

STAR TREK

ROLEPLAYING GAME

Legacy



A Post-DS9 Adventure
For Starfleet

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Jester Class Corvette from Jackill's Starships of the Galaxy

Special Thanks To:

Play-testers:

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Introduction

"Legacy" 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 Voyager/Post-Dominion War 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 in the year 2389. Players who wish to take part in this adventure should not read any further.

Adventure Synopsis

While on a diplomatic mission in the Arinas Sector, the heroes are drawn into an attack on an alien woman and her escorts. Beating off the attackers, the heroes rescue the damsel in distress only to discover that the attack was part of an elaborate (and ongoing) attempt to topple an economic powerhouse.

The "damsel" (already heavily pregnant) is doomed to die giving birth, but her daughter will possess the memories of a matriarch long-dead- and there are many who would kill to keep the child from drawing breath.

Setting:

Arinas Sector- a remote sector between Ferengi and Cardassian space.

Recommended Date/ Season/Stardate:

2388/ Voyager 18th Season / 65429.7

Background:

The Genara

The Genara are a humanoid species and a local interstellar power with economic ties throughout the sector.

The Genara are a matriarchal society organized into a legislative democracy. The Genara divided by blood and familial ties into hundreds (or thousands) of Greater and Lesser Houses (roughly along the Klingon model).

The Eldest Mother (generally, the oldest and most capable woman in the House) serves as local judicial and executive authority.

Râma, the Eldest Mother of House Tirik recently died at the end of a protracted illness, and has arranged for the care of her Conservator (see [Genara Conservation](#), below).

Several rivals would like to see Râma dead and buried once and for all- and are willing to strike now while the Conservator and child are vulnerable- and while the carnival provides plenty of cover and suspects.

In reality, the attempted murder was arranged by Cannas, House Tirik's Deputy Matron, and Râma's official heir. Cannas has been languishing for far too long under her grand-aunt's shadow, and was recently denied her own conservation. Acting through middlemen and other go-betweens (including the Cardassian Trade Representative), Cannas arranged for the Conservator's murder and those of the guards loyal to Râma.

ACT ONE

The Outer Roads

The mission opens *in media res* with Handout #1 Captain's Log and the *Sakarya* crew preparing to head to the surface in dress uniform. Because of the sheer press of people and vessels, *Sakarya* is “anchored” in high orbit over the colony, rather than moored at the orbital station. Because this is a diplomatic mission with a known ally, all of the PCs are invited to the party and *Sakarya* left in the hands of the NPC duty section.

With all of the traffic and high-energy signatures in the area, the locals have mandated that all travel be conducted by shuttlecraft, rather than the transporter.

Mister Kinsey and his party went aboard the station several hours ago to pay their respects and begin diplomatic efforts (and to get off the rather cramped *Sakarya*).

Now the *Sakarya* officers are headed ashore for a diplomatic dinner and reception. Because this is a diplomatic dinner, weapons are not necessary (nor, technically, allowed), but the Narrator should specify what arms and equipment (if any) the heroes are taking and who is carrying it.

The heroes are cleared for a direct approach to the surface. A trio of *System Operation (Flight Control)* tests will get the heroes safely to the surface, but the Narrator may feel free to reduce or even eliminate the tests in order to improve the story pacing.

Keroda Colony and the Federation Consulate

Keroda Colony is a sprawling sea-front colony heavily reminiscent of Venice and the Mediterranean on Earth. Narrow canals and waterways are almost as common as stone roads, bridges, and walk-ways, and the architecture has a distinctly neo-classical flavor to it: a mix of Venice and Istanbul, exotic, yet somehow familiar.

Viewed from the air, the harbor front and most waterways are jammed with boats, skiffs, water-taxi's, and small pleasure craft- while the bridges and walkways are crowded with people. Fireworks punctuate the beauty of the night sky and light up various parts of the city.

The heroes and their shuttle are directed to a

Genara “Conservation”

Certain females within Genara society (approximately 2%) are candidates for “conservation”- possessing the ability to biochemically and telepathically impress memory engrams and thought patterns from a dying “donor” onto their unborn child.

The process has two major side-effects: first, the child will always be female (no matter the gender of the person impressed) and second, the birthing process strips the birth-mother of vital neuro-chemicals, killing her in the process.

Despite the fact that this is very much a “seller's market”, the selection process for “conservators” is quite rigorous- with extensive tests for intelligence, grace, charm, and genetic purity- and the best and brightest commanding the highest prices.

Being chosen as a “Conservator” is considered a great honor, but also greatly enriches the young woman's family.

Once born, the “impressed” child ages rapidly- reaching a rough physical age of about nine years within the first week. After the first week, the accelerated growth eases, and the child ages normally from there.

The “impressed” child is believed to be the reincarnation of the donor- and usually possesses all of memories and personality traits of the donor as well. Subtle changes attributed to becoming accustomed to the new body are not uncommon, but are overlooked unless they become problematic. The child also frequently possesses a portion of the memories of her birth-mother, as well.

The child possesses all of the legal rights, privileges, and properties of the deceased progenitor, and upon reaching her majority (age 14) is usually granted the authority of the donor- including “Eldest Mother” status for her House.

Needless to say, the process is expensive and painful for all involved, and occurs only at the highest levels of Genara society.

Given the cut-throat nature of Generan internal political and economic warfare, Conservators are often targeted for murder, or kidnapping.

small landing pad- actually, a large barge- anchored in the harbor. As they leave the shuttle, its motion is slight, but still noticeable.

Waiting for them at the far end of the barge is a sharply dressed young man who identifies himself as Mr. Evan, attaché to the Federation Consulate. Evan explains that Consul Grav and Mister Kinsey have already gone on ahead to the reception, and he (Evan) has been assigned to get the heroes pointed in the right direction and answer any questions they might have. He quickly hustles the heroes into a small skiff for the ride to shore.

