan raiders are notoriously loyal to their superiors and comrades, especially those that have distinguished themselves in combat.

There is no ruling power on Nausicaa; instead it is run by a feudal warlord society with a loosely-structured layer of social standings: Those that have and those that have not. These warlords live in reinforced and rickety domed structures designed to keep out the failing Nausicaa environment. Because of the lack of any formal government and the prevailing sense of lawlessness that follows all Nausicaans, Nausicaa has a thriving black market. As such, the Nausicaa economy, and that of the ruling warlords, is driven by a thriving industry of piracy. Nausicaan pirates and strongholds can be found throughout neighboring sectors, plundering shipping routes for their needs and swiftly disappearing with their prizes. Their numbers are so many that putting an end to this piracy has been a difficult endeavor for both the Vulcan and Starfleet forces.

<4>Languages: Nausicaan almost exclusively

<4>Common Names: Nausicaans only have guttural given names that do not translate well.

Male Names: Gr'rak'taa, Kr'kall'a, Ts'og'tall

Female Names: Des'mir'aa, Di'er'dra, Kr'till'laal, Mir'krek'tin

<4>Favored Professions: Rogue and Soldier. Nausicaans have a well-deserved reputation as thugs and warriors-for-hire. Their great size and strength makes them natural intimidators and their desire to bully around others—especially while being paid to do it—makes them easy to maintain; and expendable.

<4>Species Adjustments: +1 Strength, +1 Vitality, -2 Intellect. Centuries of internal conflict and strife have bred Nausicaans into mighty and fearless thugs, but at the expense of more intellectual pursuits. Outwitting a Nausicaan isn't terribly difficult.

<2>Species Abilities

<LIST>Bonus Edge: High Pain Threshold: Nausicaans from an early age learn to withstand a great deal of pain and adverse conditions. They train as warriors early in life and have several scars and broken bones to prove it. As such, they are adept at resisting pain and its effects.

<LIST>Forceful Presence: Nausicaans are so alien and physically intimidating that they cause most species to regard them with fear on sight. The Nausicaan reputation precedes them wherever they may go. Any Nausicaan attempting to intimidate another party gains a special +2 bonus to their test. This bonus can also be granted to a third party that the Nausicaan is in the presence of (and loyal to) that is attempting to make the intimidation test. This ability has no effect when used on another Nausicaan and is non-cumulative with other Nausicaans, although the target in such a situation would be well-advised to reconsider their position. For purposes of making an Influence (Intimidate) test only, a Nausicaan ignores penalties for having a low Presence ability score.

<LIST>Warrior Culture: Because so much of the Nausicaan culture is centered about the display of force and might, Nausicaans tend to become familiar with a variety of weapons and methods of fighting. All Nausicaans receive one level in two Armed Combat, Ranged Weapon, or Unarmed Combat skills of their choosing. In addition the Nausicaan may designate one of these as a professional skill if it is not already.

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Notable Nausicaans

The warlord Ts'og'tall is famed for the successful creation of one of the first bands of Nausicaan merchantman raiders. Using captured light raiders stolen in a daring raid on Halandar Twelve, Ts'og'tall then subjugated two rival warlords on Nausicaa in a display of his technological might via the use of his plasma cannons on two derelict city domes. The swell of warriors that rushed to his ranks only furthered his growing reputation and from there he turned his attention to the space lanes. Ts'og'tall's first targets were small mining and trade vessels surrounding the Rigel systems and nearby sectors, but the value of the Rigel system itself as a base to offload his spoils soon required that Ts'og'tall turn to other routes. It wasn't long before word spread of the new Earth colonies and the regular cargo shipments they received like clockwork. In short order Ts'og'tall hit and plundered a number of key Earth mercantile routes, his raiders

more than a match for the old J-class freighters. Earth's famed Starfleet was ill-equipped to hunt down Ts'og'tall or his ever-moving hidden base and to this day remains one of Starfleet's most wanted fugitives.

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<1>Development Packages

A number of development packages are included to select from in addition to those found in chapter five of the *Player's Guide*.

<2>Personal Development

<3>Boomer

You were born, and spent most of your life on, a deep space vessel, such as a freighter or colony ship. You are as comfortable in space as others are on steady land. You feel the vibration of deck plating between your feet and are most comfortable looking onto the stars.

Pick 1 Skill: Any one Engineering skill +2, any one Science skill +2, System Operation +2

Pick 3 Skills: Computer Use +1, any one Enterprise skill +1, Gaming +1, any one Knowledge skill +1, any one Language +1, Repair +1

Pick 1 Edge: Bold, Competitive, Cultural Flexibility, Resolute, Sense of Direction

<3>Dreamer

At an early age you knew there was more to life than what was shown to you. You realized that the possibilities of life were endless and made a pact with yourself to do what no one else was doing. Deep down inside you knew you were destined for greatness.

Pick 1 Skill: Influence +2, any one Knowledge skill +2, any one Science skill +2

Pick 3 Skills: Computer Use +1, any one Engineering skill +1, Inquire +1, any one Language +1, System Operation +1

Pick 1 Edge: Bold, Curious, Thinker, Unyielding

<3>Performer

You grew up in the company of performers, actors, or conmen. You have learned the value of giving people what they want and are skilled at manipulation.

Pick 1 Skill: Impersonate +2, Sleight of Hand +2, Stealth +2

Pick 3 Skills: Appraise +1, Influence +1, Inquire +1, Negotiate +1, Observe +1

Pick 1 Edge: Confident, Everyman, Likeable, Sense of Time, Skill Focus (Persuasive)

<3>Savant

At an early age you were identified as gifted and received special training.

