

STAR TREK ROLEPLAYING GAME

All The King's Horses



A Post-DS9 Adventure
For Starfleet

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and

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Introduction

"All The King's Horses" is an adventure for use with the *Star Trek: Role playing Game* by Decipher. It is suitable for a crew of 2-6 players playing a Starfleet crew during the Motion Picture era. With some modification, this adventure could be adapted for other crews and other eras.

Narrators will require the use of the [Star Trek: Player's Guide](#), [Star Trek: Narrator's Guide](#), and may require the use of the [Star Trek: Starfleet Operations Manual](#) in running this adventure. A number of pre-generated characters are available at the end of the mission. Alternately, players may substitute their own characters with the approval of the Narrator.

The adventure takes place near the edge of explored space in the year 2387. Players who wish to take part in this adventure should not read any further.

Adventure Synopsis

The Federation starship U.S.S. *Montpelier* visits a Class M world (Hera Denatra IV) in answer to a garbled call from an observation team working amongst the pre-industrial civilization native to that world. Once in orbit, *Montpelier* monitors the approach of a comet which may graze the atmosphere.

The local population is going slightly nuts about the "coming apocalypse" (the comet), but the "end of civilization" becomes much less far-fetched when the heroes realize the comet is loaded with cyano-sarium particles, which will poison much of the planet's surface and ecology. The question now becomes, "Do the heroes violate the Prime Directive?"

*One minor note: the comet core is composed primarily of a sarium alloy. Once fired upon, the comet will absorb a certain amount of energy, then explode violently if fired upon.

Recommended Date/Season/Stardate:

2387/ Post-[Star Trek:Nemesis](#) /SD 64476.7

Setting:

Hera Sector- Deep space near the edge of Federation-charted territory.

Background:

Hera Donatra system is one of seven in the remote Hera Sector, near the edge of Federation space. Little is known about the sector, as it has been charted, but never fully explored.

After a brief survey by the U.S.S. *Pioneer*, in 2365, a small survey team was landed in 2386 to monitor and investigate Donatran society and development. The team has been in place for almost 32 months without incident.

Additional Materials:

A Seventh Fleet Scoring sheet has been included to provide neutral benchmarks which allow this adventure to be scored for tournament play.

ACT ONE

Standard Orbit and Preparations.

The adventure should open in media res with [Handout #1 \(Captain's Log\)](#).

Montpelier has slowed to sublight at the edges of the Hera Donatra system en route to planet 4. Before making orbit, the crew must take appropriate precautions. Doctor Ravenwood recommends that the crew reconfigure *Montpelier's* shields to block light to prevent her detection. Although the society is comparatively primitive, there is a small, but growing cadre of astronomers among the natives.

According to his experiences, the Donatrans are beginning to look to the stars and to ask the questions that eventually drove the humans into the stars.

Should any of the heroes ask, they should receive [Handout #2 \(Sociological Profile\)](#).

As *Montpelier* coasts into orbit, a TN 10 *System Operation (Sensors, Tactical, or Ops)* test will reveal a visitor also approaching the planet.

There is a Class 3 comet approaching the planet- roughly egg shaped and approximately 2500 meters in diameter. A TN 10 *System Operation (Sensors)* test will earn the heroes [Handout #3 \(Comet Analysis\)](#). A TN 10 *Space Science (Astrogation)* test will confirm that the comet will pass within 100,000 kilometers of the planet, but gravitic forces are so carefully balanced that it will require more study to determine whether or not it will actually impact the planet. The closest point of approach to the planet should be sometime in the next thirty-six hours.

As to the observation post below, there is no answer to the heroes hails, and sensors indicate no lifesigns or power readings at the observation post. Denatran lifesigns are close enough to human standard to make scanning for the anthropology teams difficult. Because the Donatrans are not considered especially violent and the assignment was deemed safe- neither scientist was fitted with rubindium crystal transponders or other tracking devices (they refused).

Because of Prime Directive considerations, the heroes should don suitable costumes before beaming to the surface, and consider carefully just what gear and equipment they're taking.

The Marketplace

Beaming into the capital, the heroes and Doctor Ravenwood discover the place in a cheerful turmoil. There is much revelry and abandon (as well as looting and pillaging) going on. A street preacher can be seen "crying repentance" as passers-by pelt him with garbage and rotting vegetables. Should they manage to engage any of the locals in discussion, the heroes learn that local population is going slightly nuts about the approaching comet. Most of the population is convinced it's the "end of the world", while others are simply enjoying the resulting anarchy.

Many shops and places of business are closed- but the pubs and brothels appear to be doing brisk business. Apparently the local religious leaders have (however inadvertently) declared a 25-hour Bacchanalia- a sort of "last fling" before the final twelve-hour fasting and repentance period. "Victimless" sins (those vices which cause no harm to persons or property) have been obliquely allowed- meaning that drunkenness, debauchery, womanizing, gluttony, and other "harmless" mischief are on the menu for another day or so.

Away team members on the surface should be confronted by (and even propositioned by) drunken revelers, half-potted fools, and assorted thieves, pick-pockets, and other assorted merry-makers.

The Observation Post

Assuming they reach the Observation Post unobserved (or at least unmolested), the discover the ruins of a two-story Tudor-style manor/inn (the sort of thing you'd expect Shakespeare to have lived in). The back gardens (if the heroes make their approach from that venue) are extremely well-kept and demonstrate a certain degree of industry and attention. The rear door and windows remain sealed.

The front outer door and windows, on the other hand, are all shattered by mob action and the interior has been gutted by fire. The upper floor has partially collapsed into the ground floor, and much of the ruin is still smoldering- and too hot to enter.

There is no sign of the anthropology team- but a number of low-level power sources can (barely) detected in a sealed vault near the stone foundations in the basement.

Nearly all of the team's equipment is stored here, and their notes are intact. Unfortunately, the ruins of the post's subspace radio are also nearby- smashed, gutted, and burned.

The Bauble

As the heroes exit the ruins of the outpost, they are accosted by a small gang of toughs/ruffians lurking nearby. Half-drunk, belligerent (and none-too-bright to begin with) these locals will laugh at and perhaps even taunt the heroes demanding to know if they were friends of the Masons. One particular punk can be seen wearing platinum circuit relay stolen from the Mason's subspace radio.

If the heroes play it properly, they can learn that the Masons earned the wrath of the Canter (a local religious leader roughly comparable to a Bishop). He had proclaimed that the appearance of the comet was the fulfillment of prophecy- but the Masons publicly argued that this was NOT the end of the world- simply a comet passing through the system. They were arrested for heresy, and David Mason was killed when the house was assaulted and looted. Mrs. Mason was hauled off to be burned as a witch- but the thugs don't know to where.

The Fight

If the heroes give them any excuse to do so, the toughs will attack the landing party. Their official justification (should anyone ask) is that the heroes were speaking blasphemy and they (the toughs) thought the heroes were witches as well. The real justification is far simpler- they're bullies and cowards and the end of the world is at hand.

The fight- once it's joined- should be

relatively short. The thugs are using basic brawling and no tactics. They should be no match for trained Starfleet officers using cooperative tactics.

There should be at least three more thugs than landing party members, and when all but two of their number have fallen, the rest will scatter, trying to get away.

Optional Scene- The Chase

If the heroes decide to give chase, the surviving thugs will attempt to lose the heroes by splitting up and then ducking down an alley way. The chase starts out at 10 meter range. Each round, each side should make an *Opposed Athletics* test (the thugs get a +8 to this test because of their familiarity with the terrain). A matched result means the distance between pursuer and target remains the same. For every five points of difference between the two rolls, the pursuer may close the distance (or the target may open the distance) by one meter.

The chase ends when the pursuer catches his target, the range is opened to twenty meters, or the pursuer calls off the chase.

Shelter

Once the fight is concluded, a TN 5 *Observation* or *Alertness* test will reveal a young boy- perhaps ten or eleven years old- leaving the scene and running to a neighboring house.

If the heroes follow the boy, they wind up at the home of a middle-aged neighbor woman named Mrs. Hafferty, a friend and neighbor of the Masons.

