

STAR TREK

ROLEPLAYING GAME

Edge of The Abyss



A Movie Era Adventure
For Starfleet

Written By Roger L. Taylor II

Illustrated by:
Roger L. Taylor II, Publius, and TFAAndrews

Special Thanks To:

Play-testers:

Carl, Erica, and Aurora Stark,
Rex, Vicki, and Jeremy Rouviere,
John Barnes

The Seventh Fleet
(www.seventhfleet.org),
the crew
of the USS *Retributor*,
and
the Command Staff
of the USS *Ticonderoga*

Dedicated In Memory Of
David F. Tepool

Star Trek © Paramount Pictures,
Star Trek The Role playing Game © Decipher, Inc. All Rights Reserved

Introduction

"Edge of the Abyss" is an adventure for use with the *Star Trek: Roleplaying Game* by Decipher. It is suitable for a crew of 2-6 players playing a Star Fleet crew. With some modification, this adventure could be adapted for other crews.

Narrators will require the use of the [Star Trek: Player's Guide](#) and [Star Trek: Narrator's Guide](#) in running this adventure.

A number of pre-generated characters are available at the end of the mission. Alternately, players may substitute their own characters with the approval of the Narrator.

The adventure takes place in Federation space in the year 2288, shortly after the events in depicted in *Star Trek V: The Final Frontier*. Players who wish to take part in this adventure should not read any further.

Adventure Synopsis

Injured and confused, an alien crewman reveals himself to be a danger to his shipmates, while a dangerous stellar anomaly threatens to destroy them all.

Recommended Date/Season/StarDate:

2288/ Between ST:V and ST:VI / SD 8501.1

Setting:

The Charybdis Anomaly is an extremely unusual subspace phenomenon- a localized gravimetric event, surrounded by heavy radiation belts and which periodically vents light and heat, plasma, and subspace particles. It is set in deep space in the Charybdis Sector of the Federation.

The surrounding radiation belts and gravimetric distortion renders navigation within 1,000 km of the anomaly all but impossible by conventional means and has thus made it extremely difficult to send probes to study the anomaly at close range.

Charybdis One is a Regula-Type scientific laboratory built to study the Charybdis Anomaly.

Though able to accommodate many more, the station has a complement of only 35 people- a mix of Starfleet support personnel,

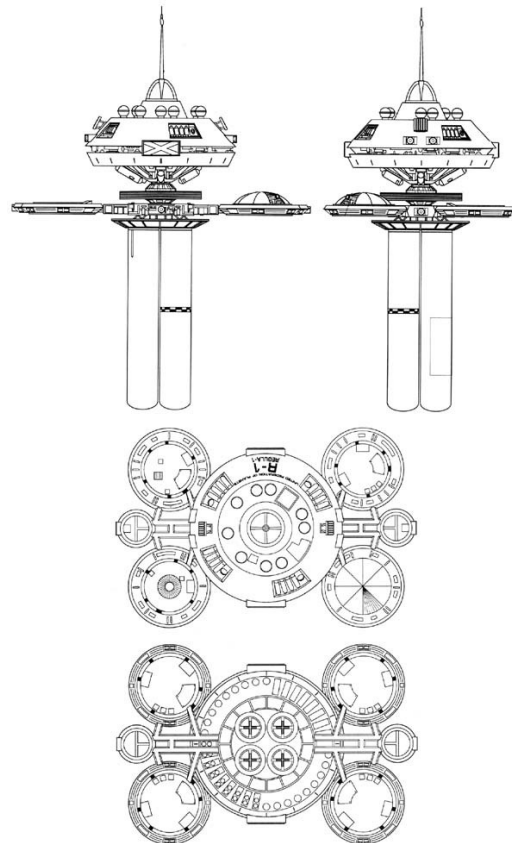
civilian administrators, and scientists.

Given the size of the station compared to her crew, the hall ways are empty, echoing, and often eerily quiet.

Charybdis One is equipped with four Type F/G shuttles, three Work Bees, and a specially fitted/armored probe ship.

Excellent deck plans and support materials for the station were created by Publius and can be found at:

<http://www.digitalindalo.com/rpg/trek/stationplansframe.html>



ACT ONE

All Things Wise and Wonderful

The adventure opens *in media res* with [Handout #1 \(Station Log\)](#), and the scripted Opening Scene.

The heroes are a mixed group of Federation civilian scientists and engineers and Starfleet personnel. They have been assigned (and the station built to facilitate) the monitoring and analysis of the Charybdis Anomaly- a localized gravimetric event, surrounded by heavy radiation belts. Somewhere between a black hole and a cosmic string, the Anomaly periodically vents light and heat, plasma, and subspace particles. Because of the intense radiation belts and subspace distortion surrounding the Anomaly, conventional navigation is next to impossible- and so the Federation sent them a specially fitted probe craft and a Medusan pilot. Medusans exist partially in subspace, and thus have an easier time navigating the turbulence. (See [Medusan Physiology](#), below).

As the adventure opens (and as per the script), the characters are assembled in Operations, while Janos and his probe are headed for the Anomaly. As indicated in the script, Janos launches a probe, causing the anomaly to flare and becomes unstable.

As a result, there is a Level 2 shock wave headed for the station, which will strike the shields in two minutes, doing 5d6 damage to the station.

The PCs can attempt to reduce the damage by modulating the shields to mitigate the wave.

In order to mitigate the damage, one of the crew must make a Simple (TN 5) *System Operations (Deflectors)* roll. A marginal success (a roll of 5) reduces the damage by 1d6. A Complete Success (6-10) by 1d6+3, and a Superior Success (11-15) by 2d6 and an Extraordinary Success (16+) mitigates 2d6+3 damage.

Whether the shields are modulated or not, the sheer violence of the wave will overload the station's shield generators on impact, leaving the station defenseless.

The violence of the shortwave's impact will also toss the characters about like dice. Unless physically secured to their station, each character must make a TN 10 *Strength* test to

remain at his or her post. Characters who fail this check suffer 1d6 damage. If the shields were successfully modulated, each character receives a +1 bonus to this test per degree of success (up to a +4 maximum bonus).

Once the shock wave has passed, the team should have a number of priorities- damage control, restoring the shields, recovering Janos, reviewing (and determining) what happened, and analyzing the anomaly.

Damage to Station systems should be calculated from the tables below, rolling once on the Random System Table for every three points of damage the station suffered. In addition to the damaged systems, there should be a number of small fires, shorted panels, damaged power conduits, and minor injuries to be treated.

Minor damage and injuries can be dealt with using Repair, System Engineering, and First Aid or Medicine tests, and should be treated as full-round actions (should it be necessary to keep track).

The Narrator should emphasize the widespread chaos and damage aboard the station and busy his players in picking up the pieces, but should not allow them to forget that they've got a comrade still drifting near the anomaly.

Locating Janos' probe will require a Routine (TN 10) *System Operations (Sensors)* test. Janos' probe ship appears to be intact, but is adrift near the anomaly, and closing on a charged ion belt- if action is not taken, the probe will drift through the belt and likely be destroyed.

Assessing the state of the anomaly, likewise requires a Routine (TN 10) *System Operations (Sensors)* test, and reveals that the anomaly has become unstable- radiation levels, plasma spikes, and gravimetric distortions have all increased dramatically, and continue to do so.

Fallon may attempt to reach Janos telepathically- requiring a Routine (TN 10) *Empathy* or *Telepathy* test. On any success, Fallon will be able to confirm that Janos is alive, but little more. Only an Extraordinary success (a 21 or higher), Fallon will determine that Janos is disoriented and in pain.

Flotsam

All of the senior officers are qualified to operate the shuttle craft and the tractor beam,

to Berean and his staff must determine who will lead the rescue mission. Care should be taken to balance the need to rescue their comrade (and the officer's utility in such a mission) against the very real risk. The probe ship is drifting near the outer edge of the Anomaly, so a recovery is possible- were it any deeper in, the risk would simply be too great.

Whoever is sent to recover the probe ship will find a shuttle waiting for them as soon as they reach the launch bay. As they launch, Operations will relay them the coordinates of Janos's current location.

Unfortunately, the probe ship is drifting perilously close to a charged ion radiation belt- the heroes will have to maneuver very carefully in order to approach the probe, lock tractors, and then haul it back to the station. Unfortunately, the shuttle cannot land with the pod attached, and once they're close to the station, the crew will need to turn the pod over to tractor operators on the station itself.

Jetsam

The approach to the probe is dangerous, but doable. Approaching the pod requires a (TN 15) *System Operations (Helm/Flight Control)* test, and holding the shuttle in place will require an additional Routine (TN 10) test each round until the tractor lock can be established. Once lock-on has been achieved, a final Routine (TN 10) *System Operations (Helm/Flight Control)* test will carry the shuttle and pod clear of the anomaly and back to the station.

A Failure on one of these tests exposes the shuttle (and its occupants) to the radiation band, with the following effects:

Onset: 1 round. **Potency:** +3 TN

Effect: 1d6/2 wounds.

A Complete Failure on one of the piloting tests will cause 1d3 points of damage to the shuttle craft.

The Narrator is advised to describe the illusory sensation of warmth (actually, radiation) coming from the affected side of the shuttle, blistering paint, and the blaring radiation alarms. More subtle (and largely psychosomatic) effects are a prickly sensation and the sense of danger and unease.

Because of the interference from the radiation band and the gravitic shears, locking

Medusan Physiology

This information should be available to all of the player characters.