Pick 1 Skill: Any Craft skill +2, Entertain +2, any Science skill +2

Pick 3 Skills: Athletics +1, Any Language +1, Influence +1, Observe +1, Repair +1

Pick 1 Edge: Ambidextrous, Confident, Curious, Eidetic Memory, Meticulous, Multitasking, Skill Focus (any)

<2>Professional Development

Because of the uncertain and diverse background of humans and their thirst for exploration early in the 22nd century, many of the packages found below may be selected by multiple professions. See the individual package descriptions of which professions may select the package in question.

<3>Andorian Imperial Guard

You served within the prestigious Imperial Guard, either as a full participant or honored observer. You are familiar with their training, philosophies, and tactics. (Rogue, Soldier or Starship Officer; Andorians only unless with Narrator's approval.)

Skills: Any one Armed Combat skill +2, Athletics (Jump or Run) +3, Demolitions +2, First Aid +1, any one Ranged Combat skill +3, Stealth +3, Survival +1, Tactics +2, any one Unarmed Combat skill +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Alert, Dodge, Famous Event, Resolute, Skill Focus (Attentive)

<3>Healer

Either formally or informally you learned the healing arts, using a more holistic and natural approach. (Any except Merchant, Rogue, or Soldier)

Skills: Culture +1, Computer Use (Retrieve) +1, First Aid +2, Investigate +2, Life Science (Botany) +3, Medicine (choose species) +4, Observe +2, Specific World +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Cultural Flexibility, Curious, Excellent Metabolism, Meticulous, Skill Focus (Compassionate), Thinker

<3>Interspecies Cultural Exchange

You have spent time living and engrossing yourself in another culture in order to learn as much as you can from it. (Diplomat, Mystic, Scientist, or Starship Officer)

Skills: Culture +3, History +3, Investigate +2, any one Language skill +2, Law +2, Observe +2, Specific World +3, Social Science (choose) +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Contacts, Cultural Flexibility, Curious, Skill Focus (Eloquent)

<3>Interspecies Medical Exchange

In an effort to expand your body of medical knowledge, you participate in the Interspecies Medical Exchange program, allowing you to work alongside doctors from other planets. (Scientist or Starship Officer)

Skills: Culture +2, First Aid +2, History +2, Investigate +2, any one Language +2, Life Science (Exobiology) +2, Medicine (choose species) +4, Specific World +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Cultural Flexibility, Curious, Skill Focus (Compassionate)

<3>Linguist

You are well-versed in languages and have spent your time studying different species and their methods of communication. (Any except Rogue or Soldier)

Skills: Culture +2, History +2, any three Languages +3, Law +1, Observe +2, Social Science +2, Specific World +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Cultural Flexibility, Eidetic Memory, Friendly, Natural Translator, Skill Focus (Eloquent)

<3>Vulcan Space Forces

You have served onboard a Vulcan ship, perhaps a *Maymora* or *Surak*-class vessel and have gained valuable space-faring experience. (Starship Officer)

Skills: Computer Use +2, Culture (Vulcan) +1, Engineering Systems +2, History (Vulcan) +1, Language, Vulcan +2, Law (Vulcan) +1, Repair +2, Space Science +2, System Operation +4

Pick 5: +1 to any professional skill

Pick 1 Edge: Ally, Innovative (Nerve Pinch ability), Iron Willed, Multitasking

<2>Additional Edges

<3>Natural Translator

You have an innate ability to understand the inherent foundations of languages, be they spoken or written. You can pick up on a new language, even one you have never heard before, with surprising accuracy.

Effects: When in the presence of an unknown language, you can make an unskilled test to comprehend the language and communicate. The TN is based on the complexity of the language as determined by the Narrator on page 119 of the *Player's Guide* plus the normal penalty for unskilled use. You must study a language for at least five rounds of unique dialog.

Upgrade: All languages are considered professional skills to you.

<2>Additional Flaws

<3>Phobia

You have an irrational fear, perhaps rooted in some prior accident or situation that controls your actions when confronted with the source of your phobia. Phobias can be to situations (close quarters, heights, immersion), things (reptiles, flying insects, transporters), or specific stimuli (certain smells, sounds, environment).

Effect: Select a stimuli or situation for your phobia. When in the presence of the item of your phobia, you are at -2 to all tests until removed or unless a courage point is immediately spent to overcome the phobia. If the phobia is removed and later returned, the penalty returns anew. A counselor with the Therapy ability can attempt to help a subject cope with their phobia. All phobias must be approved by the Narrator.

Upgrade: You may upgrade this flaw to reflect even deeper or additional fears.

Phobia 2: All test penalties are at -4 and two courage points must be spent to overcome the source of the phobia.

Phobia 3: The character is frozen in fear and can not act until the source of the phobia is removed. Courage points may not be spent to overcome a phobia of this severity.

<3>Allergy

You have a violent allergic reaction when confronted with the item of your selection.

Effect: When confronted with the item of your allergy (ingested, touched, etc), you must make a TN 10 Stamina reaction test or suffer a -2 penalty to all physical tests. Once the source of the allergic reaction is removed, it takes an additional 1d6 x 10 rounds for the effect (penalty) to wear off. Your allergy is not treatable by modern medicine and must be approved by the Narrator prior to selection.

Upgrade: Your allergies are much more severe than normal, perhaps even life-threatening.

Allergy 2: For every round you are exposed to the source of your allergy, make a TN 10 Stamina reaction test. In addition to the -2 physical test penalty you suffer one wound point of damage.

Allergy 3: As per Allergy 2, except you lose a wound level.