Even at a half-mile from shore, the noise of the crowds and blaring music is impressive. As the heroes get close enough to make out details, they discern that the locals are dressed in a bewildering variety of clothing ranging from normal civilian dress to velvet and silk gowns and elaborate cloth-and-papier-mâché costumes and masks.

Once pier-side, Evan hustles the heroes into a large ground-car, which is blessedly sound-proofed.

Evan is friendly, open, and efficient- the sort of assistant-cum-miracle worker that every diplomat prays for. He has several PADDs and local maps for the party, as well as several hundred credits in local currency for the heroes, and can answer questions about local customs and laws. The trip to the reception should last just long enough for the Narrator to answer any last-minute question on the players' minds.

The local customs and laws are fairly basic and straightforward- though local judicial proceedings can be both short and summary, the laws are not vastly different than in the Federation. In short, if it's a crime on Earth, it's a crime here, as well. So long as they behave responsibly, the *Sakarya* crew shouldn't run into any trouble.

However long or short the Q-and-A session, the "transit" to the actual dinner (being held at the Keroda Trade Hall takes a little over forty minutes- the vast bulk of it trying to squeeze through the crowds of party-goers choking the narrow streets. Once the heroes reach the secured thoroughfares (highways), the process goes much quicker.

The Dinner Party

The Keroda Trade Hall is roughly the size of the Utah State Capitol, and is surrounded by elaborate gardens roughly ten city blocks on a

side. The building is shaped like a fortress- with five-story walls surrounding a central plaza and court-yard. The floors are parquet, and the décor is an interesting mix of styles reminiscent of the baroque- heavy on ornamentation and color. Much of the building is done in a rust-red brick with white marble accents.

The central courtyard is set up to host a dinner of almost a thousand people- and is crowded. Lit primarily by reflected light torches, and the occasional firepit, the courtyard is dim, but cozy- sufficiently bright to navigate safely while dim enough to blur crucial details. Waiters circulate with trays of hors d'oeuvres and glasses of wine and champagne.

There are representatives from all over the Alpha Quadrant present- Consul Grav and Minister Kinsey, a trio of Vulcans, an Andorian, as well as Romulans, Ferengi, Cardassians and a double score of others. The only truly notable absences are the Orions and the Klingons. If asked, Evan will explain that the Klingons were invited but declined due to the distances involved (the Genara are too far from the Empire for cost-effective trade) and the Orions were snubbed because of on-going attacks on Genaran shipping.

Most of the Genaran's present are women- a great many of them striking. They are all elaborately dressed and decorated- and the higher their rank, the more ostentatious their garb. The heroes are introduced to several House matrons, each a formal and imposing figure- usually of great age. Each of the matrons is surrounded by a retinue of guards, aides, and courtiers, and is handed about like a visiting head-of-state.

Notable in the mix is a pale and beautiful young woman of perhaps nineteen years- also surrounded by a host of guards. Though clearly the product of wealth and refinement, she is dressed far less elaborately than many of the others, and gazes around with a wide-eyed innocence. Evan identifies her as Ariya, the mother of the heir to House Tirik.

If (as) the heroes watch, Ariya is cautiously introduced to each of the other matrons and major diplomatic figures. Should the heroes attempt to approach her, a beefy retainer will interpose himself between them and explain that any business the heroes have can be

handled through Cannas- the Deputy Matron of House Tirik.

After roughly a half-hour, she is summoned to Cannas- the Deputy Matron of House Tirik. A TN 10 *Observe (Spot)* or *Savvy* test reveals that the summons occurs right after Ariya has fulfilled her official diplomatic functions.

There is a short, sharp exchange between Cannas and Ariya- an imperious command, and the young woman and her guards leave the reception- with Ariya clearly fighting back tears. A TN 10 *Savvy* test reveals a look of malicious pleasure on the older woman's face.

Should the heroes be introduced to Cannas, they will find her dour, imperious, and somewhat distant- like a queen being introduced to an unwashed peasant but too polite to comment on the fleas.

The mingling-and-drinking phase of the party lasts roughly an hour, and then dinner is called. The heroes find themselves dispersed to the more distant tables, seated alongside several lesser ministers and functionaries for the various diplomatic missions.

The food is excellent, but suffers somewhat from the fact that the kitchens are serving nearly a thousand people at a single sitting. In the meantime, the wine and champagne flow freely- and a number of toasts are offered- both "privately" at their table and publicly- taking in the whole courtyard.

The Narrator should ask the heroes to specify how freely they are drinking- but need not ask for *Stamina* tests to resist drunkenness quite yet.

The reception ends with the various dignitaries and their parties filing out to waiting vehicles and being whisked back to their Houses, hotels, consulates, or embassies. The more "VIP" the guests, the earlier they are "allowed" to depart. When the heroes' turn finally arrives, Evan is waiting with their vehicle and is prepared to return them to their shuttle or to deliver them to the port district to continue their liberty.

Liberty

If the heroes opt to go directly on liberty, Evan and the driver let them out at the edge of the Port District (essentially, the waterfront), where the party is still in full swing. The heroes are almost immediately surrounded by happy crowds of revelers dancing, singing, and

drinking. The revelers are surprisingly free-wheeling sharing drinks, kisses, and generally having a good time. There is also remarkably little tension or confrontation between the various party-goers- though a TN 15 *Observe (Spot)* test confirms that law enforcement officers are close at hand and keeping a watchful eye on things.

The Narrator should now begin asking the players for *Stamina* and *Fatigue* tests- keeping up with the carnival is strenuous work. Once the heroes finally begin to wind down, they should head back towards the waterfront, but the crowds force them onto some of the lesser-traveled side streets as they make their way back.