Medusans are a non-corporeal (actually, a plasma/energy combination), native to a Class Y world. Medusans exist both in normal space/time and partially in subspace, making them superlative navigators and astrophysicists.

Composed of superheated plasma and magnetic fields, Medusans have an intense physical appearance which is difficult or impossible for normal corporeal beings to comprehend. The effect is so intense as to cause madness in those unprepared for contact.

Special visors can partially shield the sighted from damage, but anyone not wearing such a visor who comes within line of sight of Janos must make a TN 35 *Willpower* reaction test each round or suffer madness and 1d6 points of *Intellect* damage. Once *Intellect* has reached zero, the madness is total and permanent. Even with a visor, non-telepaths looking at a Medusan are at risk, though the Target Number for the *Willpower* test is reduced to 10.

Specially-trained telepaths using one of these visors can approach a Medusan with relative impunity, allowing them to work and interact with normal, corporeal personnel. Because of the inherent dangers, a number of safeguards are in place to protect innocent bystanders from accidental exposure.

First, Janos' quarters and work areas are isolated from those of the rest of the station. Whenever Janos moves from his quarters, he is transported inside a special container box. Finally, station regulations allow only specially trained telepaths (such as Fallon) direct access to Janos.

Narrators can find more comprehensive information on the Medusans on page 107 of the [Star Trek Roleplaying Game Aliens](#) manual.

the tractor beam requires an extended TN 25 *System Operations (Deflector/Tractor)* test, with each roll requiring one round. locking the tractor beam requires an extended TN 25 *System Operations (Deflector/Tractor)* test, with each roll requiring one round.

The Narrator is encouraged to play up the tension and danger inherent in this maneuver, and while real damage and injury are possible, should "fudge" things in order to keep them from becoming fatal or derailing the rest of the adventure.

Recovery

As the heroes debark the shuttle (and perhaps

are joined in the Hangar by others from within the station), they find Crewman Marcos (wearing a visor) securing the probe ship (locking it in place with mechanical anchors). The probe is badly scorched and has suffered considerable damage to its hull and systems. The crew compartment seems to be intact.

Once the probe is secured, the heroes can attempt to move Janos from his ship to his containment box using portable (hand-held) tractor/pressor arrays. Although these are not technically weapons, they require an Extended TN 30 *Ranged Combat- Energy Weapon Test*. Each roll accounts for one minute of work. Once safely in his containment box, Janos can be moved back to his quarters to recover.

Fallon (or Soval) may again attempt to reach Janos via telepathy at this point. Janos is suffering from Medusan equivalent of delirium and is disoriented, paranoid, and in pain. Reaching Janos telepathically will require an opposed *Empathy, Telepathy, or Mind Meld* test, with the modifiers below. Once the link has been established, the heroes may attempt to reason with Janos and bring him out of his delirium.

In this initial encounter, Janos is irrational and thus more likely to both resist and lash out, and gains a +5 bonus to resist (because of his disorientation)..

If Fallon (a/o Soval) do not have line of sight to Janos, they suffer a -5 penalty. Finally, because he is unfamiliar with the alien nature of Janos's mind, Soval suffers a +10 penalty to all psionic tests. Once a telepathic link has been established, this penalty is reduced to +5 for all subsequent attempts.

Calming and stabilizing Janos will require both an active telepathic link and a series of 4 opposed *Influence* or *Persuade* tests. On any failure, Janos will break the contact and all progress has been lost. On a Complete failure (assuming he has line of sight), Janos will lash out at the telepath, doing 2d6+2 electrical/burn damage.

On a Disastrous failure, Janos will lash out telepathically at his tormentor before retreating. Any being in telepathic contact with him must make a Challenging (TN 15) *Willpower* test or take 1d3 points of *Intellect* damage.

Because of the highly personal nature of telepathy and the mind meld, the Narrator is strongly advised to take good role-playing and

good, compassionate approaches into account during the attempts to calm and stabilize Janos.

Unless he is calmed before hand, however, Janos panics and lashes out as soon as the hatch is opened, and then retreats through the nearest bulkhead and is loose on the station.

In addition to 2d6+2 damage from the plasma flash, anyone in the Hangar not wearing a visor must make a Ridiculous (TN 35) *Willpower* test (as outlined in *Medusan Physiology*, above) or face madness. Any non-telepaths in the room wearing a visor (such as Crewman Marcos) must make the same test, but at TN 10.

Particularly malicious Narrators might allow that the plasma flash damages or knocks off one or more visors- though it is not advised. If the Narrator wishes to pursue this route, he is strongly advised to allow player characters to attempt a Challenging (TN 15) *Quickness* test- and thus have the chance to shield his eyes.

Quick-thinking characters might attempt to use the hand-tractor arrays to corral Janos and prevent him from escaping. Doing so will require a Challenging (TN 15) *Tactics* test and then a series of Opposed tests pitting the characters *Ranged Combat- Energy Weapons* test against Janos' *Quickness*. If the players can contain Janos in this fashion for five rounds, he will retreat inside his containment box. If Janos wins any single contest, he escapes through one of the hangar walls and is free.

Once Janos is free, he can be easily tracked with the station's internal sensors- but unless he wanders into medical or one of the labs, containing him is a lot more complicated, as outlined in **Resources and Recourses** below.

ACT TWO

Resources and Recourses

This scene is intended as a round table discussion to allow the players to explore the various options before them. As each is considered, the Narrator should discuss the benefits and drawbacks to each. Truly innovative methods of catching and containing Janos should be encouraged and rewarded (as is reflected in the **Rewards** section below.

The primary problem facing the crew is the anomaly itself. Rather than stabilizing, it has grown worse and projections indicate it will continue to do so. The players should now

receive [Handout #2 Anomaly Output Chart](#). Radiation levels continue to increase and gravimetric shock waves are growing steadily stronger.

Within six hours, the station's shields will no longer be powerful enough to protect them against the radiation spikes and gravimetric shears emerging from the anomaly.

The solution here is straightforward- in order for the station to survive the coming radiation storm and gravimetric shock waves, the heroes must reconfigure the shields with stronger subspace resonators. Unlike the earlier modifications (which were done by software only), the heroes must physically modify the deflector emitters and power systems. This should be treated as three extended tests involving *System Engineering (Deflectors)*, *Structural Engineering (Spaceframe)*, and finally *System Operations (Deflector)*. Each extended test has a TN of 45 and each roll accounts for 1/2 hour of work. The player characters will need to divide their efforts in order to accomplish the modifications in time.

If the crew remains available to help (meaning they haven't been gassed unconscious or driven mad), each roll receives a +3 bonus to reflect their efforts to speed the modifications (in addition to any bonuses from combined tests made by other player characters. See page 85-86 of the [Narrator's Guide](#) for information on combined tests).

If the work is not completed within six hours, the shields will no longer be able to protect the station and there is a fifty/fifty chance that gravimetric shears will tear the station apart. Even should Charybdis One survive the gravimetric turbulence, it is little comfort to the crew- they will likely all be dead from severe radiation exposure.

Escaping the station in shuttles or life pods is simply not an option. Shuttle craft lack the range to reach an inhabited planet or another station, and stumbling across another space vessel would be little short of miraculous.

A distress signal is also out of the question- subspace noise from the anomaly is jamming all communications, and flooding the area with RF (radio frequency) interference. Internal communications (other than the intercoms) will also become compromised as the radiation levels increase.

Particularly inventive (and ruthless) players

might float the option of destroying the anomaly itself with an antimatter blast. This will not work for two reasons: First, the anomaly is an unknown quantity- they don't know what makes it tick, let alone what will make it stop. Second- and most damning- the station has no antimatter aboard.

The other imminent problem is dealing with and containing Janos. In his present state, he is a threat to everyone aboard.

Janos can be easily tracked- a TN 10 *System Operation (Sensor)* test- but containing or capturing him will be a tricky proposition at best. With a little effort, Janos can move through physical barriers below a certain density (only the main hull, certain portions of the fusion reactors, and High Energy lab are sufficiently dense to stop him). Janos can be contained with force fields, but those are limited to Sickbay, the High Energy, Thermionics, and Biology Labs (23rd century stations do not have internal force fields for damage control./security purposes). and such forcefields may or may not hold if the station's main deflectors are not modified.

Further, Janos will be unaffected by the intruder control systems (which dispenses anesthazine gas). Physically, Janos is all but invulnerable, but is susceptible to phaser fire- the problem being that beams powerful enough to injure him are also powerful enough to cause considerable damage if the shots miss.

Particularly inventive characters might also think to use the hand-tractors from Recovery in an attempt to herd Janos into one of the contained areas. The Narrator should treat this as a combined test between all of the members "on the hunt". Each round, Janos must make a *Quickness* test. Each team member (except the leader) must make an *Energy Weapons- Phaser* test against a TN equal to Janos' result -5 (for example, if Janos *Quickness* test was an eleven, each team member must roll a 6 or better). A marginal success grants the Team leader a +1 bonus, a complete success a +2 bonus, and so on. Failures impose like penalties. Once the bonuses (and penalties) are calculated, the team leader must make his own *Energy Weapons- Phaser* test. The number of successful tests (by the team leader) necessary to contain Janos depends upon the distance to the secure area, and is therefore at the discretion of the Narrator.

This plan is complicated by two major

factors- first, there must be at least five members of the team to keep Janos from escaping as he did in the hangar. Second, there isn't enough equipment- neither visors nor hand tractors, to equip a full team. There are only four visors and three hand tractors. A visor can be crafted in ten minutes with a Routine (TN 10) *Craft* test. The hand tractors, on the other hand, are highly specialized pieces of equipment, and require an Extended (TN 25) *Craft* or *Systems Engineering (Deflectors)* test- with each roll accounting for ½ hour of time. Obviously, one character cannot accomplish both projects (let alone hunt Janos or reconfigure the main shields) at the same time.