<1>Equipment

<3>Communicator

Specifications: 11 x 6 x 2.5 cm, mass 0.4 kg

Description: The palm-sized communicator allows a landing party to communicate with a starship or other suitably equipped members of the crew. These devices must be flipped open and activated prior to use and

contain a simplified version of the Universal Translator (UT). A locator signal within the communicator allows a starship to monitor the location of crewmembers off ship.

Rules: The basic UT functionality is limited to a handful of languages at a time, typically less than five. Accuracy still leaves something to be desired unless the translation matrix has had sufficient opportunity to analyze the language structure.

The communicator can be used to hone in on the person carrying it, or ascertain a transporter lock, but provides no bonus to do so.

Duration/Energy: 500 hours plus induction recharging.

Range: Less than 100 km, or 10,000 km when boosted by a transceiver.

<3>Environmental Suit

Specifications: folded: approx. 12 liters; 20.1 kg without backpack and full consumables load, 35 kg with them.

Description: The environmental suit allows a character to survive in normally inhospitable environments for a limited period of time. The suit protects the wearer from pressures ranging from zero to four atmospheres and temperatures ranging from -100 to 100 degrees Celsius. The suit has 10 hours of breathable air, two helmet-mounted lights, and a built-in communicator.

Rules: Less restrictive than 21st century designs, the environmental suit is still cumbersome to wear and causes the wearer to suffer a -2 penalty to physical tests in it.

Its protection is limited to providing a bonus of +5 to Stamina reaction tests against radiation and contains no self-repairing capability. A tear or leak can be fixed with a TN 5 + 1 per 5 points of damage sustained to keep the suit in working condition.

Twenty-second century environmental suits lack magnetic boots. [[XXX – Supposition.]]

Duration/Energy: Ten hours of power and breathable air.

<3>Hand Scanner

Specifications: 16 x 8 x 3.5 cm (22 x 8 x 3.5 with scanning grid open during operation), 0.6 kg.

Description: The hand scanner, precursor to the tricorder, provides enhanced sensory capabilities to its user. The scanner can detect and analyze electrical, chemical, biological, meteorological, and geological conditions and substances. Scanners can also interface with a ship's computer or other scanners to share information and transfer data.

Rules: The scanner allows a character to ascertain a number of useful pieces of information not normally available. Scanners provide a +2 bonus to all related tests when used, be it an Observe test or making a Science (Geology) test to carbon date a section of bedrock. Range modifiers apply as per page 250 of the *Player's Guide*. (Vulcan scanners are more sensitive, providing a +3 bonus.)

Duration/Energy: With intermittent use a scanner can be used for roughly 500 hours or just under 20 hours with continuous use.

Range: 5/15/150/1000/+0, not accounting for interference penalties.

<3>Light Amplification Headgear

Specifications: 18 x 4 cm folded, 0.3 kg

Description: The light amplification headgear is a small portable unit that is worn over the head, allowing the wearer to see in near darkness with enhanced clarity through a mono-viewfinder (worn over the dominate eye). To function there must be at least some ambient light available to enhance, otherwise the device is useless. The image projected also loses color as the image casts everything in fields of green (dark) to white (light).

These devices do not provide for seeing alternate spectrums, such as infrared.

Rules: A character wearing the light amplification headgear with available ambient light ignores all physical test modifiers from darkness or low-light conditions. Such light must be from distant stars, a moon, or reflections. In normal lighting conditions this device is totally useless and will automatically shut off in order to prevent a “white out” effect.

Duration/Energy: 300 hours

Range: As normal vision

<3>Microcharges

Specifications: 12 x 10 x 2 cm, 0.5 kg (case of four)

Description: Starfleet microcharges are miniature explosive devices, suitable for blowing off a lock or removing a section of bulkhead. The charges come pre-packaged in units of four with a magnetized backing to be mounted on metal if necessary. Each microcharge is roughly the size of a 20th century quarter and contain enough concentrated explosive to cut through up to 10 cm of steel or blast apart 5 cubic meters of rock per charge.

Microcharges are set off via a remote detonator with a range of up to 100 meters.

Rules: Treat as a setting 10 disruptor for purposes of damage. Those caught within the blast radius take damage as per the rules on page 183 of the *Player's Guide* for avoiding flying debris (3d6+10, Quickness reaction for half) per charge.

Duration/Energy: Single use

Range: Blast radius range of 2/5/10/20/+10 to modify the Quickness reaction test (base TN 10) for half damage.

<3>Portable EM Barrier

Specifications: 25 cm radius x 6 cm, 1.2 kg per emitter

Description: For a number of years Starfleet engineers have attempted to create a portable and sustainable static EM field that can withstand physical and energy attacks, with the eventual application of being used to block damaged shipboard sections from space, provide protection in dangerous away missions, or even large-scale application to protect a starship. Current EM barriers are still in their infancy but boast promising results.

Setting up an EM field requires the use of four emitters placed opposite each other as the four corners of the field. Currently the field size is limited to the placement of the emitters and a maximum distance of four meters. Any less and the EM field destabilizes and offers no protection.

Field emitters can be magnetically mounted or attached to telescoping stands in the field. Each emitter has its own self-contained power source that allows the barrier to be operated for up to 30 minutes at a time. The field is controlled through a handheld control device which measures field density, power levels, and strength.

Rules: A portable EM field takes two rounds to setup and a successful TN 10 System Operation test to do so properly. The EM field operates for up to thirty minutes and can stop a setting 7 or lower blast and up to 100 points of damage before failing. The field can be no larger than 2 meter by 4 meters.