Optional Scene- Wrong Turn

Should the heroes decide to return to their shuttle and thence to *Sakarya*, Evan will pile into the vehicle with them and they will set out toward the water front. Within ten minutes, the car will leave the highway and plunge into the narrow streets and begin the tricky job of negotiating and bypassing the crowds of revelers.

After about fifteen minutes, Evan will ask the driver "what's wrong" and will be informed that several of the blockades have been overrun by various party-goers and that he's being forced to find a different route- taking them away from the main routes and more into the back streets.

After about fifteen more minutes of this nonsense, Evan will announce that they're only a few blocks from the landing and perhaps it might be better to walk the remaining distance.

ACT TWO

Murder In the Streets

As the heroes make their way through the back streets of Keroda Colony, they see the blast of an energy weapon flash out from a nearby cul-de-sac and strike a wall near their position. If they investigate, the heroes run into a raging firefight. Several armed guards have formed a defensive perimeter and are attempting to fight off an ambush. A TN 10 *Observe (Spot)* test reveals four armed guards, with an additional six dead on the ground. There are eight attackers firing from cover a/o

from an elevated position. The heroes are behind and below the attackers- who are (as yet) unaware of them.

If the heroes brought any kind of modern weaponry (phasers or the like), this battle should be short and sharp. If not, the battle should be more protracted, but should end the same way- with the heroes breaking the back of the ambush and the survivors fleeing into the night.

If the heroes opt **not** to fight, the battle comes to them, with several retainers rounding the corner pushing a pregnant young woman ahead of them. Two of them halt behind makeshift cover to delay their pursuers while the third pushes/draws the young woman towards the heroes. The last of the guards is shot just as he and the woman reach the party from *Sakarya*.

The Survivors

As the echoes of the weapons fire fades in the din of fireworks and the general roar of the street party, the heroes must take stock of the situation.

There are only two survivors of the attack- a mortally wounded guard who whispers "Ambush. Betrayed from within." before expiring, and a beautiful, but badly wounded- and heavily pregnant- young woman. Those who attended the earlier reception will recognize her as Ariya, the mother of the heir to House Tirik (and who was dismissed from the party by Cannas, the Deputy Matron).

Ariya is in pain and only semi-conscious. A TN 10 *First Aid* or *Medicine* test reveals that she's badly injured with internal bleeding- and will likely require surgery. The question then becomes whether or not she will survive long enough to reach a Genaran hospital.

The streets are crowded- and very nearly impassible with revelers- and reaching a hospital quickly through conventional means is unlikely at best. The heroes could very easily transport up to *Sakarya*- but the Genaran authorities have expressly forbidden the use of transporters due to the amount of vehicle traffic in the Inner Roads.

The heroes face a choice- violate the Genaran restriction and use the transporter- or risk the longer transit time to either the shuttle or a Genaran hospital.

If the heroes take the longer route, Ariya

must make a TN 15 *Stamina* test every five minutes or go into cardiac arrest. The care of a physician and a TN 15 *Medicine* test will grant her a +5 to this test, but she can only be resuscitated once.

Sick Bay

If the heroes immediately return to *Sakarya* with the young woman, an EXTENDED TN 100 *Medicine (Surgery)* test (with a period of ½ hour) will be sufficient to stabilize her and set her on the road to recovery.

Even with the surgery, the girl will be extremely weak and shocky. It is best that she be allowed to rest and recover for at least twenty-four hours before attempting to move her from Sickbay.

Optional Scene- Official Response

If the heroes troubled to contact the Genaran authorities regarding the attack, Minister Pharu will come aboard within the hour. After verifying Ariya's condition, Pharu will take a statement from each of the heroes involved detailing their actions and involvement in the attack.

Once that is settled, Pharu will convey the official thanks of his government and attempt to make arrangements for the girl's return. He will be annoyed at the medical constraints on questioning or moving her, but will accede to the doctor's wisdom.

A TN 10 *Savvy* or *Empathy* test suggests a sort of detached hostility towards Ariya- a resentment for what she represents rather than the girl personally. Despite these underlying feelings, Pharu is precise, correct- and military- in his dealings with the *Sakarya* and her crew.

Given that their actions saved the life of an important Genaran citizen, they are more than willing to overlook the violation of the transporter ban.

Family Ties

Once the heroes notify the Genaran authorities (or the clan directly) about the attack on Ariya, Cannas herself will come aboard to verify Ariya's condition and to convey the clan's official thanks and to make arrangements for the girl's return. Cannas will be very annoyed at the medical constraints on questioning or moving her, and will loudly

demand her immediate return. Cannas is also curious as to how the heroes became involved in the attack (and will fish for information about the assassins- and any possible leak tying her to the attacks).

Unless Captain ab Reis acquiesces to her demands, Cannas will leave disappointed (and having made a number of veiled threats). She will insist upon leaving at least one House Tirik retainer as a guard for the young woman (though she won't raise enough of a stink to create a diplomatic incident).

Optional Scene- Breaking News

If the heroes *did not* contact the Generans regarding the attack, the lead news story the next morning will be the attack on and kidnapping of the House Tirik conservator- and the possibility of destabilizing House Tirik. A House Tirik representative will come on air to refute the allegation, pointing out that while the attack is a grave violation of Generan law, Canas is already serving as an effective matron. The loss of the heir (no mention of the conservator) is a minor set back.

At this point in the scheme of things the heroes should contact the Generans and explain what happened. Under these circumstances, however, the Generans will be more than a little suspicious of Federation actions and motives.

Mister Kinsey, of course, will be positively apoplectic.

Optional Scene- The Diplomats

Once word reaches the Federation Consulate, Reginald Kinsey will immediately set out for the starship- to find out just what the hell the heroes thought they were doing. Even if the heroes toed the line and did everything precisely by the book, Kinsey will be outraged that the heroes meddled in local/native affairs. He can be shut up (but not mollified) when it is pointed out that murder is a crime in both Generan and Federation law, a/o by the question as to whether he would stand by while a pregnant woman was murdered.