Unlike more of their suspicious neighbors, Hafferty is a dreamer and a frustrated scholar. A woman of some means, Hafferty has spent much of those means on books and a fairly effective telescope- and she and the Masons grew to be quite close. If needed, Hafferty or her servant boy Bolan can serve as a guide to the away team in locating and liberating Mrs. Mason.

ACT TWO

The Comet

An in-depth analysis of the comet (whenever it is undertaken) and the appropriate skill test (a TN 10 *Space Science (Astrophysics)*, *Planetary Science (Cosmology)* or *System Operation (Sensors)* test) should earn the heroes [Handout #3 \(Comet Analysis\)](#).

An Extended TN 50 *Space Science (Astrogation)* test (each test takes five minutes of calculation) is needed to confirm that the comet will at least graze the atmosphere of Donatra IV. There's also a chance that the comet will break up and actually impact the planet surface. Because the tidal forces (gravity) involved are so delicately balanced, it's impossible to say precisely whether a near miss or a crash will be the final outcome. *Planetary Science (Ecology)*, *Life Science, Medicine*, and *Physical Science (Chemistry)* tests will confirm that even a graze will cause widespread ecological damage to the planet- spreading cyano-sarium compounds throughout the biosphere. A direct hit would be even more devastating- likely resulting in both mass extinctions and certainly the end of Donatran civilization as it currently exists.

Attempting to shift the comet's course (to avoid the planet) is problematic, at best.

The first major hurdle is the comet's sheer mass. The comet is more than a mile and a half in diameter, and neither *Montpelier's* tractors nor her impulse engines) were designed to move so massive an object.

Further, the comet's crystalline structure is both unstable and very, very fragile. A TN 10 *Structural Engineering* or *System Engineering (Tractors)* test will confirm that any attempt to alter the comet's course using tractor beams (even if they could hope to cope with the mass) would almost certainly cause it to fragment. If the comet's course is to be altered, a way must be found to apply the stress evenly to the entire comet in order to avoid fragmentation.

Attempting to destroy the comet is equally problematic- conventional phasers or even

torpedo blasts will cause the same sort of fragmentation as the tractors. Worse, a TN 10 *Physical Science (Chemistry)* or *System Engineering* test will remind the heroes that sarium compounds are used in Federation power systems to store energy. The cyano-sarium compounds would tend to absorb the energy before exploding violently- making the outcome of a conventional attack extremely unpredictable. If the comet is to be fired upon, a means must be discovered to ensure that the energy is distributed evenly and uniformly and that the comet is vaporized completely.

Finally, there's also the matter of Federation law. Hera Donatra IV is protected by the Prime Directive- any interference in the planet's natural development is a violation of both Federation Law and Starfleet General Orders. In taking any action at all, the characters would be risking a general court-martial and the end of their careers, at the very least.

ACT THREE

Doctor Mason

Whether they locate her by sensor scans or through a native guide, the heroes will need to rescue Doctor Mason, who is being held beneath the Canter's palace.

While somewhat grandiosely named, the "palace" is comprised of four main levels (two above ground and two below).

Having been beaten and rendered unconscious, Doctor Mason is being held in a cell in the lowest level of the "palace" and has had neither food nor water for three days- and is suffering from severe dehydration.

There are a total of eleven persons in the palace, with seven of them on the first and second floors. Two are on the upper level of the basement, and two (one of them Mason) on the lower level- but in separate quarters.

If the heroes choose, they can certainly attempt to "storm the castle", and if they do so with modern weaponry, will win handily- and very likely be court-martialed upon their return. In this instance a more subtle

approach (including using the transporter to beam into the basement levels) would be more effective.

Optional Scene- On the Street*

If (at any time after The Fight above) the heroes move about the city as a group on foot the Narrator may schedule a rematch, of sorts.

Spotting the heroes, one or more of the thugs from the earlier confrontation may spot the heroes and denounce them as a witch, which will provoke a startling and vengeful response from everyone nearby.

In this second confrontation, there should be at least 3d6 bystanders (who will join the mob) and they should be reinforced by 1d6 additional bystanders every minute.

How the heroes handle this predicament is up to them- but the Prime Directive is still in full force.

The mobbers should be armed more with clubs and rocks than with knives or swords, but the Narrator should tailor this encounter as necessary to challenge the characters.

The Narrator is also strongly advised to reward good tactics, good roleplaying and good *Persuade*, *Influence*, and *Negotiate* rolls.

Notes:

Rock Damage: 1d6

Molotov Cocktail Damage 1d6 initial, 1d6 per round until extinguished , 1m radius. (Flames can be extinguished in two rounds with a Stop-Drop-Roll maneuver, or otherwise burn 1d6 rounds.)

Bonfire

If the characters wish to wait (or wait too long), they might also have the opportunity to rescue Doctor Mason at her scheduled execution. Having been condemned as a witch, Mason is brought to a public square, tied to a tall pole, and surrounded by bracken- which is then lit on fire.

Again, how the heroes handle this is entirely at their discretion- but the Prime Directive is in full force and the crowd is at a fever pitch of hysteria.

The odds of a peaceful solution are exceedingly thin. If, on the other hand, the

Narrator hasn't trotted out On the Street (above), now would be a good time to do so.

Optional Scene- Doing it the Hard Way

Should the heroes make a conventional attack on the comet or use their tractor beams, the comet will automatically fragment into 1d6 pieces, and the adventure should be resolved in Chasing Down All the pieces below.

There is another option, however- should the heroes decide to reconfigure their phasers to assure a wider pattern of fire in order to vaporize the comet evenly (as was attempted aboard the U.S.S. *Defiant* in the Deep Space Nine episode "Destiny") they may make a TN 30 *System Engineering (Weapons)* test. The work will require three hours to complete.

Any success will ensure that the comet is vaporized evenly when it is fired upon. A failure, on the other hand will fragment the comet into 1d6 large pieces. A Complete failure will fragment the comet into 1d6X100 pieces. A Disastrous Failure will completely shatter the comet into a largish cloud- whose pieces lack the momentum to escape Donatra's gravity well.

Optional Scene- Blowing it to Smithereenes**

Should the heroes decide to attempt to destroy the comet's, they can do so- but they will need to be very carefully in how they go about this. A conventional attack with phasers or torpedoes will (as noted above) likely cause the comet to fragment (most of which will find their way into Donatra IV's biosphere). By placing a series of photon torpedoes or tri-cobalt devices in the heart of the comet (and detonating them simultaneously), the heroes should be able to vaporize the comet nearly completely.

*The players are advised to **avoid** watching Bruce Campbell's Army of Darkness before playing this encounter.

** With apologies to Yosemite Sam.

This approach will require A TN 20 *Demolitions* or *System Engineering (Weapons)* test. A Marginal success will vaporize 70% of the comet, while each degree of success will add 10% to the vaporization total. An Extraordinary success will complete vaporize the comet.

A failure will fragment the comet into 1d6 large pieces. A Complete failure will fragment the comet into 1d6X100 pieces.

A Disastrous Failure will completely shatter the comet into a largish cloud-whose pieces lack the momentum to escape Donatra's gravity well.

Any surviving fragments will need to be dealt with as outlined in [Chasing Down the Pieces](#), below.

The core of the comet is absolutely frigid and inhospitable (the heroes must wear environmental suits in order to survive), but is also quite beautiful. It glows with a very faint blue light (not quite bright enough to work by) and is essentially a natural cathedral of ice crystals. (Narrators wishing to offer a visual reference might refer to pictures of the Fortress of Solitude from the [Superman](#) movies.

Optional Scene- Adding a New Wrinkle

Should the heroes decide to alter the comet's course, they will find that subtlety is the best approach (as noted above, more brute force applications risk fragmenting the comet).

If they can maneuvering *Montpelier* close alongside the comet, the crew can use the ship's warp drive to create a static warp bubble (and a localized gravimetric distortion) which will subtly alter the course of the comet. If done correctly, the gravimetric distortion can be used to "bend" the comet's course ever so slightly, causing it to miss the planet. This is analogous to rolling a marble down a mattress and steering it by pressing down on the mattress to create dimples.