Duration/Energy: Thirty minutes on internal power

<1>Weapons

<3>EM-33

Specifications: 20 cm long, 1.0 L in volume, 0.8 kg

Description: The EM-33 and its predecessors were among the first non-laser energy weapons to be developed. Instead of using a coherent energy beam, the EM series used a miniature induction coil to build up an electromagnetic charge and then propel it down a constrictor (the barrel). The EM series of weapons

quickly made the archaic lasers of the 22nd century obsolete and have been widely used on Earth since that time.

Like most particle weapons, the EM-33 (and its brethren), suffer from particle drift. The delay between the pre-charge sequencer and firing causes the EM projectile to drift. This requires that the target be led slightly, as with old projectile weapons from the 20th century.

The EM-33, the latest model developed, was, up till recently, the official sidearm of Earth's Starfleet. That distinction now lies with the new Phase Pistol.

Rules: The EM series fire pulse charges and no alternate settings are available. 3d6+6.

Duration/Energy: 50 charges (shots)

Range: 5/10/20/30/+10

<3>Mark 33/34

Specifications: Varies by type

Description: Because of the expense involved in constructing laser weapons in the 22nd century, projectile weapons, such as the Mark 33 and later Mark 34, remained viable sidearms for several years. Although still prone to jamming and requiring the availability of ammunition, their dependability when properly maintained, coupled with minimal cost, made them popular amongst colonists and cargo merchants alike.

Rules: 2d6+4

Duration/Energy: n/a; projectile weapons fire expendable ammunition (bullets/rounds). These rounds are stored in clips that hold 40 apiece.

Range: 5/10/20/30/+10

<3>Particle Disruptor

Specifications: 25-40 cm long, 0.8-1.5 L in volume, 0.9-1.8 kg

Description: The particle disruptor is a common weapon found throughout the galaxy in the hands of any number of species. Designed for ease of use and simple construction, the disruptor is neither versatile nor fancy—simply effective. Disruptor bolts lack any stun settings and rely on supercharged plasma to inflict thermal damage. Fortunately, particle disruptors are not terribly accurate and typically one to two shots are required to take a target down.

Rules: 3d6+6. Particle disruptors can not be set to overload.

Duration/Energy: 100 charges (shots).

Range: 5/10/20/40/+5

<3>Phase Pistol

Specifications: 20 cm long, 0.9 L in volume, 0.7 kg

Description: The new sidearm for Earth's Starfleet, the phase pistol is a new design building on the lessons learned from the EM series. The phase pistol relies on a phased induction coil to pre-charge the EM buildup, accounting for particle drift. This makes the phase pistol much more accurate than earlier energy weapon designs. The compact profile is designed to be rugged and usable in any number of potentially hostile situations.

Another benefit of the new phased induction coil is the ability to more precisely regulate the weapon's output, allowing for a non-lethal, or "stun" setting. The weapon comes with only these two settings, so officers would be wise to not confuse them.

Rules: Phase pistols have two settings, "kill" and "stun," each with pulse and continuous beam settings. The continuous beam is useful for using the pistol as a makeshift cutting torch but consumes twice the number of charges.

Settings: 2 and 7 (page 183 of the *Player's Guide*) [[XX – Simply repeat for ease?]]

Duration/Energy: 200 charges

Range: 5/15/30/60/+15

<3>Phase Rifle

Specifications: 50 cm long, 1.8 L in volume, 1.8 kg

Description: The phase rifle is a larger version of the phase pistol, built on the same technological foundation and with the same settings available. The phase rifle has a better range and accuracy than the pistol and is equipped with more charges.

Settings: 2 and 7 (page 183 of the *Player's Guide*) [[XX – Simply repeat for ease?]]

Duration/Energy: 500 charges

Range: 5/30/60/120/+30

<3>Pulse Rifle (Types I, II, and III)

Specifications: 60 cm long, 2.2 L in volume, 2 kg

Description: The pulse rifle is a large EM weapon, much like the smaller EM pistols but with a larger conduction coil and path constrictor, resulting in a far greater range capability. For a time these weapons were used exclusively within Starfleet but have since been retired in favor of the newer, and more versatile, phase rifle.

Rules: 3d6+10 (Type I), 3d6+12 (Types II and III)

Duration/Energy: 250 charges (shots)

Range: 5/20/50/100/+25 (Types I and II), 5/30/60/120/+30 (Type III)

[[BEGIN TABLE]]

<2>Table XXX 22nd Century Weapons

Weapon	Type	Range	Damage
EM-33 Pistol	Energy	5/10/20/30/+10	3d6+6
Mark 33/34	Projectile	5/20/40/80/+20	2d6+4
Particle Disruptor	Energy	5/10/20/40/+5	3d6+6
Phase Pistol	Energy	5/15/30/60/+15	See description
Phase Rifle	Energy	5/30/60/120/+30	See description
Pulse Rifle, Type I	Energy	5/20/50/100/+25	3d6+10
Pulse Rifle, Type II	Energy	5/20/50/100/+25	3d6+12
Pulse Rifle, Type III	Energy	5/30/60/120/+30	3d6+12

[[END TABLE]]

<1>Starships and Technology

The technology found in the mid-22nd century is new and exciting, for the most part untested but called into action during these uncertain times due to necessity. In the coming years even more advanced discoveries will be made, such as the advent of the tractor beam or even the phaser—the next design evolution of the phase pistol.

Until then Starfleet officers are equipped with the latest technology available to them to assist in their bold mission of exploration.

<2>The NX-class Starship

Launched in 2151, the first NX-class starship, *Enterprise*, was on its maiden voyage escorting a wounded Klingon citizen back to his homeworld. While that mission was eventful in its own right, the brief but distinguished history of the *Enterprise* has shown the NX-class to perform admirably.