The visors impose a -5 penalty to all physical tests, and will only fully protect telepaths. Even with a visor, non-telepaths looking at a Medusan run the risk of being driven mad, and must make a TN 10 *Willpower* save or take damage as outlined in **Stalking the Corridors**.

Unless the characters are tracking him, Janos' incorporeal nature and speed will grant him a +2 bonus to all Initiative tests. Maintaining close contact with Operations and tracking him using the station's sensors will obviate this bonus. Characters tracking Janos personally with tricorders will earn a +2 *Initiative* bonus of his own.

Tracking Janos requires a Routine (TN 10) *Life Sciences* (with a +5 bonus for the tricorder) or *System Operations (Sensors)* test, but is only effective within 10 meters (due to the interference from the storm and station systems).

The quickest and safest (to the hunters) means of containing Janos is to use the transporter to lock on and beam him into a secure area (likely, one of the labs mentioned above). This method, on the other hand, is the most dangerous to Janos himself- inter-ship (or in this case, inter-station) is no where near perfected. If the transport process is bungled, Janos may be destroyed.

Locating Janos with the transporter will require a cumulative *System Operation (Transporter)* test of 25 to locate him within the station. (Using "hunting" parties with tricorders to help triangulate his position grants a +2 bonus to the test per team).

Once he is located, beaming Janos requires two TN 20 *System Operation (Transporter)* tests (one to beam him to the transporter buffer, a

second to beam him to the lab). A Disastrous failure (a roll of 9 or less) on either test will automatically destroy Janos and damage the transporter, requiring at least three hours to repair. For ever 3 points of failure (less than nine) Janos suffers 1d6 points of damage.

Complications

As the situation surrounding the station grows steadily worse, RF and subspace interference will have a noticeable and deleterious effect on the station. Sensors and transporters will soon be rendered unreliable (at best) and even hardened systems will be suspect.

For every half hour of game time, a member of the crew (at either the Operations or Engineering stations) must make a TN 10 *System Operations (Deflectors)* roll. For every failure, the Narrator should roll once on the Storm Effects Table (below) and apply the results.

This test effectively ties the crewman performing it to his station and prevents him from completing any work on modifying the emitter arrays- the character may, however, use the station's internal sensors to track Janos, using a Routine (TN 10) *System Operations (Sensors)* test.

Stalking the Corridors

If Janos has not been contained, he continues to roam the corridors more or less at random. There is no malice in his actions, but Janos is extraordinarily dangerous nonetheless. Anyone not wearing a visor who comes within line of sight of Janos must make a TN 35 *Willpower* reaction test each round or suffer madness and 1d6 points of *Intellect* damage. Once *Intellect* has reached zero, the madness is total and permanent.

If attacked, Janos will lash out, doing 2d6+2 burn/shock damage on a successful *Unarmed Combat* test. If heavily outnumbered, he will attempt to retreat (possibly through a solid bulkhead). A TN 7 *Unarmed Combat* test will allow Janos to phase through solid matter. Dense matters such as bulkheads impart a +3 TN, and extremely dense metals are impassable to him. Crewmen who come into physical contact with Janos (perhaps as he attempts to phase through them) suffer damage as though deliberately attacked.

Phasers must be set at Level 4 or higher in order to affect Janos, and there is a 1 in 6 chance that any miss in the corridors of the station will cause damage to one or more systems. The affected system is chosen randomly on the table above. For every five points of damage inflicted in this fashion (whether in one attack or several), mark off one block on the System Damage Track.

Madness, Death, and Mayhem

If Janos has not been contained and the crew has not been disabled, there is a strong likelihood that player characters moving around the station will encounter crewmen driven mad by contact with the Medusan.

There should be no more than 1d6 crewmen (excluding the PCs) in this encounter. Janos is avoiding large gatherings of people. Given security restrictions aboard the station, none of these crewmen should be armed with more than makeshift clubs (1d6+1 damage) or knives (1d6+2), though a plasma torch in the hands of an insane engineer can easily be as deadly as a phaser.

ACT THREE

I Once Was Lost

Once Janos is cornered or contained, Fallon a/o Soval can attempt to reach him telepathically, as is outlined in Recovery, above. Within three hours of being brought aboard, Janos has begun to recover from his delirium and disorientation, and will recover within six or seven hours on his own. As above, reaching Janos telepathically will require an opposed *Empathy*, *Telepathy*, or *Mind Meld* test, with the modifiers below. Only once a link has been established, may the heroes attempt to reason with Janos. As before, the heroes suffer a -5 penalty if they do not have line-of-sight. If Soval has previously established a telepathic link with Janos, he suffers a -5 penalty due to the alien nature of Janos' mind. If he has not, the penalty is -10.

Calming and stabilizing Janos will require both an active telepathic link and a series of 4 opposed *Influence* or *Persuade* tests. On any failure, Janos will break the contact and all progress has been lost. On a Complete failure, Janos will lash out at the telepath, doing 2d6+2

damage.

On a Disastrous failure, Janos will lash out telepathically at his tormentor before retreating.

Any being in telepathic contact with him must make a TN 15 *Willpower* test or take 1d3 points of *Intellect* damage. A disastrous failure will also drive Janos back into paranoia, granting him a +5 bonus to all subsequent attempts to calm him.

Because of the highly personal nature of telepathy and the mind meld, the Narrator is strongly advised to take good role-playing and good, compassionate approaches into account during the attempts to calm and stabilize Janos.

The Deadline

If the shield modifications have not been completed after six hours, the shields are no longer sufficient to protect the crew from the effects of the anomaly. All personnel aboard begin suffering the following radiation effects:

Onset: 30 minutes. **Potency:** +7 TN **Effect:** 1d6 wounds.

Doctor Benson may attempt to treat patients with Hyronalin, Cordrazine (both on pg 177 of the Player's Guide), Arithrazine, Coradrenaline (pp 68-69 of the Starfleet Operations Manual), or other potions in his little black bag.

Narrators without access to either the Player's Guide or Starfleet Operations Manual may use a "quick and dirty" rule of thumb which assumes that the medication confers a +3 *Stamina* bonus for one hour and reduces any wounds suffered by 1d3 points).

Unfortunately, Benson does not have enough medicine to treat more than a handful (3 or 4 people) for more than a few hours. Synthesizing additional medication is possible, but requires a TN 15 *Physical Science (Chemistry)* or *Medicine (Pharmacology)* test. Each test requires 1/2 hour of work to create ten doses of the medication.

Doctor Benson cannot both synthesize and administer the doses. This logistics problem is further compounded if the crew is disabled or unconscious.

Environmental suits (Charybdis One has enough suits for all hands) confer a +3 bonus to *Stamina* tests made to resist radiation damage, but also confer a -2 penalty to all Physical tests.

Once every 1/2 hour of game time after the deadline has passed, the Narrator should roll 1d6. On a roll of three or less, the anomaly

Fury of the Storm

Storm Effect (2d6)

- 2-3 **Hull Ionization** – Blue Lightning Plays around exterior ports of station and everyone’s hair stands on end
- 4 **Brown out**- Power to a random station system fluctuates off and on (brown out).
- 5-7 **Random Malfunction**- A random system behaves abnormally. The Comm. System starts playing Buddy Holly tunes, the Sensors detect a Romulan Warbird decloaking, the food processors begin pelting the crew with Cheese Blintzes. Whatever (nonlethal) mischief the Narrator wishes to inflict is acceptable.
- 8 **Electrical Arc**- A bolt of blue lightning leaps from a support arch or active system at the nearest person (determined randomly). The victim must make a Routine (TN 10) Dodge test or take 1d6 damage. This damage increases by 1d6 every two hours until the deadline is reached or the shield modulations are completed.
- 9 **System Failure**- A random system (see table below) suffers a failure. 3 uncorrected failures means the system has been rendered inoperable and cannot be used until repairs are made.
- 10-12 **Gravimetric Turbulence**- The station is rocked to her keel and everyone must make a TN 5 *Strength* test to remain standing. This difficulty number increases by +5 every two hours after the adventure has begun (or the modifications are completed).

Random System Table (2d6)

- 2-3 **Life Support**
- 4-7 **Shields**
- 8-9 **Operations**
- 10-11 **Sensors**
- 12 **Roll Again Twice** – More than one system has been affected. Ignore this result during re-rolls. No more than two systems will be affected in any one instance.

System Damage Track

Life Support		Shields	
C- Gravity Failing (-2 to All Physical Tests)	C- Shield Weakening- +2 to rolls on Storm Effects table	B- Thin Atmosphere (2d6 Stun to All Hands)	B- Shield Failing- Grav Turbulence does 1d6 damage
A- System Offline (2d6 rounds to Abandon Ship)	A- System Offline	Sensors	
Sensors		Operations	
C- Internal Sensors Offline. Janos cannot be tracked.	C	B- Station cannot modulate shields, all damage doubled	B
A- System Offline (Station is Blind)	A- System Offline		

Each block of damage (whether caused by phaser fire or the storm) requires 1/2 hour of work and a successful TN 10 *Repair* or *Systems Engineering* test to correct.

tosses off another gravimetric shear which does 1d6 damage per number on the die (1d6 on a 1, 2d6 on a 2, etc.).

