**CLASS**

**M**

**LOCATION**

In Federation space, near the original Romulan Neutral Zone. Roughly four days away from Starbase 173, at Wrap 3.

**MOONS / RINGS**

2 moons, similar is size to Luna. Both Class-F.

<table>
<thead>
<tr>
<th>MASS</th>
<th>1.2</th>
</tr>
</thead>
<tbody>
<tr>
<td>DENSITY</td>
<td>Earth-like (1)</td>
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<tr>
<td>DIAMETER</td>
<td>1.04</td>
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<tr>
<td>GRAVITY</td>
<td>1.04G</td>
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<tr>
<td>DAY LENGTH</td>
<td>20 Earth Hours</td>
</tr>
<tr>
<td>AXIAL TILT</td>
<td>6 degrees</td>
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</table>

**CLIMATE**

The climate of Strarvis is one of most unique on any Federation planet. While the actually planet it’s self is only slightly larger that Earth, when viewed from space, Strarvis would appear to be a massive gas-giant. St least at first glance.

This is do the unusual configuration of the atmosphere surrounding the planet. While many planets in the Federation have an atmosphere thicker than that of Earth, and sometimes very much so; only Strarvis seems to take this very literally. It almost seems that the hard rock of the actual planet may have been swallowed up at some point by some type of gas-giant of some other phenomenon.

The atmosphere of Strarvis is made up of nitrogen, oxygen, and heavy traces of argon, and carbon dioxide. The planet has a very heavy covering of clouds over the entire planet from the exosphere down to the lower troposphere. The solar energy of the blue star of Strarvis barely penetrates the atmosphere, resulting in dull surface light on the planet, as well as below-normal temperatures over the whole planet.

The best one can hope for on the surface of Strarvis is the equivalent of a cloudy, rainy day on Earth.

And yet many forms of vegetation grown, and thrive there. For this reason, the atmosphere is breathable to most humanoids, despite the high levels of carbon dioxide present. There is an ever-present smell in the air, that makes the air seam stale, and the thickness of the atmosphere can, sometime be stifling; espicially to humans, and even more so to Vulcans.

Humans must ware some type of breathing apparatus for the first few months on Strarvis, or suffer a -3 penalty to all Stamina tests made on the surface of the planet. All Vulcans must ware such a device to function on the surface no matter how long they have been on the planet.

The most striking feature of Strarvis is, undoubtedly, the weather. There is a constant 40% to 60% chance of rain, or even thunderstorms anywhere on planet, at any time. And is not unheard of for large sections of the planet to experience a 90% to 100% chance of rain for as much as 4 days strait. This can go on for a week, or more, depending on the conditions in the lower atmosphere.

High velocity thunderstorms, and high winds dominate the atmosphere. And this can, often, produce powerful ball-lightning, capable of doing 2d6 damage to the hull of a starship, or shuttlecraft.

Standard shields, and hull-plating can absorb some, or most of the damage.

Due to the extreme weather conditions withing the clouds over Strarvis, flying a shuttlecraft, or any atmospheric craft is virtually impossible.

To fly in the atmosphere of Strarvis will require a System Operations (Flight Control) skill of +5 or higher, as well as the Flight Control Professional Abilities of Atmospheric Craft, and Evasive Maneuvers.

Even so, the skill test to fly in the Strarvis skies carries a TN20.

**ATMOSPHERE**

**COMPOSITION**

Nitrogen (76%) / Oxygen (22%)

**THICKNESS**

Thick (105%)

**TRACE COMPONENTS**

Carbon Dioxide, Argon
GEOGRAPHY / TERRAIN

The surface of Strarvis has two large seas of salt-water, one inland sea on the third continent, comprised of fresh water; and numerous lakes, streams and rivers on all the major continents.

Aside from one long mountain ranges on the second and largest continent, the surface of Strarvis is made up of grasslands, steppes, and low-lying hill country. There are also three long expanses of rain-forest spread across the three continents. Despite the cooler temperatures that prevail on Strarvis, the high volume of moisture in the air allow for accelerated plant-growth on a large scale.

There are two smaller continents, and several islands with similar terrain profiles.

At the planets northern pole, there is also a medium-sized continent and a few small islands. This polar region has several snow-capped peaks, and an extensive coniferous forest, with trees that look astoundingly like Terran pines, spruces and larches.