Unfortunately, this approach will place *Montpelier* in considerable danger. On the one hand, she must be comparatively close to the comet (risking a collision if something

goes wrong) and on the other, she will be pushing her engines at maximum power for an extended period.

Because of the power requirements, *Montpelier* cannot power her shields during this maneuver.

Creating (and adjusting) the distortion will require a cooperative effort from for the crew.

Every round, the following rolls must be made: the Science Officer should make a TN 20 *Space Science (Astrophysics)* test to monitor the comet, its structural stress, and any course alteration.

For each degree of success, the Science Officer may provide the Chief Engineer with a +1 bonus to his *Propulsion Engineering (Warp Drive)* test. Each degree of failure increases the stress on the comet by 10%. Should the stress reach 50%, the comet will automatically fragment into 1d6 pieces.

Also once per round, the helmsman (or conn officer) must make a TN 15 *System Operation (Helm or Conn)* test each round. In the event of a Catastrophic failure, *Montpelier* is in danger of a collision, just as if the comet had fragmented, below.

If this first test was successful, the Helmsman may also make a TN 20 *System Operation (Helm or Conn)* test to alleviate stress on *Montpelier's* engines (as with the Surfing Space-Time professional ability). If this second roll is successful, *Montpelier* gains a +5 to her Reliability check (below).

The last two tests are made by the Chief Engineer, as follows: once per round, the engineer must make a TN 20 *Propulsion Engineering (Warp Drive)* test.

A marginal success increases the course change count by 1. Each further degree of success increases that result by 1 (meaning an Extraordinary success will increase the count by 4). Once the total cumulative count reaches 15*, the comet's course has been altered sufficiently to clear the planet.

A failure or Complete failure to the *Propulsion* test above, on the other hand, results in no change except increased stress on the comet's structure. A Catastrophic failure will cause the comet to fracture into 1d6 large pieces.

As noted above, the Chief Engineer may receive a bonus to this test from the Science Officer's *Space Science* test.

In addition to the *Propulsion Engineering* test above, the *Montpelier* herself must make a TN 10 *Reliability* check against her propulsion system each round. A failure causes one block of damage to the engines. A Catastrophic failure takes the warp drive completely off-line (all blocks checked off), and must be repaired per the rules in the Narrator's Guide.

As noted above, *Montpelier* may receive a bonus to this test from the Helmsman's *System Operation* test.

Because this is (technically) a combat situation, the ship's maneuver bonuses and any bonuses for the Dogfighter and Fighting Captain professional abilities apply to all of these tests.

Fallout

If the comet were to fragment with *Montpelier* in close proximity, the starship is in danger of a collision. To avoid this collision, the Helmsman must make a TN 25 *System Operation (Helm)* test, with a +1 TN penalty for each large chunk of comet. (3 chunks increase the TN by +3). If the helmsman makes the check, *Montpelier* escapes unharmed. If he fails, however, she suffers 1d3 damage as per the Starship Combat Rules in the Narrator's Guide.

Once the comet has passed the planet, the heroes can destroy the comet essentially at will.

Optional Scene- Chasing Down All the Pieces

Once the comet has been fragmented, the options for dealing with it are seriously reduced- and the dangers of *blatantly* violating the Prime Directive increase dramatically. If the comet has been fragmented into only a few large pieces, they can be dealt with through conventional phaser fire. Care should still be taken to maneuver *Montpelier* so that there is always one bit or debris or another between her and observers on the planet.

For each large piece to be destroyed, this

will require a TN 10 *Tactics* test from the Officer of the Deck (the senior officer on deck, Captain, or XO) and a TN 20 *System Operation (Conn)* test. For each degree of success at the Captain's *Tactics* test, the helmsman gains a +1 bonus to his *System Operations* test.

Once in position, the comet fragment may be targeted with a TN 10 *System Operations (Tactical or Phasers)* test.

Any successful hit that does at least 3 points of damage will vaporize the piece. A failure to any of the three rolls destroys the fragment- but the phaser blast could be seen from the planet. The Narrator is advised to roll 1d6 behind his screen (or wherever else the players cannot see) and say, "Hmmm" or otherwise mutter ominously. A Catastrophic failure to any of the three rolls further shatters the fragment into a debris cloud.

Once each fragment has been pulverized down to the "cloud" level, the only sure way to deal with them is to use photon torpedoes set for maximum yield- which virtually guarantees that they will be seen from the surface. Even then, all is not necessarily lost. So long as neither *Montpelier* nor the source of the explosions is detected, the heroes should be "okay".

For each debris cloud to be destroyed, the crew must make a TN 20 *Tactics* test from the Officer of the Deck (the senior officer on deck, Captain, or XO) and a TN 15 *System Operation (Conn)* test. For each degree of success at the Captain's *Tactics* test, the helmsman gains a +1 bonus to his *System Operations* test. As above, the ship's maneuver bonuses and any bonuses for the Dogfighter and Fighting Captain professional abilities apply. Once in position, the fragment cloud may be targeted with a TN 10 *System Operations (Tactical or Photon Torpedoes)* test.*

Resolution

Depending upon how the characters handle the situation, several outcomes are possible. The worst, from a legal/moral standpoint, would be to allow the comet to proceed unhindered. Prime Directive or no, for a Starfleet officer to stand idly by and

witness the death of hundreds of millions of people is unthinkable. In this event, the commanding officer would undoubtedly be court-martialed and drummed out of the service- if not imprisoned. Each of the senior officers would be reviewed and likely demoted- and each would definitely receive a letter of reprimand in their service record.

Everyone aboard the ship would undoubtedly receive the Infamy flaw, as well.

Only slightly better would be the rescue of the planet coupled with a blatant breach of the Prime Directive (such as crashing the *Montpelier* into the surface in full view of half the planet's population).

Better yet (from the legal or moral standpoint) would be the complete destruction of the comet- but with only a minor breach of the Prime Directive (such as *Montpelier* having been clearly seen by the locals).

The best possible resolution, of course, is the complete destruction of the comet and the rescue of Doctor Mason, without any evidence whatever pointing to off-world interference. Given a half-capable crew (and cautious players) this resolution is eminently possible.

One factor that the Narrator needs to keep in mind while adjudicating this adventure is that while there are quite a few telescopes trained upon the onrushing comet, they represent only a tiny fraction of the people on the planet- and even then, these native astronomers are looked at somewhat askance. Like Galileo, they are not likely to be believed if they posit something radical- such as aliens in strange ships shooting beams of light at the comet.

A true breach of the Prime Directive would require concrete- near irrefutable proof- and, quite frankly, a serious effort at incompetence on the part of your players.

*Particularly clever players may also opt to use the ship's transporters to discretely place the torpedoes or even her Bussard collectors to attempt to trap the offending particles. As has been noted in the past, there's more than one way to skin a cat- and more than one way to dispose of dangerous cometary debris.

Rewards:

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

Experience Awards

PCs survived:	100 exp points
PCs shift costumes before heading for the surface:	100 exp points
PCs defeated the thugs in <u>The Fight</u> :	100 exp points
PCs recover equipment cache from observation post:	100 exp points
PCs successfully divert the comet:	1000 exp. points
PCs destroy the comet:	300 exp. points
PCs destroy the comet <u>without</u> polluting the planet:	1000 exp. points
PCs rescue Doctor Mason:	400 exp. points

Renown Awards

PCs survived:	Renown +1
PCs shift costumes before heading for the surface:	Renown +1
PCs defeated the thugs in <u>The Fight</u> :	Renown +1
PCs recover equipment cache from observation post:	Renown +1
PCs successfully divert the comet:	Renown +1
PCs destroy the comet:	Renown +1
PCs destroy the comet <u>without</u> polluting the planet:	Renown +2
PCs rescue Doctor Mason:	Renown +1
PCs brandished off-world/advanced technology or knowledge:	Renown -1 (per incident)
PCs were unnecessarily violent, or fail to prevent such an act:	Renown -2 (per player, per act)
PC actions blatantly violate the Prime Directive:	Renown -3 (per incident)

Optional Renown Results (per Officer):

-6 or less	Officer is court-martialed, Infamy Flaw possible (GM's discretion).
-3 to -5	Inquiry by Starfleet Command, possible reprimand.
0 or -2	Nasty message from Starfleet Command
1	Acknowledgment from Starfleet Command, next assignment.
2 to 4	Acknowledgment from Starfleet Command, well done.
5 or better	Commendation from Starfleet Command (Commendation 1 edge).