Resolution

This mission can be resolved in several ways- all depending upon how well the characters performed. The storm itself will last a total of about twelve hours before dying away, and if the crew cannot complete the modifications, will have little choice but to hunker down and ride out the storm as best they can. If they complete the modifications and fare well, the players may receive Handout#2.

If they fare poorly, but manage to survive, the Narrator should read the following:

"Captain's Log, Stardate 8511.1 USS Yorktown en route to Starbase 6. Noting a sharp increase in radiation levels and subspace activity, and being unable to contact the Charybdis One, Yorktown diverted to the station, and upon arrival, found the station in danger of immediate collapse and the crew suffering from acute radiation poisoning.

Yorktown took moderate damage reaching the station and recovering the handful of survivors, but our own casualties were light. Starbase 6 has been alerted to the catastrophe and is preparing to receive the patients as soon as we arrive. The station itself is a total loss, being destroyed by a gravimetric shear shortly after we departed."

If the player's have failed in every goal, the Narrator should read the following:

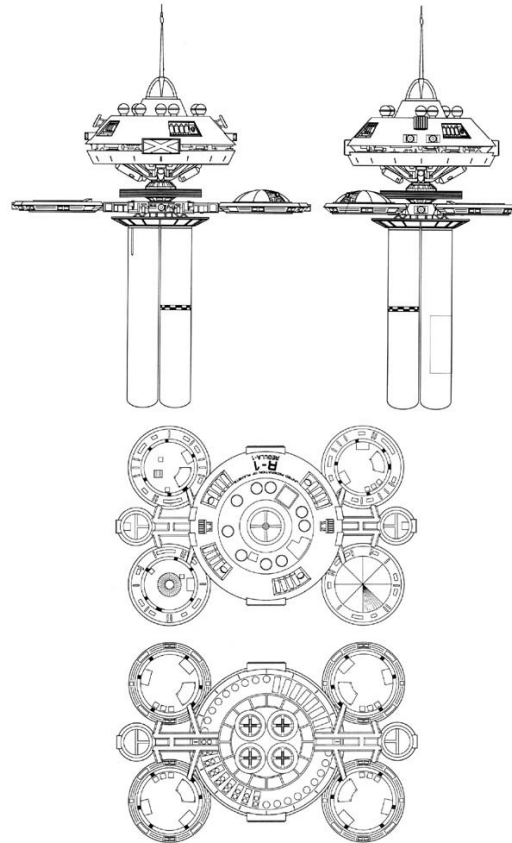
"Captain's Log, Stardate 8547.4.

Transport ship Adrienne arriving to resupply Charybdis One. We have found only heavily irradiated debris where the station once stood.

A careful search has revealed no survivors, and no trace of the calamity that destroyed the station. Background radiation levels are slightly elevated, but the anomaly appears to be behaving normally.

A message has been dispatched informing Starfleet Command of the destruction.

Adrienne now departing for Delta Triacus IV for shore leave and restocking...."



NARRATOR'S NOTES:

During play-testing of *Edge of the Abyss*, I was fortunate to have a crew of both experienced gamers and knowledgeable Trekkers at my disposal.

Much to my surprise (and secret delight), the crew took a wholly unexpected tack.

Early on in the adventure, the senior staff decided that if they were to jettison extraneous portions of the station (the lower cargo modules and nearly everything else that could be remotely considered superfluous to their survival), the remaining shields could be concentrated over a much smaller volume and thus allow them to survive. In the event, this added a few new wrinkles and derailed a small handful of the planned encounters, but proved to be a minor sidetracking of the adventure at best.

Game masters may expect that a number of the events in this adventure may occur somewhat out of sequence, and particularly inventive players may derail the planned events entirely. The best way (in the author's opinion) to cope with this is to keep three things in mind:

1. that the station and her crew are on a deadline- unless drastic action is taken, the Charydis Station will be uninhabitable within six to twelve hours- and there's nowhere to run or hide.
2. that Janos is incredibly dangerous, but is not inherently hostile or aggressive. Unless he's cornered, he'd much rather avoid contact himself.
3. that the skilled engineers and technicians aboard the station can solve the problem through their skills and ingenuity, and that these are best expressed (in the context) of the adventure through a series of Extended *System Engineering (Deflectors)*, *Structural Engineering (Spaceframe)*, and *System Operations (Deflector)* tests.

The purpose of this adventure isn't to find a new, nasty way for the characters to die, but to create a serious and dangerous situation in which to challenge the player's imagination and ingenuity. The characters have the skill-

the players provide the imagination and initiative.

Whatever reasonable solution the players come up with will ultimately boil down to a series of extended tests using the skills above. (And no, converting the station's shield grid into a subspace bubble and moving the whole kit-and-kaboodle from Bajor to the Denorios Belt isn't reasonable.)

My players came up with a series of unexpected solutions which challenged my preconceptions and preparation. May you be so blessed by your players!

-Roger Taylor



(Non-Player Characters)

Janos- Janos is a Medusan astrophysicist on loan to the Federation. Having worked for the Federation on other projects, Janos was recruited for this mission due to his previous expertise, familiarity with Federation technology, and Medusan physiology. With his assistance, a special probe was developed which would allow a far closer approach to the anomaly than would normally be possible. The conditions at the anomaly's inner perimeter are invariably fatal to more corporeal life forms and conventional probes are insufficient to the challenge of navigating in such chaotic space.

Age Unknown **Species:** Medusan **Gender:** N/A **Eyes:** N/A **Hair:** N/A

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

Str 6(+0) **Agl** 10(+2) **Int** 14(+4)* **Vit** 10 (+2) **Prs** 4(+0) **Per** 9 (+1)* **Psi** 4(+0)

Quickness +2 **Savvy** +0 **Stamina** +2* **Willpower** +2 **Defense:** 9

Skills: *Computer Use (Retrieval) +5, Construct (Plasma Interfaces) +2, Empathy +5, Investigate (Research) +5, Knowledge: Culture (Medusan) +3, Knowledge: History (Medusan) +4, Knowledge: Politics (Federation) +4, Knowledge: Specific World (Medusa) +4, Knowledge: Trivia (Wild West Gunslingers) +5, Mind Control +2, Mind Shield +5, Negotiate +3, Persuade (Persuade) +3, Physical Science (Physics) +5, Repair (Computer) +5, Space Science (Astrophysics) +4, System Operation (Flight Control) +5, Telepathy +3, Unarmed Combat (Plasma Burst) +1*

Professional Abilities: Area of Expertise

Species Abilities: Amorphous, Psionic, Energy Body, Extraordinary Sense (Subspace), Fire Physical, Radiation Invulnerable, Flying, Inconceivable, Medusan Empathy

Edges/ Flaws: Unyielding

Station Crewman - a civilian crewman assigned to a quiet little research outpost- now driven to madness and violence from contact with a being too beautiful or too ugly to behold.

Str 8 (+1) **Agl** 9 (+1)* **Int** 10 (+2)* **Vit** 10 (+2) **Prs** 6 (+2)* **Per** 7 (+1)

Quickness +1* **Savvy** +0 **Stamina** +1 **Willpower** +2 **Defense:** 8

Skills: *Computer Use 1, Construct 3, Engineering-Systems 3, Engineering (Structural) 4, Observe (Spot) 2, Repair 4, System Operation (Transporter) 2, Unarmed Combat (Brawling) 2*

Professional Abilities: *Technophile*

Species Abilities: *Adaptable, Human Spirit, Skilled*

Edges/ Flaws: *Everyman, Thick Skull (+5 Stamina Bonus to resist Stun), Bloodlust*

Rewards:

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

Experience Awards

PCs successfully modified the station shields: 1000 exp. points

PCs were able to contain and redeem Janos 800 exp. points

PCs disabled or killed Janos: 100 exp. points

PCs were able to contain Janos using an innovative method not otherwise anticipated in this adventure: 300 exp points (in addition to the points awarded above)

PCs think to use the intruder control system to disable and thus protect their crew. 50 exp points

Optional Renown Results (per Officer):

-6 or less Officer is court-martialed, Infamy Flaw possible (GM's discretion).

-3 to -5 Inquiry by Starfleet Command, possible reprimand.

0 or -2 Nasty message from Starfleet Command

1 Acknowledgment from Starfleet Command, next assignment.

2 to 4 Acknowledgment from Starfleet Command, well done.

5 or better Commendation from Starfleet Command (Commendation 1 edge).