LIFE FORMS

There are no indigenous humanoid lifeforms native to Strarvis. But there are plenty of both flora and fauna.

The four most well-known forms of wild life known to off-worlders are:

Longhog
Form: Animal, Diet: Herbivore, Feeding Habits: Gatherer
Size: Med. (1.6M long)
Attributes: STR 6 (0), INT 1 (-3), AGL 1 (-3), VIT 4 (0), PRE 1 (-3), PER 4 (0)
Reactions: QUIK +1, SAV -1, STAM 0, WILL +1
Movement: 6M / 10M / 40KM
Defense: 4, Health: 4, Wound Levels: 5
Skills: Athletics (Run) +3, Observe +3, Survival +4, Unarmed Combat (Natural Weapons) +3
Special Abilities: Natural Weapon (Tusks 1d6)
TN Equivalent: 4

An animal roughly the size of a Terran warthog, but with a more docile disposition. The Longhog has a short coat of brown fur, a soft yet tough hide, and a prehensile trunk similar to a Terran elephant.

Cloudbat
Size: Med. (2M Wingspan)
Attributes: STR 6 (0), INT 3 (-1), AGL 18 (+5), VIT 4 (0), PRE 1 (-3), PER 7 (0)
Reactions: QUIK +8, SAV 0, STAM +2, WILL 0
Movement: 8M / 40M / 10KM; Flying 24M / 180M / 40KM
Lifting/Carrying Capacity: 76 (Oral Lifting 4 / 15 (Light Load)
Defense: 12, Health: 3, Wound Levels: 4
Skills: Athletics (Dive) +8, Observe +5, Stealth +6, Survival +4, Unarmed Combat (Natural Weapons) +5
Special Abilities: Evasion, Extraordinary Sense (Keen Smell / Double Perception Range), Flying, Natural Weapons (Claws 1d6+3, Fangs 1d6+1), Speed
TN Equivalent: 12

A large flying rodent, similar to a Terran bat, but the size of a hawk, or a falcon. They are carnivorous, and hunt in packs of between 3 and 6 creatures. They are capable of carrying even large prey the size of a Longhog, or even a small humanoid back to their caves in the mountains. They seem to be able to avoid the lightning for the most part. And that been at least one account of a Starfleet officer, a young Andorian, being attacked and killed by a pack of Cloudbats.

Smallbear
Form: Animal, Diet: Omnivore, Feeding Habits: Gatherer
Size: Med. (1.7M tall)
Attributes: STR 8 (+1), INT 2 (-2), AGL 5 (0), VIT 9 (+1), PRE 5 (0), PER 2 (-2)
Reactions: QUIK +4, SAV -1, STAM +3, WILL +2
Movement: 8M / 20M / 60KM
Defense: 6, Health: 10, Wound Levels: 4
Skills: Athletics (Climb, Jump) +7, Observe +2, Stealth +2, Survival +6, Unarmed Combat (Natural Weapons) +4
Special Abilities: Armor (Fur, deflects 2 dmg), Ferocious (when with young), Extraordinary Sense (Chemo-reception)
Natural Weapon (Bite & Claws 1d6+3)
TN Equivalent: 4

As the name implies, a small version of a Terran brown bear. Roughly 1/3 the size of the Earth equivalent; with a flared snout, wide-spaced yellow eyes, and a log coat of red or orange fur. Easily domesticated, there are Smallbears in many a Klingon, or Romulan home. Unfortunately, several Smallbears have been poached off the planet, for various and usually unsavory activities such as a “canned hunt”.

All of the animals were named by a Federation anthropologist of Native American ancestry; and their original names were given in Arapaho before being translated into Federation Standard for further translation into Romulan, and Klingon.