Special Victory Conditions

Should the heroes, at any point, decisively confirm the existence of life on other worlds to the Donatrans, they automatically lose this scenario, and will likely face a court-martial upon their return to Starfleet.

(Non-Player Characters)

Doctor David Mason

Doctor David Mason is an experienced anthropologist who served in Starfleet before accepting a position with the Federation Science Council. Mason and his wife Juliann teamed up for a ten-year study of the Onari which later led to First Contact and an eventual petition for Federation membership.

Mason is regarded as a quiet, bookish professional with intense scientific curiosity and a strong empathic understanding of the people he studies.

As unrest over the appearance began to grow, local religious leaders began prophesying the end of the world- that the appearance of the comet fulfills various prophecies about divine judgment and the return of their God, which the Masons countered by proclaiming publicly that this was NOT the end of the world- simply a comet passing through the system.

Outraged, the Canter had the Masons arrested for heresy- and in the ensuing riot, David Mason was killed and Juliann captured.

Age: 47 **Species:** Human **Gender:** Male **Eyes:** Brown **Hair:** Brown

Doctor Juliann Mason

Doctor Juliann Mason is an experienced anthropologist with the Federation Science Council. Mason and her husband teamed up for a ten-year study of the Onari which later led to First Contact and an eventual petition for Federation membership.

Mason is generally regarded as the smarter of the pair, and has a gift for both languages and cultural iconography. She also makes an excellent potato stew.

Age: 38 **Species:** Human **Gender:** Female **Eyes:** Hazel **Hair:** Brown-Blond

Doctor Albert Ravenwood

An experienced anthropologist and xeno-archaeologist, Ravenwood has spent the better part of five decades on a variety of archaeological digs and pre-First Contact observations.

Ravenwood is considered an authority on the Prime Directive, the DeBrune and other pre-Romulan cultures, and has lectured at the Vulcan Science Academy, the Andorian Extra-solar Institute, and Starfleet Academy.

As unrest over the appearance began to grow, local religious leaders began prophesying the end of the world- that the appearance of the comet fulfills various prophecies about divine judgment and the return of their God, which the Masons countered by proclaiming publicly that this was NOT the end of the world- simply a comet passing through the system.

Outraged, the Canter had the Masons arrested for heresy- and in the ensuing riot, David Mason was killed and Juliann captured. She is now being held in the dungeon beneath the Canter's castle.

Age: 65 **Species:** Human **Gender:** Male **Eyes:** Blue **Hair:** Brown

Donatran Rioter-

Slightly shorter and somewhat stockier than the human norm, this individual is living in fear of the end of the world. Good-hearted, but uneducated and superstitious, he tends to categorize things he doesn't understand as witch-craft, and can be swayed by a charismatic leader and demagoguery.

He is prone to sharp, brutal violence- though he will probably regret it

later.

Age 30 **Species:** Donatran **Gender:** Male **Eyes:** Brown **Hair:** Black

Courage: 4 **Advancements:** 3 **Renown:** ?

Str 8(+1) **Agl** 6(+0)* **Int** 5(+0) **Vit** 9(+1) **Prs** 6(+0) **Per** 7(+0)

Quickness +2* **Savvy** +0 **Stamina** +1 **Willpower** +1* **Defense:** 7

Skills: *Armed Combat (Simple Weapons) 4, Unarmed Combat 4, Enterprise: Streetwise 3,*

Craft: Any 2

Edges/ Flaws: *Bloodlust, Weak-willed*

Handouts:

Handout #1: Captain's Log

Captain's Log: Stardate 64476.7:

"U.S.S. Montpelier now arriving in the outer reaches of the Hera Donatra system, in response to a garbled call from an anthropological research team stationed on Hera Donatra IV. Doctors David and Juliann Mason are on a four-year survey, monitoring and analyzing Donatran culture.

The Donatrans are very-nearly human norm, and remain a fractured, divided society with several nation-states scattered across the planet. Technologically, the society is Level 3- roughly comparable to late 17th or early 18th century Britain- clockwork mechanisms, muskets and primitive firearms, and very rudimentary steam engines. Like Earth of the same era, the Donatrans are on the verge of a cultural and scientific renaissance- but there is still much ignorance and superstition. The Masons have been assigned to the national-state of Dolin to monitor this fascinating period in the Donatran's cultural development.

Approximately two weeks ago, Starfleet received a very brief and indecipherable message from the Masons- who have not responded to subsequent hails. Starfleet Command has ordered the Montpelier to investigate immediately and determine the status of the Masons and their mission. To aid us in that end, we have embarked Doctor Albert Ravenwood, an associate and colleague of the Masons, who spent eighteen months on Hera Donatra IV before being rotated back to Starbase 225. Doctor Ravenwood is one of the Federation's leading anthropologists.

Handout #3: Comet Analysis

Sensor Scan:	Object Number S-644658
Physical Dimensions:	2580 meters by 2468 meters (roughly spherical)
General Composition:	Liquid hydrogen, ice, cyano-sarium/carbon matrix core
Atmosphere:	Negative
Hydrosphere:	63% (Ice and derivative compounds)
Life Signs:	Negative
Organic Matter:	Negative
Power Sources:	Negative
Emission Signatures:	Minor Alpha, Beta, and Gamma radiation (consistent with deep-space exposure) No RF (radio frequency) or Subspace transmissions detected.
Specific Mass:	5.332×10^9 (approximately 5.33 billion metric tons*)
Specific Composition:	Hydrogen/Oxygen Water 60.5%, Carbon-diamond matrix 35% Cyano-Sarium Composites 4% Liquid Hydrogen .3% Liquid Oxygen .25% Lithium Composites .05%

Handout #2: Sociological Profile: Hera Donatra IV

Author: David Mason, Lead Anthropologist, Hera Donatra IV

Hera Donatra IV is a Class M world, the fifth world of thirteen orbiting a class G2V star in the remote Heta Donatra system.

The world is home to a population of roughly 983 million, loosely scattered in a variety of political alliances and nation states covering three of the planet's five continents.

Physiology: Donatran physiology is basic humanoid, with a less than 5% variation from the humanoid archetype discovered in 2369. Height, weight, strength, and resilience meet basic human norms, as do general cognitive and reasoning abilities. Skin tones match human norms, though Donatrans tend to be (only) slightly shorter and stockier than human norms.

Societal Structure: Donatran society is divided into a large number of primary and secondary nation states, many of which continue to war against the others. The primary nation-state of Dolin is currently the preeminent political and economic power on the planet.

Government Structure: The Donatrans have yet to unify into a single central government system. Overall, however, Donatran nation-states are semi-feudal in nature, with certain rights protected under the law.

Interstellar Relations: Hera Donatra IV has not yet developed space flight technology and has not yet conceived of life on other worlds, and is protected by the Prime Directive. All Federation and allied personnel are to steer clear of the planet under all circumstances.

The Federation Science Council has authorized a small (three to five man) anthropological study to be conducted in the primary national-state of Dolin.

Technological Summary: Donatran technology is mid-to-late-Level 3 in nature. Stored tension mechanisms (such as springs and clockwork) are becoming common as are various types of black-powder firearms (blunderbusses and the like). Early attempts at steam power are being created, and the Donatrans are on the cusp of advanced mathematics and navigational theory.

The printing press is likewise becoming standard, and will likely result in a radical increase in general literacy.

Projections: Starfleet and the Federation Science Council expect definitive, incremental improvements to Donatran technological and sociological developments and theory over the course of time. Basic projections suggest that Hera Donatra IV might be ready for First Contact sometime in the next three or four hundred years, but classify any direct contact as extremely unwise and perhaps even dangerous to Donatran sociological development.