Renown Awards

PCs successfully modified the station shields: Renown +1

PCs were able to contain Janos without further injury: Renown +1

PCs were able to contain Janos using an innovative method not otherwise anticipated in this adventure: Renown +2 (in addition to the point awarded above)

PCs were able to redeem Janos: Renown +1

PCs disabled or killed Janos: Renown -1

Per PC or NPC driven mad by Janos: Renown -1

PCs think to use the intruder control system to disable and thus protect their crew. Renown +1 (to the player who came up with the idea)



Type 5 Shuttle

Production Data

Origin: United Federation of Planets
Class and Type: Modified Type 5 Shuttle
Year Launched: 2269

Hull Data

Structure: 10 Size:2, 1 decks
Length:10m
Crew: 2, 10 passengers
Atmospheric Capable: Yes

Operational Data

Transporters: None Cargo Capacity: 1 units
Tractor Beams: Yes (Specially Fitted)
Sensor Systems: Class 3 (+3/D)
Operations Systems: Class 2 (C)
Life Support: Class 1R (BB)

Propulsion Data

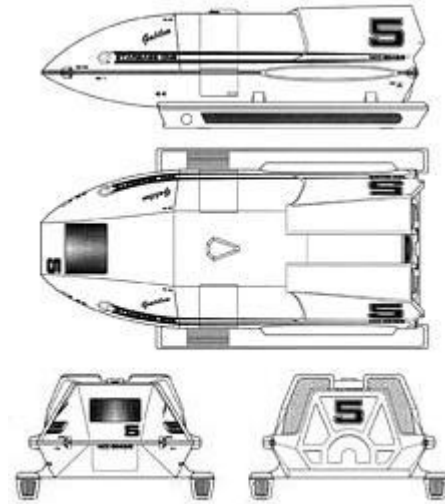
Impulse Engines: SBC (.5c)(B)

Tactical

Deflector Shields PFF-2 (A)
Protection/Threshold 12/2 ___

Miscellaneous

Maneuver Modifiers +0 C, +2 H, +0 T **Traits** None



Probe Ship

Production Data

Origin: United Federation of Planets
Class and Type: Type 5 Shuttle
Year Launched: 2269

Hull Data

Structure: 5 Size:1, 1 decks
Length:4m
Crew: 1, No passengers
Atmospheric Capable: No

Operational Data

Transporters: None Cargo Capacity: 1 units
Tractor Beams: None
Sensor Systems: Class 3 (+3/D)
Operations Systems: Class 2 (C)
Life Support: Class 2 (C)

Propulsion Data

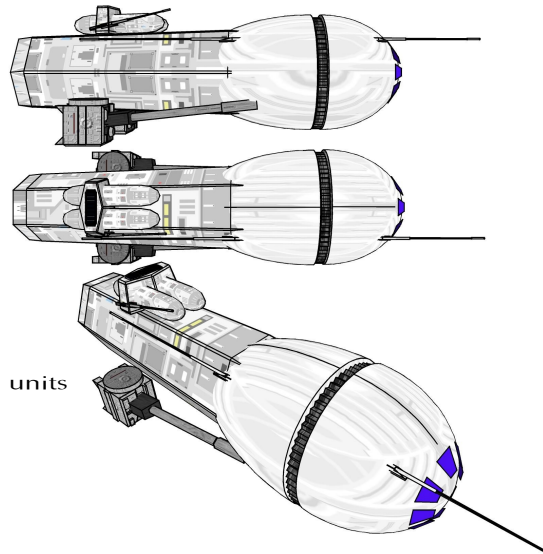
Impulse Engines: SBA (.25c)(B)

Tactical

Deflector Shields PFF-2 (A)
Protection/Threshold 12/2 ___

Miscellaneous

Maneuver Modifiers +0 C, +2 H, +0 T **Traits** None



Handouts:

Handout #1: Station Log and Sitrep:

Station Log: Stardate 8501.1

"Log Entry By Daniel Berean, Station Administrator.

Observation and analysis of the Charybdis Anomaly continue without incident.

Medusan pilot Janos is maneuvering Probe 1 for another close pass of the anomaly.

If Janos can bring his ship through the gravimetric distortions and radiation, he will attempt to fire an instrument package into the anomaly, giving us (with any luck) our first glimpse into the inner workings of the anomaly itself."

Soval: Probe 1 is now in position to commence run. Distance to anomaly: 4000 km.

Radiation: Level 8, Probe internal temperature 300°.

Benson: Radiation and temperature levels that high will kill a human in minutes.

Michaelangelo: Sensors are clear, no vessel traffic within sensor limits.

Delaney: Systems ready. Recorders are on- all boards in the green.

Fallon: Janos signals ready.

Berean: Execute run.

Michaelangelo: Probe One is moving. Speed: .25 Impulse.

Soval: Background and subspace emissions are normal.

Michaelangelo: Sensors registering a second object- instrument package is away.

Piper: Confirmed. Package Telemetry is stable, now receiving probe data.

Michaelangelo: Contact in 3...2...1!

Piper: Package telemetry lost!

Soval: Reading a massive spike in subspace and radiation levels.

Fallon: Probe One has been struck by severe turbulence. Telepathic contact lost.

Michaelangelo: Probe One is adrift, heading 163 mark 7.

Berean: Hangar Bay, ready tractor beam and rescue shuttle.

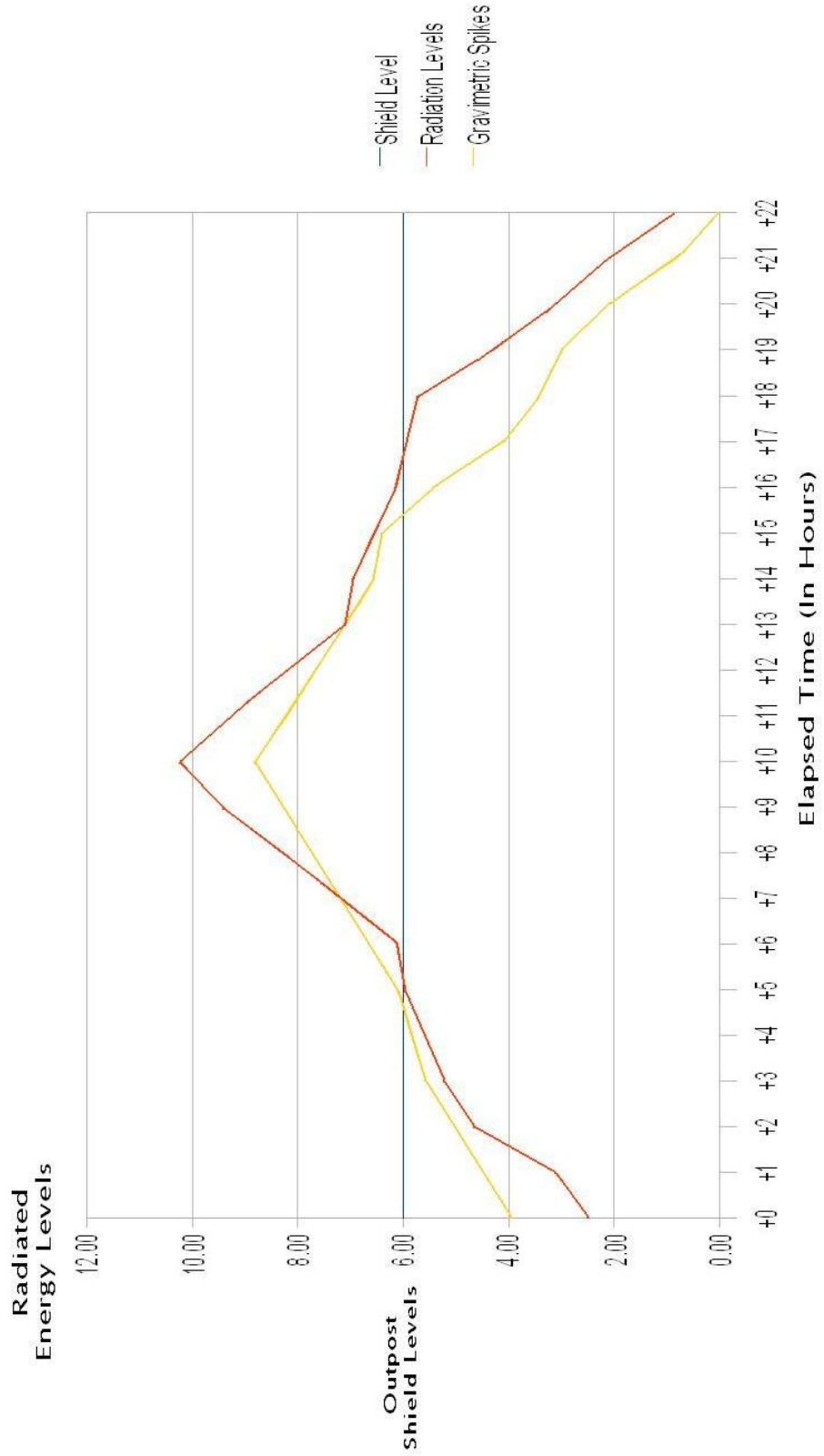
Soval: Subspace and radiation levels continue to climb. Now 230% above normal.

Piper: Level two subspace shock wave inbound. Impact in two minutes!

Berean: Red Alert! All Hands brace for impact!

Handout #2: Anomaly Output Chart

Charybdis Anomaly Energy Levels



Handout #3: Station Log and Sitrep:

Station Log: Stardate 8513.8

Log Entry By Daniel Berean, Station Administrator.

All is well. The severe disturbance surrounding the Charybdis Anomaly has faded. The storm lasted a total of just under twenty-four hours.

Station and crew have weathered the storm well, and the USS Yorktown has hailed us. Noting the disturbance on her long range sensors, she altered course to investigate, and will be here in four hours to take our casualties aboard for transport to Starbase Six.

Repairs are underway, and should be completed within the week.

Dramatis Personae-
Crew of Charybdis One

Station Administrator	Daniel Berean	Human	
Chief Operations Officer (<i>Engineer</i>)	William Delaney	Human	<i>Chief Petty Officer</i>
Chief Science Officer	Soval	Vulcan	
Chief Security Officer	Thomas Michaelangelo	Human	<i>Lieutenant</i>
Medusan Liaison Officer	Fallon	Deltan	
Sensor and Telemetry Officer	Natalie Piper	Human	
Chief Medical Officer	Dr. Thomas Benson	Human	<i>Lieutenant</i>

Charybdis One is a civilian space station under the administration of the Federation Science Council. Starfleet personnel are only assigned to the station in a support capacity.