The NX-class is comprised of seven decks, labeled A through G, starting from the bridge on A deck down to G deck and the lower sensor array. The ship is 225 meters long, a beam of 136 meters, and an overall profile height of 29 meters (not including the nacelle height). The crew complement is 82 and the vessel is equipped with many technologies new to Starfleet and her personnel.

<3>Layout

<4>Deck A

A deck includes the main bridge and the captain's ready room. The bridge is at the center with a turbolift access on the port side. Access to the captain's ready room is through the starboard access hatch. The forward portion of the bridge is dominated by the view screen and just in front of that, the helm station. The helm station contains all the controls to pilot the vessel, including a manual interface for precision maneuvering via thrusters.

Just behind the helm station is the captain's chair. From there the commanding officer directs the various departments and crewmembers. Vital system status displays are located on the arms of the captain's chair.

On the port side of the bridge, forward, is the communications station. Here the communications officer directs and monitors all communications traffic, internal and external. The Universal Translator can be monitored and the translation algorithms monitored as necessary.

Just aft of the communications station is the science officer's station. Shipboard sensors are accessed from this station including the ship's impressive computer library.

On the starboard side are the tactical and engineering consoles. From these locations the vessel's power and systems can be monitored and adjusted. The tactical station controls the ship's offensive and defensive systems, including the phase cannon, torpedoes, hull plating, and grapples.

Aft of these stations is the situation console. The multifunction display and access point can be used to retrieve data, coordinate system performance, and display large-scale charts and graphs. It is not uncommon for the commanding officer to conduct briefings at the situation console.

<4>Deck B

The bulk of B deck is used for power distribution junctions, deuterium storage (in fairings), and some crew quarters. Secondary sensor arrays are located on B deck as well.

<4>Deck C

On this deck are more secondary systems, power and plasma transfer conduits. Portions of main engineering also can be found on C deck, although main engineering itself resides on the next deck. The dorsal observation deck can be found at the aft-most portion of this deck.

<4>Deck D

The second largest deck on board an NX-class starship, a number of critical areas are located on D deck. Main engineering is found aft on the centerline, spanning decks D, C and a portion of the half deck between D and E. The junior officers and enlisted crewmembers quarters are located forward on D deck, as is the transporter pad. Just under D deck is a half deck that contains the bulk of the lateral power transfer conduits and access tunnels. They are primarily accessible through engineering.

<4>Deck E

The largest deck on board, several key areas are located on E deck. First, shuttlebay access and control are located on E deck, although the actual shuttlepods reside on the half deck below. Sickbay is located at the center of deck E and is well protected, structurally. The decontamination chamber, used to scan and remove crewmembers of any contaminants is also on E deck. Forward on the deck are the senior officer's quarters, mess hall, galley, and the captain's private dining. Deflector controls, and the main deflector dish, are located at the foremost forward portion of this deck.

<4>Deck F

Shuttlebay launch doors are on the aft portion of F deck, where the shuttlepods are launched and retrieved. Forward of the launch doors is the armory and torpedo control. From here the torpedo bays are loaded and fired. Antimatter storage is also located on F deck, along with the rear ventral observation deck. Rear of the primary hull, on the fairings, are where the impulse engines can be found.

<4>Deck G

The final deck onboard, G deck is where both the computer core and sensor dome access are found.

<3>Shipboard Systems

The NX-class starship contains a number of unique systems not found on any other Starfleet vessel. Those systems, and their functions, are described in detail below.

<4>Grappler

The grapppler is a launching device that contains two magnetic couplers mounted to high-strength composite carbon-fiber cable, located on the ventral side of the vessel. The grapppler is used to capture or detail small objects, such as a shuttlepod, without damaging it. The range of the grapppler is limited, as its strength, unlike tractor beams found on Vulcan and Klingon vessels.

Rules: The grapppler is fired like any weapon onboard a starship but does no damage. On a successful hit the target vessel is “grappled” and can be reeled in. The useful range is less than 2 km and only objects size 2 or less may be affected.

<4>Hull Plating

With shield technology still many years away, the use of polarized hull plating is the primary defense mechanism of starships today. The polarization of ‘smart’ molecular atoms in the hull allows the plating to become three to four times more resilient than normal man-made metals. This allows a starship to resist damage and particle weapons greater than normal. The polarization of the hull is not foolproof, however, as it merely makes the material stronger—extended weapons fire can, and will, eventually degrade and penetrate the plating.

Polarizing generators are located throughout sections of the ship and monofilament fibers run through the external plating. When these fibers receive a polarizing charge, they cause the molecular arrangement of the hull plating to reorganize and strengthen.

<4>Phase Cannons

Another new technology in use for the first time, the phase cannons use a principle similar to that of the handheld phase pistol: a phased induction coil is used to build a charge and then released through an external hardpoint. This provides a dramatic increase in firepower over the older plasma cannon design and is being used in all Starfleet ships built from this point forward. The NX-class is equipped with three phase cannons, two forward and one aft.

The primary advantage of phase cannons over torpedoes are their ability to target specific areas of a vessel or construct and vary the damage output. Thus, the phase cannon can be used to disable a vessel as opposed to destroying it. The power requirements for the phase cannon are quite large and require a recharge time of several seconds between usage.

Perhaps the largest limiting factor of the phase cannon is its inability to be used at warp speeds. Because of the problems associated with particle disbursement through a warp field, the use of a phase cannon at warp can destabilize a vessel’s warp field, potentially destroying the vessel. Due to this limiter phase cannons may only be fired at sublight speeds.

Rules: Treat as standard beam weapons but phase cannons may only be fired once every-other round.