USS *Montpelier* NCC-2187

"Men may die, but the fabric of our free institutions remain unshaken..."

Production Data

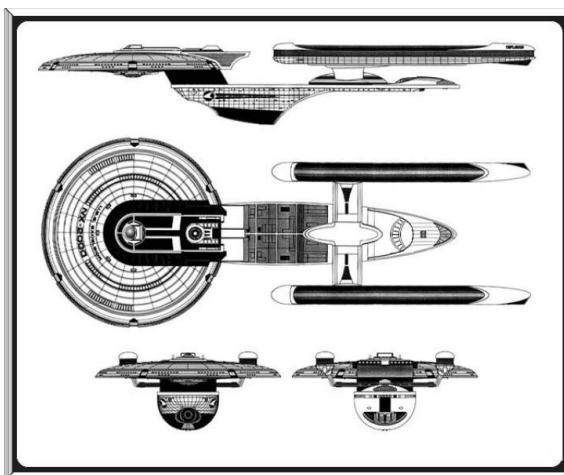
Origin: United Federation of Planets
 Class and Type: *Excelsior* Class Explorer
 Year Launched: 2291 Refit: 2331, 2364

Hull Data

Size: 7, 30 decks Length: 465m
 Structure: 35 Crew: 650
 Cargo Capacity: 80
 Atmospheric Capable: No

Operational Data

Sensor Systems Class 2 (+2/C)
 Operations Systems Class 4 (E)
 Life Support Class 3 (D)
 Tractor Beams: 1 ad, 1 fv
 Transporters: 4 ea, personnel, cargo, emergency
 Shuttlebays: 1a Shuttles: 7 size worth



Propulsion Data

Impulse Engines: FIB-5 (.75c) (D) Warp Drive: Type LF-35 (Warp 6 / 9.2 / 9.8) (D)

Tactical

Phaser Banks Type VIII (x5/E) Photon Torpedoes MK40 DF (x6/E)
 Penetration 6 / 5 / 5 / 0 / 0 Photon Penetration 7 / 7 / 7 / 7 / 7

Deflector Shields CIDSS-3 (C)

Protection/Threshold 15/3

Miscellaneous

Maneuver Modifiers +1 C, +2 H, +3 T Traits: Battle-tested

The *Excelsior*-Class U.S.S. *Montpelier* was one of the last Flight-One *Excelsiors* built, and was commissioned in 2292. Since her commissioning, *Montpelier* has served on every front and in every major region of the Federation.

From 2332 to 2360, she served as a school ship for Starfleet Academy, conducting midshipmen cruises and offering real-world experience to three generations of Starfleet officers before being refitted and recalled to active duty in the wake of the losses at Wolf 359.

USS *Montpelier* Senior Staff

<u>Position</u>	<u>Name</u>	<u>Species</u>	<u>Rank</u>
Commanding Officer	Bennion Sinclair	Human	<i>Captain</i>
Executive	Roche	<i>Daa'vit</i>	<i>Lt. Commander</i>
Chief Engineer	Sitak	Vulcan	<i>Lieutenant</i>
Tactical Actions Officer	Richard Corwin	Human	<i>Lieutenant</i>
Chief Science Officer	Nyanza Entebbe	Human	<i>Lieutenant, JG</i>
Conn Officer	Shiv Athrun	Andorian	<i>Lieutenant, JG</i>
Operations Officer	Laura O'Connor	Human	<i>Lieutenant, JG</i>
Chief Medical Officer	Dr. Q'Rii,	Klingon	<i>Lieutenant</i>

Starfleet Bureau of Personnel

Starfleet Command

Bennion Sinclair

Age: 59
Species: Human
Homeworld: Earth
Gender: Male
Eyes: Brown
Hair: Salt and Pepper (Black and Grey)

Rank: Captain

Current Assignment:

Commanding Officer, U.S.S. *Montpelier*, NCC-2187

Profile/History:

Captain Sinclair is a staid, patient officer of almost forty years' experience. Sinclair began his career as a science officer specializing in interspecies relations, but quickly changed to the Command track. He served aboard the starships *Ticonderoga*, *Enterprise (NCC-1701-C)*, *T'Saav*, *Greene*, and *London* before being assigned as Executive Officer of the *Montpelier*. After five years Sinclair succeeded his captain and assumed command of the starship, a post he has held ever since.

Psychological Profile:

Captain Sinclair seems himself primarily as a teacher and an explorer. Two stints of shore duty at Starfleet Academy (plus the *Montpelier*'s tours as training ship) have inculcated something of a professorial mindset.

Sinclair is quiet, reserved, and dignified, and expects the best from his officers and crew. He can be rather demanding if he believes he's getting less than the best from his people, but is as quick to reward above-average performance.

Sinclair and the *Montpelier* have a slightly higher-than-average turnover rate among the officers and crew as the Captain is quick to promote and transfer those who excel, and quick to discard those he considers unworthy. Officers with Sinclair's stamp of approval in their personnel jacket almost invariably turn out to be outstanding officers, and other captains are happy to have them come aboard.

Attributes

Str 7 (+0) **Agl** 7 (+0) **Int** 12 (+3)* **Vit** 7 (+0) **Prs** 10(+2)* **Per** 7 (+0)
Quickness +2 **Savvy** +2* **Stamina** +0 **Willpower** +3 **Defense:** 7

Miscellaneous Scores

Courage: 4 **Health:** 7 **Renown:** 30 **Advancements:** 37

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+3	+5		+8	(Retrieve)
Enterprise-Administration	INT	+3	+4		+7	(Federation)
Influence	PRS	+2	+2		+4	
Inquire	PRS	+2	+4		+6	(Research)
Knowledge:Culture	INT	+3	+6		+9	(Human)
Knowledge:History	INT	+3	+6		+9	(Federation)
Knowledge: Politics	INT	+3	+3		+6	(Interstellar Relations)

Knowledge: Religion	INT	+3	+2		+5	
Knowledge: Specific World	INT	+3	+7		+10	(Earth)
Language- Fed Standard	INT	+3	+3		+6	
Language- Klingonese	INT	+3	+4		+7	
Language- Vulcan	INT	+3	+3		+6	
Medicine	INT	+3	+3		+6	(Psychology)
Negotiate	INT	+3	+5		+8	
Persuade	PRS	+2	+4		+6	
Ranged Combat: Energy	AGL	+0	+4		+4	(Phaser)
Repair	INT	+3	+4		+7	
Social Science	INT	+3	+5		+8	(Anthropology, Archaeology, Economics, Political Science)
System Operation	INT	+3	+5		+8	(Command)
Tactics	INT	+3	+3		+6	
Unarmed Combat	AGL	+0	+4		+4	(Starfleet Martial Arts)

Professional Abilities:

Anticipate Opposition: Captain Sinclair may spend a full-round action to make a *Perception* test (TN 7+ the target's *Presence* modifier). If successful, Captain Sinclair gains insight into the social situation (such as dissent within factions, hidden objectives and the like) and allowing him to negate one social test modifier.

Commanding Presence: Commanding officers stick to their guns in tense situations. When making a *Willpower* reaction test, the Captain rolls an extra die (3d6) and keeps the higher of the two rolls.

Fighting Captain: If Captain Sinclair is on the bridge during combat, *Montpelier* received a +2 to all *Command Maneuvers*

Infinite Diversity: Long experience with alien life forms has given Captain Sinclair an insight into other species. Captain Sinclair gains a +1 bonus (half his Intellect score) as an additional bonus when making social tests to deal with members of other species.

Pathos: Captain Sinclair has a knack for making people feel at ease and encouraging them to talk more freely. When making *Inquire* (Interview) tests, Captain Sinclair ignores all social penalties.

Spirit of the Fleet: Captain Sinclair is a never say die leader. Once per game session, he may reroll a *Willpower* reaction test and use the better of the two results.

Starship Duty: Captain Sinclair meets all the prerequisites for his post aboard *Montpelier*.

Starship/Starbase Protocols: Long experience has taught Captain Sinclair how best to navigate the Starfleet bureaucracy. Captain Sinclair receives a +4 bonus to *Administration (Starfleet)* tests.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Captain Sinclair a +2 bonus to his *Quickness* reaction.