Under normal circumstances, the chain of command runs from Administrator Berean through Soval, then Natalie Piper, Lieutenant Michaelangelo, and finally Chief Delaney. Under certain emergency circumstances, however- especially where the security of the Federation is at stake, Starfleet protocols and Federation law allow Lieutenant Michaelangelo and Chief Delaney to preempt the normal chain of command.

Starfleet Office of Personnel Management Starfleet Command

Daniel Berean

Age: 52
Species: Human
Homeworld: Earth
Gender: Male
Hair: Blonde
Eyes: Brown

Rank: N/A

Current Assignment:

Station Administrator, Charybdis One

Profile/History:

Administrator Berean is the Project Administrator and leader of the Charybdis Expedition. A career administrator, Berean has overseen the construction and operation of a number of orbital habitats and deep-space stations. When the Federation Science Council first chartered the Charybdis One, Berean was brought in to supervise construction, and because of his efficient performance and good judgment, and was subsequently tapped to oversee the operation as well- despite his lack of scientific credentials. Berean is an older human male with a thinning sandy blond hair and dark eyes. He is steadfast and determined without being overbearing.

Psychological Profile: Berean is a consummate, cautious professional. He understands that people and machinery have inviolable limitations- push beyond those limits and disaster will follow.

If Berean has a flaw, it is his pragmatism- he tends to think in terms of risk management, of what can go wrong rather than what can go right.

Attributes

Str 8 (+1) **Agl** 7 (+0) **Int** 10 (+2)* **Vit** 11 (+2) **Prs** 8(+1)* **Per** 7 (+0)
Quickness +0 * **Savvy** +3* **Stamina** +2 **Willpower** +3 **Defense:** 7

Miscellaneous Scores

Courage: 4 **Defense:** 8 **Health:** 12 **Renown:** 6

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+2	+5		7	(Retrieve)
Enterprise: Administration	INT	+2	+7		9	(Retrieve)
Influence	PRS	+1	+1		2	(EPS System, Transporter)
Inquire	PRS	+1	+4		5	Interview
Knowledge:Culture	INT	+2	+4		6	(Human)
Knowledge:History	INT	+2	+4		6	(Federation)
Knowledge:Politics	INT	+2	+6		8	(Federation)
Knowledge:Specific World	INT	+2	+3		5	(Earth)
Language- Fed Standard	INT	+2	+3		5	
Language- Vulcan	INT	+2	+4		6	

Negotiate	INT	+2	+3		5	(Mediate)
Physical Science	INT	+2	+4		6	Mathematics
Ranged Combat: Energy	AGL	+0	+3		3	(Phaser)
Repair	INT	+2	+3		5	(Computers)
Structural Engineering	INT	+2	+6		8	Spaceframe
System Engineering	INT	+2	+4		6	EPS Systems
System Operation	INT	+2	+5		7	

Professional Abilities:

Gain Trust: Berean has a lot of experience in coordinating apparently irreconcilable groups- and gains a +4 bonus to all *Negotiate (Mediate)* skill tests.

Power Player: Berean has learned to manipulate the various Federation bureaucracies- when he makes an *Administration* test, Berean gains a +3 bonus (equal to half of his *Politics* skill level).

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Berean a +2 bonus to his *Savvy* 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: Berean has been assigned as Station Administrator by the Federation Science Council and Starfleet Operations.

Suit Trained: Berean has spent a great deal of time in environmental suits, and no longer suffers the -2 penalty they impose.

Starfleet Office of Personnel Management

Starfleet Command

William Delaney

Age: 36
Species: Human
Homeworld: Rigel X
Gender: Male
Hair: Brown
Eyes: Brown

Rank: Chief Petty Officer

Current Assignment:
 Chief Operations Officer, Charybdis One

Profile/History:

William Delaney is something unique in Federation history- one of the few residents of Rigel X to win an appointment to Starfleet Academy.

Unfortunately, Delaney was subsequently disqualified due to a drunken brawl on his eighteenth birthday which quickly devolved into a riot. Unwilling to give up his dreams of serving Starfleet, Delaney moved to Acheron II and enlisted as soon as his residency was approved. Since then, he's demonstrated an aptitude for machinery and a talent for innovation which borders on clairvoyance. His career, as he's fond of saying, consists of "fifteen years of undiscovered crime and debauchery".

Psychological Profile: Though tight-lipped about his past, Delaney is relaxed and easy going, secure in his past and his identity.

As an experienced veteran and consummate professional, Delaney is a rock on which many others depend. In many respects, keeping life normal on the station is Delaney's terrain- he handles all of the engineering functions which keep the station habitable- and the mind set tends to bleed through into his other duties.

In Delaney's mind, his job and duty lie not only in keeping the machinery running, but in teaching and molding the next generation of Starfleet- both officers and enlisted men. He is the keeper of tradition, and the man upon whom everyone depends- and he'd sooner die than let them down.

Attributes

Str 7 (+0) **Agil** 6 (+0) **Int** 12 (+3)* **Vit** 11 (+2)* **Prs** 11(+2) **Per** 8 (+1)
Quickness +3 **Savvy** +2 **Stamina** +2* **Willpower** +3 **Defense:** 7

Miscellaneous Scores

Courage: 4 **Defense:** 7 **Health:** 11 **Renown:** 4

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Appraise	INT	+3	+1		4	
Athletics	STR	+0	+4		4	
Computer Use	INT	+3	+5		8	(Retrieve)
Construct	INT	+3	+4		7	
Enterprise: Streetwise	INT	+3	+4		7	
Influence	PRS	+2	+2		4	

Knowledge:Culture	INT	+3	+4		7	(Orion)
Knowledge:History	INT	+3	+4		7	(Federation)
Knowledge:Politics	INT	+3	+4		7	(Federation-Orion)
Knowledge:Specific World	INT	+3	+3		6	(Rigel X)
Language- Fed Standard	INT	+3	+5		8	
Language- Kolari (Orion)	INT	+3	+4		7	
Propulsion Engineering	INT	+3	+6		9	(Impulse, Warp Drive)
Ranged Combat:Energy	AGL	+0	+2		2	
Repair	INT	+3	+4		7	(Computers)
Survival	PER	+1	+1		2	(Astrophysics)(Astrogation)
System Engineering	INT	+3	+6		9	(Transporter, Deflector, EPS)
System Operation	INT	+3	+6		9	(Transporter, Deflector)
Unarmed Combat	AGL	+0	+1		4	(Starfleet Martial Arts)

Professional Abilities:

Engineering Certification: As a starship engineer, Delaney has been exposed to all manner of engineering work- and can use all of the skills in the *Engineering* skill group untrained. When Delaney learns a new *Engineering* skill, he automatically gains a skill specialty.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Delaney 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

Alert: Time in space has taught Delaney to react quickly to danger. He gains a +2 to all *Initiative* tests.

Command 1: Delaney has been assigned as Chief Operations Officer aboard Charybdis One.

Innovative: Though Professional abilities are not normally available to enlisted characters, Delaney has the Engineering Certification Professional Ability.

Promotion 5: Delaney holds the rank of Chief Petty Officer.

Starfleet Office of Personnel Management

Starfleet Command

Soval

Age: 58 **Gender:** Male
Species: Vulcan **Hair:** Black
Homeworld: Vulcan **Eyes:** Hazel

Rank: N/A

Current Assignment: Chief Research Scientist, Charybdis One

Profile/History:

The Chief Research Scientist for the Charybdis Project has spent many years in space following his parents from one research project to another. Graduating from the Vulcan Academy of Sciences, Soval began his own career as a preeminent astrophysicist. Early in his career, an accidental exposure to Theta radiation weakened his immune system, slowing his ability to heal from injuries.

Psychological Profile:

Soval is consummately Vulcan, motivated by considerations of logic, rather than emotion. Still comparatively young, Soval is too unsure of his control to risk much in the way of empathy or “understanding” of more emotional reasons. In reality, Soval is very intuitive about the motivations and drives of others- and as with most Vulcans, he perfectly understands emotions, but is too unsure of his own self-mastery to risk letting his control slip. Any “emotional” actions Soval will take will be carefully thought out before hand- with his rationalizations and self-justifications at the ready.

Attributes

Str 8 (+1) **Agil** 6 (+0) **Int** 10 (+2)* **Vit** 8 (+1) **Prs** 9(+1) **Per** 7 (+0) **Psi** 4 (+0)
Quickness +0 **Savvy** +3* **Stamina** +1* **Willpower** +1 **Defense:** 7

Miscellaneous Scores

Courage: 3 **Defense:** 7 **Health:** 9 **Renown:** 6

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+2	+4		6	(Retrieve)
Construct	INT	+2	+5		7	(Probes)
First Aid	INT	+2	+3		5	
Investigate	PER	+0	+3		3	
Knowledge:Culture	INT	+2	+4		6	(Vulcan)
Knowledge:History	INT	+2	+3		5	(Vulcan)
Knowledge: Law	INT	+2	+2		4	(Federation)
Knowledge:Politics	INT	+2	+3		5	(Federation)
Knowledge:Specific World	INT	+2	+4		6	(Vulcan)
Language- Fed Standard	INT	+2	+3		5	
Language- Vulcan	INT	+2	+4		6	
Life Science	INT	+2	+5		7	(Xenobiology)
Mind Meld	PSI	+0	+5		5	
Physical Science:	INT	+2	+6		8	(Physics, Mathematics, Temporal Physics)
Ranged Combat:Energy	AGL	+0	+3		3	
Repair	INT	+2	+1		3	(Computers)

Space Science	INT	+2	+4		6	(Astrophysics, Astronomy)
Systems Engineering	INT	+2	+3		5	(Electro plasma Systems)
System Operation	INT	+2	+8		10	(Sensors)

Professional Abilities:

Focus: Soval knows how to concentrate on the work at hand- and may ignore all circumstance penalties from distractions.