Pachyrex
Form: Animal, Diet: Carnivore, Feeding Habits: Chaser/Pouncer
Size: Huge (15M long)
Attributes: STR 22 (+8), INT 4 (0), VIT 24 (+9), PRE 10 (+2), PER 6 (0)
Reactions: QUIK +4, SAV -3, STAM +8, WILL +3
Movement: 48M / 320M / 80KM
Lifting/Carrying Capacity: 440 (Oral Lifting 44) / 110 (Light Load)
Defense: 8, Health: 32, Wound Levels: 8 (4 levels, Healthy)
Skills: Athletics (Swim, Jump) +7, Observe (Listen) +4, Survival +9, Unarmed Combat (Natural Weapons) +7
Special Abilities: Armor (Heavy hide deflects 7 dmg, Blubber deflects 4 dmg), Sensory Ability (Ultrasonic Hearing), Ferocious, Natural Weapon (Jawplates 6d6+8)
TN Equivalent: 25

A gigantic salt-water fish easily larger than any similar animal ever seen on Earth. The Pachyrex can tear apart a Federation
shuttlecraft with it’s serrated jawplates which the fish uses to grind up food. The Pachyrex bear a striking resemblance to the prehistoric Terran Dunkleosteus, although it is larger, still.

Even with the technology available in the 24th century, it seems impossible to capture a Pachyrex. And the animal is so extremely predatory that any type of close examination is simply out of the question.

There are also numerous forms of plant-life on Strarvis. Some of which are able to be eaten, and can be most nutritious and sustaining. But, at least one verity of plant-life on the planet can be very deadly.

**Strarvian Zamio**
All so called the Carcinogen Plant or Carcinogen Weed. The sap in the stems and leaves of this plant are known to cancerous tumors in the stomach and digestive system of must humanoids. Humans, Betazoids, and Vulcans seem to be the most susceptible to the effects.

**Zamio Sap Poison**
Type: Ingested. Onset: 2d6 days. Potency: +6TN. Treatment: +3TN (success negate the effects of ingesting the leaves or stems of a Zamio Plant).

If the sap in actually eaten, and allowed into the system untreated; the subject will begin to experience rapid tumor growth in the GI tract. The tumors are malignant, and must be removed surgically or treated with contemporary medical methods.

**Sap Poison Tumors**
Onset: 2d6 weeks. Potency: +12TN. Diagnosis: +7TN. Treatment: +9TN. Effect: The victim suffers from the effects of cancer. Each physical attribute (Strength, Agility, Vitality) loses on point each 1d6 weeks, as well as the victim suffering 1d6 damage each 1d6 days. The victim must also make a Stamina reaction tests each day, to deal with the pain.

**DEMOGRAPHICS**
A lone Federation base that boasts between 500 and 800 people depending upon the current size of the official crew compliment of the planetary base, as well as the number of civilians on the base.

There are also at least three well-known “camps” on the surface that serve a rouge-element of Free Traders, pirates, and smugglers. The commanders of the Federation base do their best to keep this situation from getting out of hand.

There is also a small Klingon based on the planet. Built, and maintained with a full contingent of Klingon military personnel during the Dominion War; this base is still maintained with a minimal crew as a check-point and weigh station.

**CIVILIZATION**
With no indigenous population on the planet, Strarvis is a cross-section of components of the various civilizations that are representative of the people who live on the planet.

Federation citizens, people from the Klingon Empire, Romulans, Cardassians, Ferengi, and many others have put down roots on Strarvis. Usually due to the requirements of military service, or to ply what ever trade they perform.

There is a strong criminal element on Strarvis; but both Federation and Klingon authorities seem capable of keeping this under control.

**RESOURCES**
There are several medical herbs exported from Strarvis on a regular basis, bound for either the Federation or the Klingon Empire.

Strarvis is one of few planets with a sizable amount of trilithium ore reasonably close to the surface of the planet. There are two trilithium ore mining operations on the planet, overseen by the Klingon Empire. There is also a Klingon prison located close to one of the ore-mines, and the prisoners are forced to work in the mines on a daily basis.

To deal with the erratic atmospheric conditions on the planet, Starfleet Engineers at the planetary base there designed the atmospheric craft known as the Straravis CloudSkiff. The CloudSkiff, first in use by 2370, was also used aboard a few Federation starships to deal with unusual atmospheric elements.

Generally unknown by non-Starfleet personnel on the planet; there is a tall pylon on the planet, near the Federation base. Inside this pylon, is an Iconian gateway. With strict regulations against using the gateway for any purpose; the Starfleet personnel at the base are charged with protecting the gateway. This is the true reason the Federation base was built, and in manned to this day.