Human Spirit: The humans of Earth are a driven, vital, and versatile species. Human characters begin the game with 4 courage points (instead of the usual 3).

Skilled: Humans tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

Edges/ Flaws:

Command 2: Sinclair is assigned as the captain of a starship, and is fully qualified for command.

Promotion 5: Sinclair holds the rank of Captain in Starfleet.

Skill Focus (Diplomatic): Captain Sinclair gains a +4 bonus to his *Negotiate* skill.

Starfleet Bureau of Personnel

Starfleet Command

Roche

Age: 39
Species: Daa'Vit***
Homeworld: Daa'V
Gender: Male
Hair: Black
Eyes: Brown

Rank: Lieutenant Commander

Current Assignment:

Executive Officer/Chief Science Officer, U.S.S. *Montpelier*, NCC-2187

Profile/History:

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

Roche followed the lead of the Daa'Vit crown prince when he applied for access to Starfleet Academy, where he worked and studied hard. He graduated with high marks for tactical and strategic excellence, but was noted for a fiery temper and a tendency to hold grudges. His first duty station was the U.S.S. *Andor*, with her all-Andorian crew. After a rocky start, Roche realized the Andorians were kindred spirits- an fiery, passionate, warrior race and soon lowered his guard enough to learn the lessons they could teach him. An exemplary career in Starfleet followed.

Whether by divine intervention or blind chance, Roche had no dealings with the Klingons during his Starfleet career until posted aboard the *Montpelier*- who's Chief Medical Officer is Klingon. The two officers maintain a wary, cordial and professional stand-off. The two trust one another to do their duties honorably, but have not yet begun to overcome the wary animosity between their two cultures.

Psychological Profile:

Tall, gaunt and with a severe countenance accented by his Daa'Vit physiology, Roche is physically and socially intimidating and is considered difficult to get to know. A man with few close friends, Roche is fiercely loyal to those close to him.

In keeping with his training and upbringing, Roche considers tends to assess every situation from a strategic or military standpoint- looking at every encounter as a potential tactical exercise. He is proud of his role as a defender of the Federation, and tends to look for potential threats more than potential allies. That having been said, he is neither paranoid nor hyper-aggressive, and enjoys exploration missions every bit as much as combat.

Attributes

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

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

Miscellaneous Scores

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

Skills:

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

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

Professional Abilities:

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

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

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

Starship Duty: Roche meets all the prerequisites for his post aboard *Montpelier*.

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

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

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

Species Abilities:

Bonus Edge: High Pain Threshold: Daa'Vit are subjected to an intense, demanding lifestyle from early childhood and weaklings are not tolerated. As a result, they learn to endure considerable physical penalty.

Bonus Skill: Simple Weapons: Daa'Vit are trained as warriors from an early age, and nearly the entire populace has some skill with simple weaponry.

Hardy: Due to the demands of life on their homeworld, Daa'Vit are a tough durable people. Daa'Vit gain a +1 to *Stamina* reaction bonuses.

Long Memories: Three hundred years of conflict with the Klingon Empire have affected the Daa'Vit mindset towards the Klingons. Daa'Vit suffer a -2 penalty to all *Social* tests involving Klingons.

Edges/ Flaws:

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

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

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

***The Daa'Vit first appeared in the novel *Reunion* by Michael Jan Friedman.

Starfleet Bureau of Personnel

Starfleet Command

Sitak

Age: 31
Species: Vulcan
Homeworld: Vulcan
Gender: Male
Hair: Brownish-Blond
Eyes: Brown

Rank: Lieutenant

Current Assignment:

Chief Engineering Officer, U.S.S. *Montpelier* NCC-2187

Profile/History:

The son of a Vulcan high priest and an instructor at the Vulcan Science Academy, Sitak joined Star Fleet to explore the universe and for the research opportunities which would be denied him in a planet-bound laboratory.

Psychological Profile:

Sitak is closed, reserved, and extremely self-disciplined- essentially, a typical Vulcan. He is thoughtful and logical at nearly all times, but there is one particular instance in which his reserve slips: his engines.

Sitak secretly views his profession as high art and considers the *Montpelier's* engine room his *Magnum Opus*. Once talking about the performance of the ship or theoretical improvements that might be made, the mask slips ever so slightly and the boyish enthusiasm peeks out.

Although relatively new to the *Montpelier*, Sitak has forged some fairly close ties to the other junior officers and is considered a steady, reliable friend.

Attributes

Str 9 (+1) **Agl** 8 (+1) **Int** 12(+3)* **Vit** 7 (+0)* **Prs** 7(+0)* **Per** 7 (+0) **Psi** 4 (+0)
Quickness +1 **Savvy** +1 **Stamina** +1* **Willpower** +3 **Defense:** 8

Miscellaneous Scores

Courage: 3 **Health:** 8 **Renown:** 8 **Advancements:** 4

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+3	+4		+7	
Construct	INT	+3	+3		+6	
Craft	INT	+3	+2		+5	(Vulcan Sand Calligraphy)
Knowledge:Culture	INT	+3	+5		+8	(Federation, Vulcan)
Knowledge:History	INT	+3	+2		+5	(Vulcan)
Knowledge:Religion	INT	+3	+3		+6	(Vulcan)
Knowledge:Specific World	INT	+3	+4		+7	(Vulcan)
Language- Fed Standard	INT	+3	+4		+7	
Language- Vulcan	INT	+3	+5		+8	

Physical Science	INT	+3	+2		+5	(Chemistry)
Propulsion Engineering	INT	+3	+5		+8	(Warp Drive)
Ranged Combat:Energy	AGL	+1	+2		+3	(Phasers)
Repair	INT	+3	+3		+6	
Space Science	INT	+3	+3		+6	(Astrophysics)
Structural Engineering	INT	+3	+3		+6	
System Operation	INT	+3	+4		+7	
Systems Engineering	INT	+3	+5		+8	(Electro-Plasma Systems)
Unarmed Combat	AGL	+1	+2		+3	(Starfleet Martial Arts)

Professional Abilities:

Engineering Certification: Lieutenant Sitak may use all of the *Engineering* group skills untrained.

Engineering Expertise: Sitak is a Warp Drive specialist. When making a *Propulsion Engineering (Warp Drive)* test, Sitak gains a +1 affinity bonus (equal to ½ his *Physical Science* level).

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

Species Abilities:

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

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

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

Psionic: Sitak has telepathic mental abilities.

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

Edges/Flaws

Command 1: Lieutenant Sitak is assigned as the Chief Engineer (and therefore a Department Head) aboard the U.S.S. *Montpelier*.

Promotion 2: Sitak holds the rank of Lieutenant in Starfleet.

Skill Focus (Craftsman): Sitak is a careful and talented craftsman, and gains a +1 bonus to *Construct* and *Repair* tests.

Starfleet Bureau of Personnel

Starfleet Command

Richard Corwin

Age: 27
Species: Human
Homeworld: Earth
Gender: Male
Hair: Red
Eyes: Brown

Rank: Lieutenant

Current Assignment:

Tactical Actions Officer/Chief of Security, U.S.S. *Montpelier* NCC-2187

Profile/History:

Corwin was the son of the Starfleet Military Attache attached to the Federation Embassy on Romulus and therefore had a very regimented childhood. Driven to excel, Corwin earned high marks in both the Academy and on the U.S.S. *Lancaster* and was promoted to Lieutenant only five years after graduating.

Psychological Profile:

Grim, dedicated, and determined, Lieutenant Corwin serves as *Montpelier's* Tactical Actions Officer and Chief of Security. Stern and proper, Corwin allows little leeway in the interpretation of orders or regulations, but has the sense to adapt to changing circumstances. Corwin is cautious, looking for the hidden threat in any situation. With a bit of seasoning and experience, he'll make an excellent captain or Exec one day.