Kinsey will finish with the weak rejoinder that it is Federation policy not to meddle in non-Federation affairs, and that Starfleet "cowboy diplomacy" just makes things "harder for the professionals".

Additionally, if the heroes refused to release

the girl into Matron Canas' custody, Kinsey will accuse them of trying to sabotage Federation-Generan relations.

Kinsey, of course, is not *truly* upset that the heroes saved the girl- he's angry because he wasn't informed early enough to 1) take advantage and 2) minimize any fallout from the heroes "rocking the boat".

Consul Grav (the senior Federation diplomatic representative on Arinas Delta IV) on the other hand, sees the heroes' actions as a positive- and will convey those sentiments clearly, but quietly (so as to avoid further agitating Kinsey).

ACT THREE

Questions and Answers

Unless the heroes use chemical means to stir her (over the Doctor's objections) or sedate her, Ariya will regain consciousness late the afternoon after she is brought aboard.

Once awake, Ariya will be frightened, disoriented, and more than a little alarmed (her blood pressure and heart rate monitors will spike precipitously).

A TN 10 *Influence* or *Persuade* test and the assurance that she is safe and aboard a Federation starship will be sufficient to calm the girl- though she is concerned that her family and House Tirik be informed of her whereabouts immediately. The presence of one or more House Tirik retainers will also be a comfort to her.

If questioned, Ariya will state that she and her party left the reception and were returning to a House Tirik compound when they were forced to detour by the crowds (just as the heroes were shortly thereafter). Shortly after the detour (she's uncertain how long), the party was attacked. With both their vehicles disabled, they were forced to seek shelter elsewhere- and that's when the heroes intervened.

Once she's awake, of course, both Minister Pharu and representatives of House Tirik will wish to speak with her.

Suspects

Based on who had motive, the suspect list is as follows:

General Pharu, Planetary Security Minister-

Pharu had a long-term (but ultimately fruitless) romance with Râma, only to be spurned and rejected because of his low birth and in favor of her clan duties and responsibilities.

Cannas, Deputy Matron, House Tirik- In the event of Râma's death, Cannas will become heir and matron to House Tirik. Additionally, there is a rumor that Cannas was to receive "conservation", but that Râma cancelled it as punishment for disloyalty and because it was "too expensive". Should she become matron, Cannas could correct both slights at a single whim.

Plak, Ferengi Consul- Plak crossed Râma by inflating his prices and skimming the profits, and by belittling her gender and her House to her face. In retaliation for these slights, Râma abrogated several lucrative trade arrangements and pressured several other Houses into doing so (costing Plak a considerable commission). She then arranged her own shipping terms with a rival (Jyn Fiasha) shipping company and began actively undercutting Ferengi firms doing business with the Genara.

Adranis, Romulan Senator- Adranis is a woman of wealth, power, and influence and the daughter of an old House on Romulus, She fully expected to be admitted into the rarefied atmosphere of Genaran high society based on her name, gender, and wealth- only to be snubbed and dismissed by Râma- who treated her like any low-level supplicant. Needless to say, the insult has stuck like a bone in her throat.

Problem Pregnancy

During her evening checkup, a TN 10 *Medicine* test reveals that despite the doctor's ministrations, Ariya continues to weaken- for reasons that have nothing to do with her injuries. A TN 15 *Medicine* test reveals that Ariya is slowly being stripped of vital neurochemicals. A subsequent roll (or Superior success) reveals that the process is accelerating- and will peak shortly before she gives birth. If confronted, Ariya will be dismayed but unsurprised- this is an expected side effect of the "conservation" process. It also makes it far more dangerous to release her

to the Genarans- her condition is simply too fragile. If she goes into arrest too soon, it could endanger the fetus. Of course, that won't prevent Cannas from insisting (and recruiting Minister Kinsey to support her). Fortunately, Kinsey does not have the authority to overrule either Captain ab Reis or the Doctor.

Further conservation reveals more of the details of the process- and that Ariya is bright and charming in addition to being beautiful.

Optional Scene- Poisoned

If the heroes refuse to release Ariya to House Tirik, Cannas will take a more direct intervention. If, at any point, the heroes leave Ariya unattended, they will return to find her in some sort of arrest. A TN 20 *Medicine* test will reveal a neurotoxin and traces of soluble capsule in her system. Both are designed to act almost instantly while leaving almost no traces (if the heroes had been just five minutes later, they would have detected nothing). A TN 15 *Physical Science (Chemistry)* test will reveal the poison to be Rulain V- very expensive, hard to acquire, and favored by Ferengi and Flaxian assassins.

Administering an antidote and resuscitating Ariya will require a pair of TN 20 *Medicine* or *First Aid* tests.

Should the heroes trouble to investigate, the computer records are clear- no one has been in or out of the Sick Bay, nor are there any unexplained anomalies or energy events. The only other person in the room was the House Tirik retainer- who (of course) violently protests his innocence and demands to be turned over to his people.

Second Attack

As the heroes arrange to return Ariya to House Tirik, a second, more aggressive attack takes place- this time using heavy weapons.

Inquisition

Minister Pharu comes aboard with news he finds personally distasteful- given that the conspirators were able to penetrate the secrecy surrounding Ariya's return, it's clear that there is a major breach in Genaran internal security. The Matriarchal Council has therefore decided that a neutral third party should take charge of

the investigation and has decided to ask the officers of the *Sakarya* to take the lead.