<4>Protein Resequencers

Designed to be self-sufficient for upwards of a year or more, NX-class starships are outfitted with protein resequencers to reorganize and synthesize a variety of simple foods. Unused waste material or

uncomplicated organic base materials are used by the resequencer to formulate more complex predetermined patterns. These patterns provide nutritional value and are organized into familiar and simple foods. For example, a stock of raw protein-matter can be turned into pieces of bread or even a glass of iced tea.

Complex foods, such as pies or specially-prepared items, must still be manually prepared. While the resequencer can provide the basic ingredient to prepare the food, it lacks the resolution to combine the compounds to formulate a more complex patter. In addition, Starfleet has found that human-prepared food is more flavorful than those prepared by the resequencer. More advanced versions of the protein resequencer are in development that will allow the use of even more complex and palatable patterns, eliminating the need to prepare the food prior to consumption. These resequencers are thought to replicate the experience more accurately.

<4>Shuttlepods

The primary form of travel to and from a starship, the shuttlepod is a multi-role craft. They seat two operators with space for an additional six passengers and small cargo in the rear. Their impulse speed is limited to several hundred kph and in case of emergency the impulse engine assembly can be ejected (leaving the pod without maneuvering capability).

The shuttlepod is lightly armed with two fixed forward-mounted plasma emitters and light (non-polarizing) defensive plating. A shuttlepod is equipped with side access ports and a dorsal airlock. The pod contains emergency water and rations plus enough air to sustain two crewmen for up to ten days.

<4>Sickbay

Located on E deck, the sickbay of an NX-class starship is well equipped. There are three monitoring stations for patient use and a primary examination table. The examination table is movable and slides into a sensory chamber for scanning and diagnosis purposes. An interactive display provides a comprehensive medical readout.

A number of scientific and diagnosis equipment are located in the sickbay, facilitating a self-contained medical facility.

A special decontamination chamber is located adjacent to the sickbay where crewmembers are detained for quarantine screening of alien organisms. Positive ion bombardment can be used, along with low level radiation and EM therapy to eliminate any viral infections. Special decontaminating gel can also be used in special situations to remove any external parasites and bacteria.

[[BEGIN SIDEBAR]]

Dr. Phlox's Sickbay

The charismatic Dr. Phlox has already established himself as a skilled doctor, but many consider his treatments to be somewhat "unconventional." The good doctor keeps a variety of animals in his sickbay for treating any number of illnesses, such as an osmotic eel to assist with dermal regenerating. Use the following table to randomly build your own collection of medicinal life forms to spruce up any mundane sickbay.

Roll 2d6 for each column and combine the results. If you want to really startle a patient, simply add the word "treatment" behind whatever you roll. ("This will require some lymphocytic leech treatment.")

Roll	Term 1	Term 2
2	Denobulan	eel
3	Pyrrhian	bat extract
4	Altairian	leech
5	Vulcan	marsupial
6	Rigellian	ferret dung
7	megaloblastic	squid

8	osmotic	pollen spores
9	phlebitis	ear wax
10	lymphocytic	feline dander
11	ecchymosis	fungus
12	rhinorrhoea	egg droppings

[[END SIDEBAR]]

<4>Spatial Torpedoes

As Starfleet engineers continue to work on a number of radical new weapon systems, the spatial torpedo continues to be the mainstay of long range tactical weapons. Using a fusion warhead and self-propelled with an advanced remote guidance system, the spatial torpedo delivers its explosive charge on target to inflict damage. Targeting is exceptionally important, for should the torpedo hit its target at an improper angle, it may fail to detonate or result in negligible damage, especially against shielded targets.

The NX-class starship is equipped with four forward-firing torpedo launchers and two aft-firing launchers. These launchers can also be used to deploy remote sensors probes which use the same basic targeting system and casing as the torpedo.

The spatial torpedo is a good long-range weapon and has the benefit that due to warp sustainer fields can be fired at warp speeds.

<4>Transporters

Transporters have been available for a number of years, but the NX-class carries the first organically-approved transporter. Meaning, the first transporter certified for human use although many crewmembers prefer the use of a shuttlepod when possible.

The transporter still operates similarly to its future cousins but with a greatly reduced range of only 1,000 km. Twenty-second century transporter phase discriminators are less sensitive, making transports during adverse conditions potentially dangerous, resulting in the inadvertent integration of contaminants.

<4>Warp Drive

The pride and greatest achievement of the NX-class is its Warp Five engine, capable, as the name suggests, of propelling the vessel at the incredible speed of warp five. Once where a journey would take months, the NX-class can be there in mere days.

The warp drive relies on colliding matter and antimatter in a controlled reaction and funneling the resulting plasma through manifolds and accelerators to the warp coils to generate a stable warp field. The new warp five engine is able to do this with only a 12% loss of efficiency due to new refinement techniques in dilithium crystal orientation and plasma flow. With further research Starfleet hopes to have even faster engines in the years to come.

Most Earth vessels during this time are limited to warp 2 or less. In fact, many space cargo transports can only travel at warp 1.8. The Vulcan's *Surak*-class cruiser can reach speeds of up to warp 7, but unfortunately they are unwilling to share this technology.