Attributes

Str 8 (+1) **Agl** 8 (+1)* **Int** 9 (+1) **Vit** 8 (+1) **Prs** 12(+3)* **Per** 8 (+1)
Quickness +3 **Savvy** +3 **Stamina** +1 **Willpower** +1* **Defense:** 8

Miscellaneous Scores

Courage: 4 **Health:** 9 **Renown:** 8 **Advancements:** 4

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+1	+3		+4	(Retrieve, Invasion)
Enterprise-Administration	INT	+1	+4		+5	
Athletics	STR	+1	+2		+3	(Gymnastics)
Inquire	PER	+1	+2		+3	(Fraternize)
Knowledge:Culture	INT	+1	+3		+4	(Human, Romulan)
Knowledge:History	INT	+1	+3		+4	(Federation)
Knowledge:Specific World	INT	+1	+3		+4	(Earth, Romulus)
Knowledge: Law	INT	+1	+2		+3	
Language- Fed Standard	INT	+1	+3		+4	
Language- Romulan	INT	+1	+3		+4	
Language- Vulcan	INT	+1	+2		+3	

Negotiate	INT	+1	+2		+3	
Persuade	PRS	+3	+2		+5	
Ranged Combat:Energy	AGL	+1	+5		+6	
Repair	INT	+1	+4		+5	
Survival	PER	+1	+2		+3	(Desert)
System Operation	INT	+1	+6		+7	(Tactical, Command)
Unarmed Combat	AGL	+1	+5		+6	(Starfleet Martial Arts)

Professional Abilities:

Starship/Starbase Protocols: Corwin's by-the-book manner gives him an edge in navigating Starfleet bureaucracy. Lieutenant Corwin receives a +4 bonus to *Administration (Starfleet)* tests.

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

Starship Tactics: As Tactical Officer, Corwin has spent a lot of time in combat simulators honing his skills. Once per game session, Corwin may reroll a single *Tactics* test, keeping the better of the two results.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Lieutenant Corwin a +2 bonus to his *Quickness* reaction.

Human Spirit: The humans of Earth are a driven, vital, and versatile species. Human characters begin the game with 4 courage points (instead of the usual 3).

Skilled: Humans tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

Edges/Flaws

Command 1: Corwin is assigned as the Tactical Actions Officer (and therefore a Department Head) aboard the U.S.S. *Montpelier*.

Promotion 2: Corwin holds the rank of Lieutenant in Starfleet.

Starfleet Bureau of Personnel Starfleet Command

Nyanza Entebbe

Age: 28
Species: Human
Homeworld: Earth
Gender: Male
Eyes: Brown
Hair: Black

Rank: Lieutenant, Junior Grade

Current Assignment:

Chief Science Officer, U.S.S. *Montpelier* NCC-2187

Profile/History:

Born on the Federation colony world of Beta Niobe III, Entebbe is the son of Federation research scientists studying the flora and fauna of that world.

Entebbe abandoned his colony for Star Fleet, explaining why take just one world when he could study them all?

Psychological Profile:

Nyanza is a curious and dedicated researcher looking for the opportunities that would be denied him in a shore-bound laboratory, and occasionally becomes absent-minded, becoming too caught up in the phenomenon he's studying.

Thin, and bookish, Entebbe still stands 6 feet, 5 inches tall- though one wouldn't often realize it as he's perpetually hunched over instruments or laboratory experiments.

Attributes

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

Miscellaneous Scores

Courage: 4 **Health:** 10 **Renown:** 6 **Advancements:** 6

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+2	+3		+5	(Retrieval)
First Aid	INT	+2	+1		+3	
Investigate	PER	+1	+6		+7	(Forensics, Research)
Knowledge:Culture	INT	+2	+4		+6	(Human)
Knowledge:History	INT	+2	+4		+6	(Federation)
Knowledge:Specific World	INT	+2	+5		+7	(Beta Niobe III, Earth)
Language- Fed Standard	INT	+2	+5		+7	
Life Sciences	INT	+2	+3		+5	(Botany)
Observe	PER	+1	+2		+3	
Physical Science	INT	+2	+4		+6	(Physics)
Planetary Science	INT	+2	+4		+6	(Geology)

Ranged Combat:Energy	AGL	+1	+4		+5	(Phaser)
Repair	INT	+2	+5		+7	
Space Science	INT	+2	+5		+7	(Astrophysics)
System Operation	INT	+2	+5		+7	(Sensors)

Professional Abilities:

Journeyman: Lieutenant Entebbe can use all the *Science* group skills untrained.

Field Research: When making an Investigate test to explore a new phenomenon, Entebbe gains an affinity bonus equal to ½ his level in the appropriate skill level.

Scientific Protocols: Entebbe has been trained in how to investigate scientific phenomenon safely. Whenever an *Observe* or *Investigate* test will endanger either himself or the crew directly, he may automatically make a TN 10 test against the appropriate *Science* skill to realize the danger.

Starship Duty: Lieutenant Entebbe meets all the prerequisites for her posting with VMU-12.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Lieutenant Corwin a +2 bonus to his *Quickness* reaction.

Human Spirit: The humans of Earth are a driven, vital, and versatile species. Human characters begin the game with 4 courage points (instead of the usual 3).

Skilled: Humans tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

Edges/ Flaws:

Command 1: Lieutenant Entebbe is assigned as Chief Science Officer (and therefore, as a department head).

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

Curious: When Lieutenant Entebbe spends a Courage point on an Academic test, he gains a +5 bonus instead of the usual +3.

Starfleet Bureau of Personnel

Starfleet Command

Shiv Athrun

Age: 25
Species: Andorian
Homeworld: Andor
Gender: Male
Eyes: Blue
Hair: White

Rank: Lieutenant, Junior Grade
Current Assignment:
 Conn Officer, U.S.S. *Montpelier* NCC-2187

Profile/History:

A graduate of Starfleet Academy, Shiv was serving with a fighter squadron at the outbreak of the Dominion War. After Operation Return, Shiv was assigned to the *Montpelier*.

Psychological Profile:

Shiv Athrun has been described as quiet, nondescript, and determined. Being a conn officer has been Shiv's sole ambition since he was a young boy. He misses the camaraderie of the fighter squadron, but is pleased with the prestige of service aboard the *Montpelier*.

Attributes

Str 6 (+0) **Agl** 7 (+0) **Int** 9 (+1)* **Vit** 7(+0) **Prs** 5(+0) **Per** 8 (+1)*
Quickness +1* **Savvy** +1 **Stamina** +0 **Willpower** +1 **Defense:** 7

Miscellaneous Scores

Courage: 3 **Health:** 7 **Renown:** 6 **Advancements:** 4

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+0	+1		+1	
Computer Use	INT	+1	+3		+4	(Hacking)
Enterprise-Administration	INT	+1	+2		+3	
Knowledge:Culture	INT	+1	+4		+5	(Andorian)
Knowledge:History	INT	+1	+3		+4	(Andorian)
Knowledge:Specific World	INT	+1	+4		+5	(Andoria)
Language- Andorian	INT	+1	+4		+5	
Language- Fed Standard	INT	+1	+3		+4	
Operate Vehicle	INT	+1	+4		+5	
Ranged Combat:Energy	AGL	+0	+4		+4	(Phaser)
Repair	INT	+1	+3		+4	
Space Science	INT	+1	+5		+6	(Astrogation)
System Operation	INT	+1	+6	+1	+8	(Flight Control)
System Engineering	INT	+1	+3		+4	(Flight Control)

Tactics	INT	+1	+4		+5	(Starship)
Unarmed Combat	AGL	+0	+4		+4	(Starfleet Martial Arts)

Professional Abilities:

Astrogation: Athrun has been taught how to use stellar phenomenon to bring out the best in his ship and how to avoid hazards. Whenever he rolls *System Operations (Flight Control)* tests to maneuver the ship, he gains a +2 affinity bonus (equal to ½ his Space Science skill level).

Evasive Manuevers: Athrun knows how to manuever the ship to her best advantage. When making *System Operations* tests to manuever the ship in combat, Shiv rolls three dice (instead of two) and keeps the highest two rolls.

Starship Duty: Lieutenant Athrun meets all the prerequisites for his posting with VMU-12.