Optional Scene- Prisoners

If the heroes captured one of the would-be assassins (or if they think to check the local hospitals for wounds consistent with those they inflicted on the assassins), they are led to Jonas Grimm, a human merchant crewman. A TN 15 *Influence (Intimidate)* or *Persuade (Cajole)* test gets him talking. Grimm and his associates were paid- and paid well- to carry out the attacks. He doesn't know who hired them, but he heard the name Olahn mentioned.

Evan (or a basic computer search) will reveal that Gul Olahn is the Cardassian trade representative, and has been in close contact with House Tirik and Matron Cannas. House Tirik has just signed a lucrative trade deal with the Cardassians- a deal which Râma (the previous matron) had opposed.

If the heroes captured the retainer attempting to poison Arriya, he will remain surly and uncooperative, demanding to be returned to House attempt

Putting On the Pressure

The case against Olahn (at this point) is entirely circumstantial. Accusing him will trigger a flurry of indignant denials and finally an invocation of his diplomatic status. The trick will be to get Olahn to spill the beans. There are a number of ways they heroes can go about this- and most involve *Influence*, *Inquire*, *Negotiate*, or *Persuade* tests. A little *Intimidation* wouldn't be a bad idea either. The Narrator should be generous in awarding bonuses for good roleplaying (or even bad acting). Ideally, the players will jump in with the clichéd good cop/bad cop routine from every movie they've ever seen.

If the heroes are wily about it, they might point out the level of influence between (and level of dependence upon) the Cardassian government and the Federation. Were the Federation to express a serious enough concern, it might trigger an internal Cardassian investigation- or even Olahn's outright removal from his post.

Optional Scene- The Birth

Depending upon the adventures pacing and the Narrator's preference, the heroes might see the birth of the new Râma and the death of Ariya. As anticipated, the birthing process causes Ariya's neurological chemistry to collapse, killing her. The baby is fully delivered by the autonomic (involuntary) nervous system. Ariya's heart finally stops roughly an hour after birth.

The baby herself will appear perfectly normal, though with radically accelerated biochemical and growth processes. Any empath or telepath will also detect an unusual level of both cognitive development and confusion on the part of the baby (she is, essentially, the disoriented mind of a grown woman trapped in an infant's body). It will take time for her to sort things out.

Optional Scene- Arrest Party

If the heroes identify Cannas as the real culprit and confront her, she will- at first- play it cannily; feigning outrage and indignation. The other officers of her House (and their armed retainers) will likewise be outraged- and may fight to the death to protect her.

In order to safely arrest Cannas, the heroes will need to lay out the basic of their case against her and turn her House against her.

At the last extremity, Cannas herself will pull a weapon and try to shoot her way out- perhaps even taking a hostage and demanding a vessel and safe passage off-world. The precise details are in the Narrator's hands. What should not be overlooked, however, is that- matron or not- Cannas is powerful, wealthy, and well-connected. If she is allowed to escape, her revenge will be epic.

Resolution

Depending upon how the heroes handle the events in this mission, several resolutions are possible. The heroes might have determined the true source of the attacks and seen Cannas brought to justice. If this is the case, and Ariya lived long enough to give birth, the heroes have won a powerful ally (though it will be several years before her full power is realized.

If they have accused the wrong person- or worse- left Cannas in power, the reverse will be true- they will have earned a very powerful and very spiteful enemy.

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

PC survived	100 exp points
CO grants shore-leave to non-essential <i>Ursa</i> <i>Major</i> personnel:	100 exp points
PCs respect diplomatic protocols vis-a-vis weapons (in other words) they attend the reception itself unarmed:	100 exp points
PCs set a watch to guard the shuttle (can be an NPC):	100 exp points
PCs capture one of the assassins:	100 exp points
PCs respond to the damsel in distress:	500 exp points
PCs disregard the "transporter ban" in order to save a life:	100 exp points
PCs notify the Generan authorities of the attack <u>before</u> the press gets wind of it.	100 exp points
PCs safeguard the Conservator until the culprit is identified:	500 exp points
PCs interview each of the primary suspects:	300 exp points
PCs correctly identify the mastermind:	500 exp points
PCs take the time and trouble to lead the arrest party themselves:	500 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 respect diplomatic protocols vis-a-vis weapons (in other words) they attend the reception itself unarmed:	Renown +1
PCs make a scene at the diplomatic reception:	Renown +1
PCs respond to the damsel in distress:	Renown +2
PCs disregard the "transporter ban" in order to save a life:	Renown +1
PCs notify the Generan authorities of the attack <u>before</u> the press gets wind of it:	Renown +1
PCs safeguard the Conservator until the culprit is identified:	Renown +1
PCs interview each of the primary suspects:	Renown +1
PCs publicly accuse the wrong party:	Renown -8
PCs correctly identify the mastermind:	Renown +2
PCs take the time and trouble to lead the arrest party themselves:	Renown +2

Non-Player Characters

Ariya- Genara "Conservator"

Young, breathtakingly beautiful, and brilliant, Ariya was chosen as the Conservator for Râma, the House Tirik matron. Chosen for her poise, grace, beauty, intelligence, and spotless genetic profile, Ariya will die young- stripped of vital neurochemicals during the birthing process. Her daughter (according to Genaran custom) will be the re-incarnation of Râma.

While her family will be considerably enriched by her participation in the "conservation"- and while she considers it a great honor to have been chosen- Ariya is also saddened by the sacrifice being required of her. Although given the best of everything, Ariya was raised in a strict (almost hermetic) scholastic and monastic environment.

Despite her excellent education and privileged upbringing, Ariya is innocent, inexperienced, and vulnerable.

Râma, House Tirik-

The matron of House Tirik, Râma was something of a cross between the Terran Elizabeth I, and T'Pau of Vulcan. This birth will mark Râma's second "conservation".