R&D Specialist: Soval knows how to design and build devices and equipment faster than normal technicians. When makes a *Construct* or *Repair* test, he either gains a +3 affinity bonus (equal to half his *Physical Science* skill) or may make the test in half the base action time (including extended tests). Which benefit is received is up to the player, but must be chosen before the test begins.

Technophile: Soval knows how to make the most of his tools and equipment- and when making *Construct*, *Engineering*, or *Repair* tests, may ignore any penalties from inadequate equipment (up to -3) and may double any bonuses provided by equipment.

Species Abilities:

Enhanced Rapid Healing: Once per day, Soval may enter into a trance lasting ten minutes for every affected wound level. At the end of the trance, Soval regains a number of wound points equal to his *Vitality* modifier (1 point) This replaces the effects of natural healing but Soval will still receive the benefits of *Medicine* and *First Aid* tests.

Mindmeld: This Vulcan discipline allows Soval to share memories with another, and results in a temporary merging of the minds, though information can be withheld. Creating a mindmeld is a full round action, and If the target actively resists, is an Opposed test against the target's *Willpower*. It is a serious- almost unforgivable- breach of Vulcan ethics to force a meld on another.

Nerve Pinch: Soval can attempt to use a nerve pinch on any vertebrate by grasping it at the base of the neck (or equivalent nerve center) and making an *Unarmed Combat* test. If the victim is aware of Soval's intent, the attack suffers a -5 skill penalty. If this attack is successful, the target is automatically stunned for 2d6 rounds.

Psionic: Like nearly all of his people, Soval is gifted with empathic a/o telepathic abilities.

Skill Focus (Keen Hearing): Vulcans evolved in a high, thin atmosphere, and evolved an exceptionally sharp sense of hearing. Soval gains a +4 to *Observe (Hearing)* tests.

Edges/Flaws

Command 1: Soval has been assigned as the Chief Research Officer aboard Charybdis One.

Eidetic Memory: Soval has a photographic memory. Simple tests (TN 5 or less) succeed automatically, and Soval gains a +2 bonus to all tests using *Academic* skills.

Multitasking: Soval has learned to subdivide his attention- and may perform full-round actions as two actions instead (allowing additional actions at the standard -5 penalty).

Slow Healing: Because of accidental radiation exposure, Soval heals at half the normal rate- regaining 1 point every two days (instead of the normal 1 per day). Healing accomplished by Healing Trance, Medicine or First Aid tests is unaffected.

Suit Trained: Soval has spent a great deal of time in environmental suits, and no longer suffers the -2 penalty they impose.

Zero-G Trained: Soval has been trained for work in zero gravity, and ignores any penalties from operating in zero-g.

Starfleet Office of Personnel Management

Starfleet Command

Thomas Michaelangelo

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

Rank: Lieutenant
Current Assignment:
 Chief Security Officer, Charybdis One

Profile/History:

A tall, handsome man from the American Mid-west, Thomas is wise and wary beyond his years. Michaelangelo is the quintessential security officer, standing steadfastly between the dangers the universe has to offer and the scientists and explorers trying to study them.

Tender and playful with those closest to him, he nonetheless believes in quick, decisive action in defending those under his charge and care. Though he does not initiate violence, when pressed to it, Michaelangelo believes in making it swift, short, and decisive.

Michaelangelo was posted to Charybdis One following duty aboard the U.S.S. *Coronado*. A routine landing party on a diplomatic mission turned into a disaster when the native contacts turned violent. Two security men were killed, and Michaelangelo was severely injured (he lost his left arm) protecting the rest of the party. Michaelangelo was decorated for saving his captain's life and after receiving a prosthetic arm, was assigned to Charybdis One to recuperate and "get back in the groove" before returning to service aboard a ship-of-the-line.

Psychological Profile: Michaelangelo is pragmatic, cautious, and is not afraid to employ violence in order to accomplish his mission- protecting those under his charge.

While he does not qualify as paranoid, Michaelangelo is predisposed by training and duty to assess and react to potential threats. He is the big dog charged with protecting the flock- and he takes that charge very seriously.

Michaelangelo does not enjoy violence, and is not the least bit sadistic, but is more than prepared to break things and kill people in order to accomplish his purposes. If he can avoid violence, Michaelangelo will do so as a matter of course, but should it become necessary, he will not flinch and will be precisely violent enough to get the job done.

Attributes

Str 10 (+2) **Agil** 10 (+2)* **Int** 10 (+2)* **Vit** 10 (+2) **Prs** 9(+1) **Per** 10 (+2)
Quickness +4* **Savvy** +2 **Stamina** +3 **Willpower** +2 **Defense:** 7

Miscellaneous Scores

Courage: 4 **Defense:** 9 **Health:** 12 **Renown:** 6

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat	AGL	+2	+3		5	Knife
Athletics	AGL	+2	+2		4	Running
Enterprise- Streetwise	INT	+2	+3		5	

First Aid	INT	+2	+1		3	
Investigate	PER	+2	+5		7	(Forensics, Search)
Knowledge:Culture	INT	+2	+4		6	(Human)
Knowledge:History	INT	+2	+4		6	(Federation)
Knowledge:Politics	INT	+2	+2		4	(Federation)
Knowledge:Religion	INT	+2	+3		5	(Human)
Knowledge:Specific World	INT	+2	+4		6	(Earth)
Language- Fed Standard	INT	+2	+3		5	
Observe	PER	+2	+3		5	
Ranged Combat:Energy	AGL	+2	+8		10	(Phaser)
Repair	INT	+2	+2		4	(Computers)
Space Science	INT	+2	+4		6	(Astrophysics)(Astrogation)
System Operation	INT	+2	+7		9	(Security Systems, Sensors)
Tactics	INT	+2	+3		5	(Small Unit)
Unarmed Combat	INT	+2	+3		5	(Starfleet Martial Arts)

Professional Abilities:

Physically Fit: Michaelangelo has driven himself to the peak of human physical perfection- whenever he makes a *Strength* or *Vitality* attribute test or an *Athletics* skill test, he doubles the bonus conferred by the key attribute (to +4). When he received this ability, Michaelangelo also increased his *Stamina* reaction by +1.

Responsive: Michaelangelo has learned to respond faster than normal officers to various threats- during combat actions, he may take one additional combat action per turn (a total of three actions) without suffering the multiple action penalties.

Security Ops: Michaelangelo excels at criminal investigations, and gains a +2 bonus to tests using the *Investigate* skill.

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

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Michaelangelo 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: Michaelangelo has been assigned as Chief of Security (and a Department Head) aboard Charybdis One.

Dodge: Michaelangelo is fast on his feet, gaining a +3 bonus to *Quickness* reactions when taking dodge actions.

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

Unyielding: Michaelangelo's force of will grants a +2 bonus to Willpower reaction tests.

Starfleet Office of Personnel Management

Starfleet Command

Fallon

Age: 29
Species: Deltan
Homeworld: Delta IV
Gender: Female
Hair: N/A
Eyes: Blue

Rank: N/A

Current Assignment:

Exocultural Specialist, Charybdis One

Profile/History:

A psionic prodigy from Delta IV, Fallon has long nurtured a fascination with other cultures and societies. Her talents and native abilities led to a much coveted opportunity for training at the Vulcan Academy of Sciences, and later, a position with the Federation Diplomatic Corps. When the opportunity came to work with a Medusan as part of the Interspecies Exchange Program, Fallon was tapped to work with Janos, and quickly developed a strong rapport with the alien.

Psychological Profile: Fallon still enjoys a broad sense of wonder about the marvels of the universe, and a sustaining sense of wonder. Fallon is deeply empathic and readily sympathizes with others- and as a result is one of the most popular crewmen aboard the station.

As a matter of self-discipline (and her oath of celibacy), Fallon tends to hold herself cool and aloof- which actually adds to her exotic and mysterious air.

Like most of her people, Fallon dislikes violence and violent solutions, which has put her somewhat at odds with Lt. Michaelangelo. Their disagreement is deep-seated, but mild and seldom-expressed.

Fallon's close empathic and telepathic bond with Janos has ensured that she is very protective of the alien, and enjoys working with him.

Attributes

Str 8 (+1) **Agl** 9 (+1) **Int** 12 (+3)* **Vit** 8 (+1) **Prs** 9(+1)* **Per** 12 (+3) **Psi** 4 (+0)

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

Miscellaneous Scores

Courage: 3 **Defense:** 8 **Health:** 9 **Renown:** 3

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+3	+5		8	(Retrieve)
Empathy	PSI	+0	+4		4	
Enterprise: Administration	INT	+3	+3		6	
Influence	PRS	+1	+4		5	
Inquire	PRS	+1	+3		4	
Knowledge:Culture	INT	+3	+6		9	(Deltan, Medusan, Vulcan)
Knowledge:History	INT	+3	+5		8	(Federation, Vulcan, Medusan)
Knowledge:Politics	INT	+3	+4		7	(Federation)

Knowledge:Religion	INT	+3	+2		5	(Vulcan)
Knowledge:Specific World	INT	+3	+4		7	(Delta IV, Vulcan)
Language- Deltan	INT	+3	+4		7	
Language- Fed Standard	INT	+3	+3		6	
Language- Vulcan	INT	+3	+2		5	
Mind Shield	PSI	+0	+2		2	(Mathematics)
Negotiate	PRS	+1	+5		6	
Observe	PER	+3	+2		5	
Pain Reduction	PSI	+0	+4		4	
Persuade	PRS	+1	+4		5	Persuasion
Social Science	INT	+3	+5		8	Sociology
System Operation	INT	+3	+3		6	
Telepathy	PSI	+0	+5		5	

Professional Abilities:

Gain Trust: Fallon has been trained to mediate between alien and contradictory mindsets and agendas- and gains a +4 bonus to all *Negotiate (Mediate)* skill tests.