Species Abilities:

Antennae: Andorians sense a great deal about their environment through their antennae, and gain a +2 species bonus to tests involving sensing the area immediately around them (three meters or less) (including *Observe (Spot)* and *(Listen)* tests).

High Pain Threshold: Andorians are a hardy species accustomed to physical discomfort, and reduce TN penalties due to pain or injury by -2.

Keth- Athrun: Keth Athrun consistently turns out some the finest pilots on Andor. Athrun members gain a +1 to *System Operation (Flight Control or Helm)* at character creation.

Redundant Circulation: Andorians have a two-layered circulatory system that allows them to ignore TN penalties for uncomfortable or extreme cold. This does unfortunately, render them more vulnerable to certain toxins (-1 to *Stamina* tests to resist poison).

Edges/ Flaws:

Command 1: Athrun is assigned the Chief Conn Officer (and therefore a Department Head) aboard the *Montpelier*.

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

Skill Focus (3-D Thinking): Shiv gains a +2 bonus to *Space Science (Astrogation)* and *System Operation (Flight Control)*.

Starfleet Bureau of Personnel Starfleet Command

Laura O'Connor

Age: 22
Species: Human
Homeworld: Earth
Gender: Female
Hair: Blond
Eyes: Brown

Rank: Lieutenant, Junior Grade
Current Assignment:
 Chief Operations Officer, *USS Montpelier*, NCC-2187

Profile/History:
 Bright, young and ambitious, Laura O'Connor is both gifted and beautiful.

Psychological Profile:
 Known as a fire-brand, O'Connor hides a mild, but deep-seated insecurity beneath a devil-may-care nonchalance and go-to-hell attitude.

Attributes

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

Miscellaneous Scores

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

Skills:

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

Professional Abilities:

Exemplary Support: O'Connor knows how to coordinate her activities in support of her fellow bridge officers. As a result, Gnat may treat any *Computer Use*, *System Operation*, or *Tactics* test as a combined test, rolling the same test at TN-5 and

providing a +1 bonus for a marginal success, +2 for a complete success, or +3 for an extraordinary success.

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

Starship Duty: O'Connor has received all the training necessary to serve aboard a starship.

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

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Laura a +2 bonus to her *Stamina* reaction.

Human Spirit: The humans of Earth are a driven, vital, and versatile species. Human characters begin the game with 4 courage points (instead of the usual 3).

Skilled: Humans tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

Edges/Flaws

Command 1: Laura serves as Chief Operations Officer (and therefore as a Department Head) aboard the *Montpelier*.

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

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

Starfleet Bureau of Personnel Starfleet Command

Q'Rii, son of Kodur, M.D.

Age: 30
Species: Klingon
Homeworld: Qo'noS
Gender: Male
Hair: Black
Eyes: Grey

Rank: Lieutenant

Current Assignment:

Chief Medical Officer, U.S.S. *Montpelier*, NCC-2187

Profile/History:

Doctor Q'Rii is the son of a Klingon soldier and a Federation relief worker and was raised in the Federation after his family was killed during a House feud.

Raised by his mother and grandparents, Q'Rii learned to treat death, disease, and dying as a personal foe (much as his parents and grandparents had before him), and dedicated himself to that battle.

Psychological Profile:

Gruff and often stern, Q'Rii is a dedicated healer who battles illness and death with the ferocity and fervor with which a Klingon tackles any other foe. He brooks no argument, and considers following his medical advice to be the duty of all of his patients.

Q'Rii's bedside manner is very straightforward, but never brutal or abusive. He has little patience for weaklings or whiners, but genuinely hates to see people suffer unnecessarily.

Q'Rii does not share the Klingon's native antipathy towards the Daa'Vit as a whole, but he does tend to subconsciously bridle when forced to deal with the Executive Officer. Thus far, the two officers have maintained a wary, professional cease-fire between them.

He is also murderously tired of people asking if he uses a d'h'tahg instead of a scalpel...

Attributes

Str 11 (+2) **Ag**l 11 (+2)* **Int** 12 (+3)* **Vit** 13 (+3) **Prs** 9(+1) **Per** 8 (+1)

Quickness +2 **Savvy** +1 **Stamina** +5 **Willpower** +3* **Defense:** 9

Miscellaneous Scores

Courage: 3 **Health:** 15 **Renown:** 10 **Advancements:** 6

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat	AGL	+2	+2		+4	Klingon Traditional Weapons
Computer Use	INT	+3	+3		+6	(Retrieve)
First Aid	INT	+3	+4		+7	
Investigate	PER	+1	+4		+5	
Knowledge:Culture	INT	+3	+3		+6	(Klingon, Federation)
Knowledge:History	INT	+3	+3		+6	(Klingon, Federation)
Knowledge:Specific World	INT	+3	+5		+8	(Earth, Vulcan)
Language- Fed Standard	INT	+3	+4		+7	

Language- Klingonese	INT	+3	+4		+7	
Life Science	INT	+3	+4		+7	(Biology)
Medicine	INT	+3	+5		+8	(General, Surgery, Pathology)
Physical Science:	INT	+3	+3		+6	(Chemistry)
Ranged Combat:Energy	AGL	+2	+3		+5	(Phaser)
Repair	INT	+3	+1		+4	
Survival	PER	+1	+2		+3	
System Operation	INT	+1	+3		+4	(Medical)
Unarmed Combat	AGL	+2	+2		+4	(Starfleet Martial Arts)

Professional Abilities:

Diagnosis: Doctor Q'Rii has received special training in diagnosing alien diseases and toxins.

Whenever Q'Rii makes a *Medicine* test to identify an alien pathogen or disease, he gains a +2 affinity bonus equal to half his *Investigate* skill (rounded up). If successful, *Medicine* tests to treat the disease receive a bonus based on the degree of success of the diagnosis roll.

General Medicine: Doctor Q'Rii has received a wide range of medical training in order to deal with any situation that might arise aboard a starship. Whenever Q'Rii makes a *Medicine* test, he receives a +2 bonus to the result.

Field Medicine: Doctor Q'Rii has been trained with the finest medical technology available- but because such hospital facilities aren't always available, has also been trained to treat patients in the field and on the fly. When performing a *First Aid* or *Medicine* test outside a sickbay or surgical suite, Doctor Q'Rii may re-roll any single test and take the better of the two results. This ability may only be used once per session.

No Butchery: Knowing that his skill may be called upon in the most primitive circumstances, Q'Rii has been specially trained- and can ignore penalties to *Medicine* or *First Aid* tests for antiquated or inadequate equipment.

Rehabilitation: Q'Rii knows how to balance encouragement, demand, "T-L-C" and "Tough Love" to get his patients on their feet in the least time possible. Provided he can care for them in his sickbay (or other adequate facility), Q'Rii's patients heal at twice the normal rate.

Starship Duty: Doctor Q'Rii has received all the training necessary to serve aboard a starship.

Species Abilities:

Brak'lul: Klingons have a redundant physiology that renders them resistant to physical damage. Klingons enjoy a +2 to *Stamina* and shrug off stun effects in half the time.

Bonus Edge: High Pain Threshold: Q'Rii's Klingon physiology renders him less susceptible to pain than normal (reducing all injury penalties by 2).

Ferocity: When pushed past his breaking point, a Klingon may fly into a trance-like rage, gaining +1 Health, and a +2 to *Armed* or *Unarmed (but not Ranged) Combat*. The rage lasts for a number of rounds equal to the characters *Vitality*, and may only be stopped when the duration runs out or all his opponents (or he) lies dead or the character spends a Character Point. Klingons may "rage" once per day.

Honor: Klingons place great stock in their honor, and may add their *Renown* bonus to interactions with other Klingons (for good or ill).

Skilled: Q'Rii's human heritage opened him up to a broad range of experiences, and as a result, he received two additional skill picks during Character Creation.

Edges/Flaws

Command 1: Doctor Q'Rii has been assigned as Chief Medical Officer (and a Department Head) aboard the U.S.S. *Montpelier*.

Dodge: Q'Rii gains a +3 bonus to *Quickness* when taking Dodge actions.

Promotion 2: Dr. Q'Rii holds the rank of Lieutenant in Starfleet.