An ancient, wizened soul in a young woman's body, Râma has ruled House Tirik- and dominated Genaran trade relations- for over a hundred and thirty years. With the exception of two interregnums (now, and following her previous "conservation") Râma has ruled House Tirik (and any other she could bully or bribe into submission) with an iron hand.

Râma was very, very sharp, single-minded, and ruthless in pursuit of her goals- and had a vengeful streak toward those who "wronged" her. Save for Cannas, she has no direct blood-heirs and was distant, imperious, and aloof- preferring solitude and ritual poetry to more active pursuits*.

Râma had a long-term romance with Pharu (the current Planetary Security Minister), but spurned him in favor of her duties to her clan.

Despite her wealth and privilege, Râma died less than forty years after her last "conservation", laid low by a virulent, aggressive, and extremely painful genetic wasting disease. Rumors persist that the disease was either an artifact of "conservation" or was artificial in nature- part of an elaborate and protracted assassination.

Râma was (and technically, will be again) a woman of poise, grace, beauty, and considerable intelligence. Like T'Pau, she was the aged, pragmatic matriarch- willing to make whatever sacrifices are necessary to accomplish her goals.

* The original Râma was a young, happy, and healthy girl with a quick intellect and a wide range of interests. After her "conservation", however she became brooding, melancholy, and resentful. Her first conservator/mother had been pressured into the process, and loathed the child she carried- a sentiment that survived the birthing process and left deep psychological scars on the child. Much of Râma's aloof nature, ruthlessness, and difficulty forming relationships stem from the deep-seated insecurities caused by her mother's hatred and resentment. She deeply loved General Pharu- but her own insecurities and fears convinced her that she could never truly be loved herself.

General Pharu, Planetary Security Minister-

Young, intelligent, and ambitious, Pharu is a career soldier who began in the service of House Phel, and was eventually tapped by the Matriarchal Council to be Security Minister for Arinas Delta IV.

Pharu had a long-term (but ultimately fruitless) romance with Râma, only to be spurned and rejected because of his low birth and in favor of her clan duties and responsibilities. Pharu attempted a reconciliation when he learned Râma was fatally ill, only to be rebuffed a second time- and has never forgiven her for the slight.

Cannas- Deputy Matron, House Tirik

Originally Râma's grand-niece, Cannas is now seventy years old, and has been serving in her aunt's shadow all of her adult life. Had Râma's "conservation" failed, Cannas would have become heir and matron to House Tirik- which she has served so ably for so long. There was a rumor that Cannas was to receive "conservation" as well, but that Râma cancelled it as punishment for disloyalty and because it was "too expensive". Should she become matron, Cannas could correct both slights at a single whim.

Kinsey, Reginald-

Special Assistant to the Federation Undersecretary for Humanitarian Relief. Mr. Kinsey is the special Charge d'Affairs responsible for coordinating Federation relief efforts in the Otorin Sector, reporting directly to Federation Undersecretary Tollis. Young, dashing, and handsome, Kinsey is a consummate politician, and has his eye on higher political office.

Kinsey was the senior Federation diplomatic official present during the terrorist incident over Bathân, and took the failure of the diplomatic mission personally- and very vocally blamed the fiasco on Captain Rouviere of the Retributor and Captain S'Val of the *T'Varan* and their "lack of cooperation" with Romulan authorities.

Gul Olahn- Cardassian Trade Representative

Olahn is a retired Central Command logistics coordinator pressed into service of the Reconstruction Committee in the wake of the Dominion War. He specializes in both quality control and in the acquisition and transport of both heavy equipment and raw materials for large-scale construction.

Plak- Ferengi Consul

Plak is a younger Ferengi who made his wealth early and then bought his way into the Ferengi Commerce Authority, where he has quietly amassed even more wealth. His function in this sector is to settle disputes and negotiate settlements while ensuring the most favorable possible trade conditions for the Ferengi. He is a master of negotiation and has unusual foresight- often preferring long-term profitability over latinum-in-hand.

Unfortunately, he made the mistake of crossing Râma (first, by inflating his prices and skimming the profits, and second, by belittling her gender and her House to her face). In retaliation for these slights, Râma abrogated several lucrative trade arrangements and pressured several other Houses into doing so (costing Plak a considerable commission). She then arranged her own shipping terms with a rival (Jyn Fiasha) shipping company and began actively undercutting Ferengi firms doing business with the Genara.

Adranis- Romulan Senator

Leader of the Romulan Trade Delegation, Senator Adranis is a woman of wealth, power, and influence. Daughter of an old House on Romulus, Adranis is proud, aristocratic, and condescending- and fully expected to be admitted into the rarefied atmosphere of Genaran high society based on her name, gender, and wealth. The snub- largely at the hands of Râma and House Tirik- has stuck like a bone in her throat- complicating her mission (to say the least).

Adranis is under orders to negotiate a more favorable trade relationship between the Genara and the diminished Romulan Empire- but what she really wants to do is bring a Romulan fleet here and grind them under her heel.

Senator Adranis is loyal to Wing Commander Tevius and the expansionist faction of the Romulan government.

Starships

USS *Sakarya* NCC-52143

“...Sound once more a daring note of hope
and will...”