Species Abilities:

Empathy: Deltans gain the *Empathy* skill at +2 and advance it as a professional skill. If they have *Empathy* at +4 or higher, they may learn the *Mind Meld* skill, as with the Vulcan ability.

Navigational Sense: Deltans gain a +2 to the *Survival (Orienteering and Water Navigation)* and *Space Science (Astrogation)* and *System Operations (Navigation)* skills.

Pain Reduction: By touching bare skin and making a Pain Reduction test, a Deltan may reduce the pain suffering (and penalty) to the next lower wound level until injured again. Deltans may not perform Pain Reduction on themselves,

Pheromones: Deltans emit a wide range of pheromones which can affect many humanoid creatures. Deltans gain a +1 species bonus to *Influence (Charm)* tests and +3 to *Influence (Seduce)* tests. When a Deltan is under stress, these pheromones tend to make other species more emotional- causing those affected to become moody and irritable and to suffer a -1 penalty to *Negotiate* tests. An Extraordinary success (10 or more above the TN) on an *Influence* test may cause the subject to become obsessed with the Deltan, resulting in addictive and irrational behavior (hence the Oath of Celibacy).

Psionic: Deltans have an innate telepathic ability, gaining the PSI attribute at 4, and may learn psionic skills.

Edges/Flaws

Confident: Fallon believes firmly in her own abilities and, when spending a Courage point in a Social test, gains a +5 bonus (instead of the usual +3).

Iron-willed: Fallon has a very disciplined mind, and gains a +4 bonus *Willpower* tests to resist Psionic attacks or effects.

Pacifist: As a dedicated pacifist, Fallon loathes violence and will not kill or leave a foe to die. She may not spend Courage points on combat actions other than dodge or parry/block.

Starfleet Office of Personnel Management

Starfleet Command

Natalie Piper

Age: 28
Species: Human
Homeworld: Earth
Gender: Female
Hair: Blond
Eyes: Brown

Rank: N/A

Current Assignment:

Sensor and Telemetry Officer, Charybdis One

Profile/History:

A bright young woman with a definite gift for electronics and electrical devices, Natalie discovered early in her career that she had less of an affinity for the regimented life of a Starfleet officer, and resigned her commission after her first tour of duty. She was almost immediately offered a civilian position with the Federation Science Council and worked with Administrator Berean on a pair of deep-space projects, and cemented a reputation for being able to solve thorny technical problems under a tight deadline. Though technically brilliant, Natalie is also a hands-on engineer, and isn't afraid to get her hands dirty grubbing around in tight confines to replace a faulty circuit panel or reestablish network connectivity.

Psychological Profile: Piper is a tom-boy and a team player, loves being in the thick of things, and acting as the glue that holds the team together. She loves hands-on work and takes considerable pride in her innate talent and in coaxing amazing results from her equipment.

Natalie did not fit in well aboard the *Devonshire* because she tends to take personal initiative- believing that forgiveness is easier to win than permission.

Despite this tendency towards independent action, Piper is a solid utility player, working tirelessly to help the team succeed.

Attributes

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

Miscellaneous Scores

Courage: 4 **Defense:** 7 **Health:** 8 **Renown:** 5

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	AGL	+0	+2		2	
Computer Use	INT	+2	+6		8	(Retrieve)
First Aid	INT	+2	+1		3	
Knowledge:Culture	INT	+2	+3		5	(Human)
Knowledge:History	INT	+2	+3		5	(Federation)
Knowledge:Politics	INT	+2	+2		4	(Federation)
Knowledge:Specific World	INT	+2	+2		4	(Earth)
Language- Fed Standard	INT	+2	+5		7	

Language- Russian	INT	+2	+5		7	
Physical Science:	INT	+2	+4		6	(Mathematics)
Ranged Combat:Energy	AGL	+0	+5		5	
Repair	INT	+2	+6		8	(Computers)
Survival	PER	+2	+3		5	
System Engineering	INT	+2	+8		10	(Communications, EPS, Sensors)
System Operation	INT	+2	+11		13	(Communications, Sensors)
Unarmed Combat	INT	+2	+5		7	(Starfleet Martial Arts)

Professional Abilities:

Eyes On The Board: Piper continuously looks for anomalies and patterns in the information flowing through her station. She gains a +2 bonus (her *Perception* modifier) when making *System Operations* tests.

Starship Duty: Though currently a civilian, Piper has received all the training necessary to serve aboard a starship.

Station Proficiency: Piper is highly skilled at performing tasks from any station aboard a starship or space station. Once per session, she may re-roll one *System Operations* test and use the better of the two results.

Systems Technician: Piper knows her station inside and out. When making *System Engineering* tests to repair her console, she gains a +3 affinity bonus (half her *Computer Use* skill level).

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Piper 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: Piper has been assigned as Sensor and Telemetry Officer (and a Department Head) aboard Charybdis One.

Thinker: Piper is adept at problem solving and critical thinking and gains a +1 bonus to all Academic tests.

Starfleet Office of Personnel Management

Starfleet Command

Doctor Thomas Benson

Age: 30
Species: Human
Homeworld: Earth
Gender: Male
Hair: Brown
Eyes: Blue

Rank: Lieutenant
Current Assignment:
 Chief Medical Officer, Charybdis One

Profile/History:

A recent graduate of Starfleet Academy, Doctor Benson is a new officer on his first deep-space assignment. Although he'd hoped for an assignment aboard the *Lexington* (where his father served), Thomas is contented with quiet post he's received on the research station. Most of his medical duties are routine, though he frets about the his inability to treat (or even properly diagnose) their Medusan crewmate.

To compensate (and perhaps break down some of the barriers), Benson has worked closely with Fallon, studying Janos as closely and as often as the limits of technology and human physiology permit. Benson is one of the few people on the station to be permitted to actually see the Medusan (even filtered through the specially-made visor).

Of all the crewmen aboard the station, Benson is perhaps the most keenly aware of the danger that Janos poses to the rest of the crew should the Medusan accidentally be exposed to them.

Psychological Profile: Thomas Benson is still new enough to space to maintain his wide-eyed wonder, but loathes his dependence upon machines for survival. To his mind, there's something unnatural about men being cooped up in metal cans for prolonged periods of time.

Benson is keenly aware that he's responsible for the health and well-being of the people aboard Charybdis One- and that there's one he's simply not qualified to heal- and whom he can only attend at tremendous personal risk.

The flip side to that equation is that Janos presents a real and present danger to the station's crew- and as a result, Benson is very, very strict about maintaining and enforcing the protocols which separate Janos from his crewmates.

Except for his worries, Benson is relaxed, easy going, and very, very human- at his heart, Benson is a people watcher- taking delight in humanity in all its diversity.

Attributes

Str 8 (+1) **Agl** 9 (+1) **Int** 11 (+2)* **Vit** 10 (+2) **Prs** 9(+1)* **Per** 10 (+2)

Quickness +2 **Savvy** +2 **Stamina** +2* **Willpower** +4 **Defense:** 8

Miscellaneous Scores

Courage: 4 **Defense:** 7 **Health:** 11 **Renown:** 3

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+2	+7		9	(Retrieve)
First Aid	INT	+2	+4		6	
Influence	PRS	+1	+1		2	
Investigate	PER	+2	+3		5	

Knowledge:Culture	INT	+2	+5		7	(Human)
Knowledge:History	INT	+2	+4		6	(Federation)
Knowledge:Specific World	INT	+2	+4		6	(Earth)
Language- Fed Standard	INT	+2	+5		7	
Language- Latin	INT	+2	+4		6	
Language- Vulcan	INT	+2	+3		5	
Life Science	INT	+2	+6		8	(Biology)
Medicine	INT	+2	+6		8	(General)
Physical Science:	INT	+2	+3		5	(Mathematics)
Ranged Combat:Energy	AGL	+1	+2		3	
Repair	INT	+2	+1		3	
System Engineering	INT	+2	+1		3	
System Operation	INT	+2	+7		9	(Medical)
Unarmed Combat	AGL	+1	+3		4	(Starfleet Martial Arts)

Professional Abilities:

Diagnosis: Doctor Benson has received special training in diagnosing alien diseases and toxins. Whenever Benson makes a *Medicine* test to identify an alien pathogen or disease, he gains an affinity bonus equal to half his *Investigate* skill (rounded up). If successful, *Medicine* tests to treat the disease receive a bonus based on the degree of success of the diagnosis roll.

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

Field Medicine: Doctor Benson 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 Benson may re-roll any single test and take the better of the two results. This ability may only be used once per session.

Starship Duty: Doctor Benson has received all the training necessary for him to serve aboard a starship.

Species Abilities:

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

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

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

Edges/Flaws

Command 1: Doctor Benson has been assigned as Chief Medical Officer (and a Department Head) aboard Charybdis One.

Contacts- Starfleet (Administration): Doctor Benson grew up a Starfleet brat, and has many friends at Starfleet Command, and gains a +2 bonus to *Enterprise: Administration* tests involving Starfleet.