[[BEGIN STARSHIP TEMPLATE]]

NX-CLASS

Production Data

Origin	Starfleet
Class and Type	NX-class Cruiser
Year Launched	2151

Hull Data	
Structure	25
Size/Decks	5/7 decks
Length/Height/Beam	225/29/136 meters
Complement	82
Operational Data	
Atmosphere Capable	Yes
Transporter	1 standard
Cargo Units	60
Shuttlebay	1 av
Shuttlepods	4 size worth
Grapplers	2 fv
Separation System	No
Sensor System	Mark II (+2/C)
Operations System	Mark II (B)
Life Support	Mark III (C)
Propulsion Data	
Impulse System	Mark III (.6c) (B)
Warp System	Mark V (Warp 2/4/5) (B)
Tactical Data	
Phase Cannons	Mark I (x3/B)
Penetration	3/3/2/0/0
Spatial Torpedoes	Mark III (x3/B)
Penetration	2/2/2/0/0
Polarizing Generators	Mark III (C)
Protection/Threshold	12/1
Miscellaneous Data	
Maneuver Modifiers	+2 C, +0 H, +2 T

Traits

Launched in 2151, the NX-class starship *Enterprise* was the first Earth starship equipped with a warp 5 warp drive, capable of taking mankind further than they had ever been before. The product of several decades of work, the warp 5 engine heralded a new age of exploration for Earth and Starfleet.

The success of *Enterprise* on her maiden voyage also served as a testing platform for a variety of other new enhancements. The NX-class was the first starship to carry a transporter certified for organic (humanoid) use, as well as the mounting of phase cannons and advanced spatial torpedoes. While shield technology was still being developed, the NX-class relied on polarizing the ship's hull plating to help enhance her defensive and structural capabilities.

Currently three other NX-class starships are under construction and expected to launch within the next year.

U.S.S. Enterprise, prototype, commanded by Captain Jonathan Archer, the first starship to bear the historic name, launched 2151, Flagship.

[[END STARSHIP TEMPLATE]]

[[BEGIN STARSHIP TEMPLATE]]

Class J/Y Freighter

Production Data

Origin	Earth Space Forces	
Class and Type	J-Class Freighter	Y-Class Freighter
Year Launched	2120	2139

Hull Data

Structure	20	20
Size/Decks	5/5	5/4
Length/Height/Beam	120/35/50 meters	132/27/55 meters
Complement	30	25

Operational Data

Cargo Units	400 in six containers	500 in eight containers
Transporter	No	2 cargo
Shuttlebay	1 fd	1 fd
Shuttlepods	2 size worth	2 size worth
Separation System	Yes (cargo containers only)	Yes (cargo containers only)
Sensor System	Standard (0/A)	Mark I (+1/B)
Operations System	Standard (A)	Standard (A)
Life Support	Standard (A)	Standard (A)

Propulsion Data

Impulse System	Mark II (.5c) (A)	Mark II (.5c) (A)
Warp System	Mark II (Warp 1/1.2/1.5) (A)	Mark IIc (Warp 1/1.4/1.8) (A)

Tactical Data

Plasma Cannons	Type I (A)	Type II (A)
Penetration	1/0/0/0/0	2/0/0/0/0
Hull Plating	None	None
Protection/Threshold	10/0 (NA)	10/0 (NA)

Miscellaneous Data

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

The Earth cargo ships over the past half century have slowly evolved as humanity has ventured further and further into space, but the limiting factor of warp two beyond their reach has always made the life of a 'boomer' a difficult one. With transport runs measured in months, cargo ships continue to be a necessity in order to transport goods to distant colonies and worlds.

The J and Y class freighters are two examples of the design lineage over the years, both being proven and successful vessels. Each uses a modular design, with external cargo holds attached to a single spine that runs down the centerline of the vessel. In the case of the J class freighter, three cargo containers are found on each side, eight on the Y-class. Nether vessel have many amenities beyond what is necessary to maintain the health of the crew over a long haul.

Because of the vast distances involved, valuable space on these cargo vessels are taken up by redundant systems to preserve and protect the cargo, because should anything go wrong, help is rarely nearby. Making matters worse is the rampant piracy sometimes found on certain runs. Fortunately, a few brave crews are willing to take the risk in exchange for a larger share of the profits, but make no mistake—the boomer’s life is far from glamorous. Stuck on board for nearly a year at a time with no stops to visit nearby planets or to hold over for rest, crews of Earth’s cargo vessels are a tightly-knit group. They watch each others backs and dispense justice in their own unique manner.

The Y-class is notable for being the first to install simple cargo transporters. These transporters can not be used for organic items, but can assist with the debarkation of goods where a station or similar base are unavailable in orbit. Unfortunately these transporters have limited capabilities (can only transport 1 cargo unit at a time) and are expensive to maintain. Most Y-class transports in service don’t have functional transporters anymore, or they have been ripped out to make room for more useful components.

E.C.S. Aurora, E.C.S. Elemental, E.C.S. Fortunate, E.C.S. Horizon, E.C.S. Northstar

[[END STARSHIP TEMPLATE]]

[[BEGIN STARSHIP TEMPLATE]]

Raptor-class

Production Data

Origin	Klingon Empire
Class and Type	<i>Raptor</i> -class Scout
Year Launched	2142

Hull Data

Structure	30
Size/Decks	4/3 decks
Length/Height/Beam	105/22/37 meters
Complement	12

Operational Data

Atmosphere Capable	Yes
Transporters	No
Cargo Units	20
Shuttlebay	None
Tractor Beams	1 av
Separation System	No
Sensor System	Mark I (+1) (B)
Operations System	Mark II (C)
Life Support	Mark II (C)

Propulsion Data

Impulse System	KID Type IIb (.6c) (B)
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Warp System KWC Type IV (Warp 3/3.5/4.5) (C)

Tactical Data

Disruptor Cannons KDC Type III (x2/B)

Penetration 3/3/2/0/0

Photon Torpedoes KTP Type II (x2/B)

Penetration 3/3/3/3/0

Hull Plating KDP Type II

Protection/Threshold 12/0

Miscellaneous Data

Maneuver Modifiers -1 C, +3 H, +0 T

Traits Battle Tested

As with most Klingon vessels, very little is known about the *Raptor*-class from the Vulcan databanks or via firsthand experience. The small scout vessel is designed for short and medium range reconnaissance and swift attacks. Although small and lacking in any substantial defensive qualities, the *Raptor* does have some offensive capabilities and can be quite effective when used to strike quickly. Too small to have Klingon shield technology installed on her power grid, the *Raptor* relies instead on reinforced hull plating to press the attack. Vulcan starships have measured the *Raptor* traveling in excess of warp four, although their definitive top speed is still unknown.