Production Data

Origin: United Federation of Planets
Class and Type: *Steamrunner* Class Heavy
Frigate
Year Launched: 2369

Hull Data

Size: 6, 18 decks,
Length: 356/263/77 meters*
Structure: 40 (5 ablative)
Crew: 200
Cargo Capacity: 60
Atmospheric Capable: No

Operational Data

Transporters: 3 ea personnel, cargo,
emergency

Sensor Systems Class 4 (+4/E)

Operations Systems Class 3 (D)

Life Support Class 4 (E)

Masking System: Monoreflective Plating (14)

Shuttlebays: 1 aft saucer

Shuttles: 6 size worth

Tractor Beams: 1 fd, 1av, 1ad

Propulsion Data

Impulse Engines: FIG-5 (.92c) (D)

Warp Drive: LF-41 (wf 6/9.2/9.6) (D)

Tactical

Phaser Banks Type IX (x4/D)

Photon Torpedoes Mk 95 (x1/C)

Penetration 6 / 5 / 5 / 0 / 0

Photon Penetration 4 / 4 / 4 / 4 / 4

Quantum Penetration 5 / 5 / 5 / 5 / 5

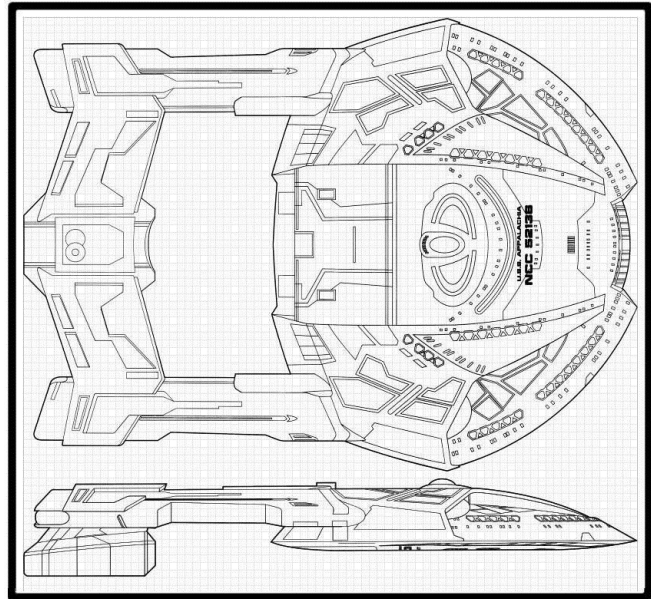
Deflector Shields FSR (E)

Protection/Threshold 17 / 4

Miscellaneous

Maneuver Modifiers +2 C, +1 H, +1 T

Traits: Ablative Armor (+5 Structure) , Monorefractive Plating



The second of the Perimeter Defense Directive ships, the *Steamrunner*-class heavy frigate was designed with relatively specific mission profiles in mind, including perimeter patrol and defense, long-range threat response, covert operations, and combat support. It's also the first Starfleet vessel to mount mono-reflective plating.

U.S.S. *Sakarya* is named in honor of the Turkish submarines which commemorated the Battle of Sakarya in the Greco-Turkish War (1919–1922) and Turkish War of Independence. She is also the first starship to bear the name.

* Hull dimensions are derived from comparisons done at Ex Astris Scientia.

(<http://www.ex-astris-scientia.org/articles/akira-size.htm>)

Handouts:

Handout #1: Captain's Log

Captain's Log, Stardate 66963.5

"U.S.S. Sakarya has arrived without incident at Keroda Station, Arinas Delta star system for diplomatic mission. The Genara are celebrating the three-hundredth anniversary of the formation of their alliance, with a massive celebration and trade conference on Arinas Delta IV.

In addition to Special Assistant Kinsey, there are to be representatives from the Ferengi, the Cardassian Union, and more than a dozen Federation and non-Federation worlds, as well as trade and technical representatives from all over the Alpha Quadrant.

Mr. Kinsey is Special Assistant to the Federation Undersecretary for Humanitarian Relief, and reports directly to Federation Undersecretary Tollis. Kinsey is specifically responsible for coordinating Federation relief efforts in the Otorin Sector, and has had dealings with Retributor and Ticonderoga.

Because of the sheer number of vessels on hand, Sakarya has been "anchored" in the Keroda Roadstead, well within transporter range- but our hosts have mandated that all travel to and from the surface be conducted by shuttlecraft or orbital lighter.

Sakarya is exciting a lot of attention from the locals, as she's larger and more advanced than anything they've yet built, and we've had to gently turn away several of the more....enthusiastic....admirers wanting to come aboard.

Mister Kinsey and his party are been eager to disembark, and quite frankly- have been demanding company. After three weeks underway, the crew is also eager for a change of scenery and a little R&R.

The general mood at Keroda Station seems to be one of general celebration and a Carnivál atmosphere.

My senior officers and I are now departing for the diplomatic dinner and have been invited to enjoy shore leave at the Station once that is completed."

Handout #2: Political Profile: The Genara

Author: Devoras Ral, Federation Undersecretary for Interspecies Relations

The Genara Union is an alliance and trade consortium of five space-going societies spread over six systems. They are confirmed to have sprung from a common mother society which apparently disappeared without a trace more than 700 years ago.

The daughter colonies regained space-flight at roughly the same time and re-established trade and diplomatic ties. They formed a "stable" interstellar union in Earth year 2089.

Generally peaceful, the Genara maintain a small, but powerful defensive fleet (with a small exploratory arm)- but the vast bulk of Genaran vessels are built for trade and commerce.

The Genara have become economically interdependent and have begun a lucrative import/export with neighboring systems and empires- notably the Romulans, Ferengi, and Cardassians. Their primary industry at the moment is technical and diplomatic experts. The Genara serve as advisers, technical experts, and teachers on more than a dozen worlds other than their own, and are highly sought after.

Physiology: The meet most humanoid norms, but trend toward the tall and willowy, especially when compared to humans. Their appearance is deceptively fragile, though there is considerable strength- both of body and will- in the Genara genotype. Skin colors trend toward the pale, and hair and eye colors generally match human norms.

One notable difference is that Genara lack external ears- having four tympanic membranes instead (located at the four "corners" of the head), which gives them exceptional hearing and situational awareness.

Homeworld: The Genara share five main colonies- each with populations of a billion or more people- and a dozen lesser colonies founded within the last hundred years.