Starfleet captains would be well advised to give all Klingon vessels a wide berth, especially considering the fact that they are armed with what have been termed, 'photon torpedoes'; a significant offensive weapon.

[[END STARSHIP TEMPLATE]]

<1>Characters

<2>Captain Jonathan Archer

Species: Human

Species Abilities: Adaptable (+2 to Will); the Human Spirit; Skilled

Attributes: Agl 8 (+1), Int 10 (+2)*, Per 10 (+2)*, Prs 9 (+1), Str 8 (+1), Vit 8 (+1)

Reactions: Quik +3, Savv +1, Stam +1, Will +4*

Profession(s): Starship Officer (Command)

Professional Abilities: Commanding Presence, Intrepid, Starship Duty

Advancements: 22

Skills: Athletics (Swim) +4, Computer Use (Retrieve) +4, Engineering: Systems Engineering +2, Engineering: Propulsion Engineering (Warp Engines) +4, Enterprise: Administration (Starfleet) +4, First Aid +2, Influence +2, Inquire +2, Investigate +3, Knowledge: Culture (Human) +5, Knowledge: History (Human) +5, Knowledge: Law +2, Knowledge: Specific World (Earth) +5, Language: English +5, Negotiate (Mediate) +3, Observe +1, Persuade (Oratory) +3, Ranged Combat: Energy Weapons +4, Repair +2, Science: Space (Astronomy) +3, Sport (Water Polo) +5, Survival (Desert) +2, System Operation (Command) +5, Tactics (Space) +4, Unarmed Combat: Brawling +4

Edges: Bold, Command 2 (Captain of *U.S.S. Enterprise*), Promotion 5 (Captain), Resolute

Flaws: None

Health: 9

Courage: 5

Renown: 15

<2>Subcommander T'Pol

Species: Vulcan

Species Abilities: Skill Focus (Keen Hearing), Psionic, Enhanced Rapid Healing, Nerve Pinch

Attributes: Agl 9 (+1), Int 11 (+2)*, Per 10 (+2)*, Prs 6 (+0), Str 10 (+2), Vit 9 (+1), Psi 4 (+0)

Reactions: Quik +2, Savv +2, Stam +*2, Will +2

Profession(s): Starship Officer (Science)

Professional Abilities: Field Research, Journeyman, Rounded (Tactics), Science Tech, Scientific Protocols, Starship Duty

Advancements: 19

Skills: Athletics +2, Computer Use (Retrieve) +8, Construct (Electronics) +5, Engineering: Propulsion Engineering (Warp Engines) +2, Engineering: Systems Engineering (Computer Systems, Sensor Systems) +5, Investigate +9, Knowledge: Culture (Vulcan) +5, Knowledge: History (Vulcan) +5, Knowledge: Specific World (Vulcan) +5, Language: English +3, Language: Vulcan +5, Observe +2, Ranged Combat: Energy Weapons +3, Repair (Computer Systems) +5, Science: Life Science (Exobiology, Microbiology) +6, Science: Physical Science (Physics) +4, Science: Planetary Science (Geology) +4, Science: Space Science (Astrophysics, Stellar Cartography) +8, Survival (Desert) +2, System Operation (Computer Systems, Sensors) +8, Tactics (Space) +3, Unarmed Combat +3

Edges: Command 1 (Chief Science officer on U.S.S. Enterprise), Meticulous, Promotion 3 (Subcommander), Suit Trained

Flaws: Arrogant

Health: 11

Courage: 3

Renown: 8

<2>Commander Travis "Trip" Tucker

Species: Human

Species Abilities: Adaptable (+2 to Savv); the Human Spirit; Skilled

Attributes: Agl 8 (+1), Int 10 (+2)*, Per 9 (+1), Prs 10 (+2)*, Str 7 (+0), Vit 8 (+1)

Reactions: Quick +1, Savv +*4, Stam +1, Will +2

Profession(s): Starship Officer (Engineer)

Professional Abilities: Engineering Certification, Engineering Expertise (Propulsion Engineering (Warp Engines)), Jury-Rig, Starship Duty, System Overhaul

Advancements: 15

Skills: Athletics +2, Computer Use (Encryption) +6, Construct (Electronics) +5, Engineering: Propulsion Engineering (Warp Engines) +7, Engineering: Structural Engineering (Spaceframes) +5, Engineering: Systems Engineering (Power Systems, Weapon Systems) +7, First Aid +1, Gaming +2, Investigate +2, Knowledge: Culture (Human) +5, Knowledge: History (Human) +5, Knowledge: Law (Starfleet Regulations) +3, Knowledge: Specific World (Earth) +5, Knowledge: Trivia (Lt. Malcolm Reed) +1, Language: English +5, Ranged Combat: Energy Weapons +3, Repair (Computer) +7, Science: Physical Science (Physics) +4, Sport (Football) +2, Survival +2, System Operation (Engineering, Transporter) +7, Unarmed Combat: Boxing +3

Edges: Bold, Command 1 (Chief Engineer of the *U.S.S. Enterprise*), Promotion 4 (Commander), Suit Trained

Flaws: None

Health: 9

Courage: 4

Renown: 6

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