The original "parent" world still exists but lies fallow and abandoned. The ruins of once-populous cities stand in silent witness to the inhabitants of the world, but no other trace- has been discovered. No evidence of chemical or biological holocaust has been found, and background radiation levels are normal. Several Genaran expeditions have attempted to re-colonize this world, but each was withdrawn within the first year of founding. A final expedition- the Seventh- also disappeared without a trace in 2377.

Societal Structure: Genara society is divided up along matriarchal clan lines. Family- both the nuclear and extended- are the central units of Genaran society, and a Genaran's first loyalties are to his House and blood before any other (not unlike Klingon practice).

Clan rivalries and feuds are an ever-present fact of Genaran life, and can range from an exchange of cat-calls and insults to blood-feuds involving tens of thousands.

Government Structure: The Genara are a matriarchal society organized into a legislative aristocracy. The Genara divided by blood and familial ties into hundreds (or thousands) of Greater and Lesser Houses (again, not unlike the Klingon model). The Eldest Mother (generally, the oldest and most capable woman in the House) serves as local judicial and executive authority.

The two hundred Houses with the highest membership (or with a total allied population) are granted seats in Parliament, which in turn elects the Prime Minister and cabinet. The Houses propose and write legislation, but can be overruled by majority vote of the general population.

Genara justice systems vary from province to province and world to world. Intra-clan justice is usually handled by the matriarch or a designated representative. Justice between clans (where a member of one clan has wronged another) is usually handled by designated negotiators between the two clans, or if necessary, by third-party mediators either agreed to by the litigants or appointed by the Matriarchal Council.

The Matriarchal Council (comprised of the Eldest Mothers of the twelve largest Houses) serve as a supreme judiciary, interpreting the law or overturning it as necessary.

Genaran men enjoy full suffrage and legal rights, but are bound by both tradition and law from holding seats in either the Matriarchal Council or Parliament. Genara males can (and

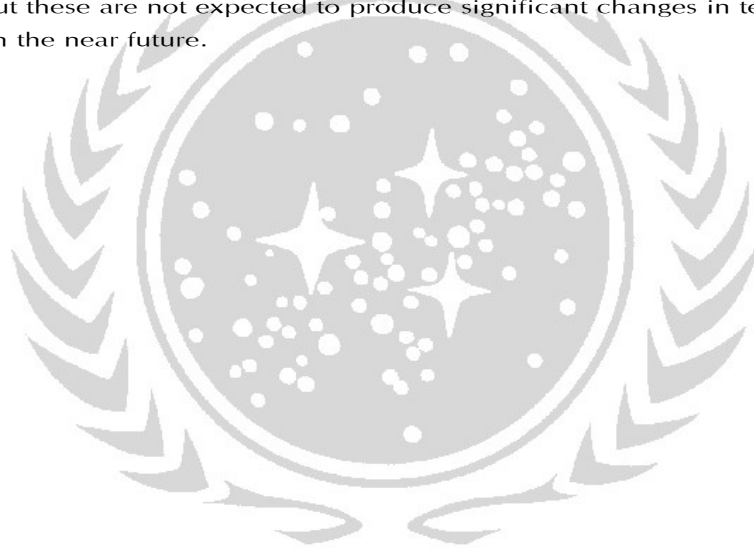
do) serve as cabinet ministers, emissaries, military officers, advisers, counselors and nearly any other posts- but cannot serve as the legislative or judicial representatives in their own right. Males routinely address the Parliament and Matriarchal Council, but do so only in the name of their Matriarch.

Interstellar Relations: The Genara guard their neutrality carefully, but generally adhere to interstellar law, and enjoy robust trade relations with the Romulans and Ferengi, and are expanding ties with the Cardassians (and through them, with the Federation). The Genara trade primarily among themselves, but are expanding an already robust trade network with markets sufficiently to come into direct confrontation with the Ferengi- which has led to increasing tensions between the two powers.

Technological Summary: Genaran society is rated as Tech Level 6/7- roughly comparable to the Federation in Kirk's era, though many older cities and enclaves retain a more archaic standard.

Projections: Starfleet Intelligence and the Federation Diplomatic Corps expect little change in Federation-Genara relations over the short term. A number of trade treaties have been inked, but the Genara are currently too far from the edge of Federation advancement and from primary Federation shipping lanes to merit much attention.

Genaran leaders continue to push various trade and cultural exchange projects with various foreign powers, but these are not expected to produce significant changes in technology or foreign relations in the near future.



USS Sakarya Senior Staff

<u>Position</u>	<u>Name</u>	<u>Species</u>	<u>Rank</u>
Commanding Officer	Aydin ab Reis	Human	<i>Captain</i>
Executive Officer	Victoria Loch	Human	<i>Commander</i>
Tactical Actions Officer	Prin Ajan "A.J."	Bajoran	<i>Lt. Commander</i>
Chief Engineer	Choda	Tellarite	<i>Lieutenant</i>
Chief Science/Ops Officer	T'Var	Vulcan	<i>Lieutenant</i>
Conn Officer	Thrax	Denobulan	<i>Lieutenant, JG</i>
Chief Medical Officer	Dr. Paul Featherstone	Human	<i>Lieutenant</i>

Captain Aydin ab Reis

C.O., U.S.S. *Sakarya*- a captain of eight years experience, ab Reis is still a young and enterprising officer, but is also highly self-disciplined. He carries himself with both reserve and dignity- not with arrogance at his lofty position, but with a keen awareness of the duties and responsibilities he bears. His code of honor can be best described as noblesse oblige- "noble ancestry constrains to honorable behavior; privilege entails to responsibility".

Captain ab Reis adheres to a strict philosophy of personal austerity and personal honor- he has chosen the hard, disciplined road- and maintains his footing through sheer immovable integrity and iron will. Aydin ab Reis does not make close friends easily, but is loyal to such friends unto death.

Aydin ab Reis is descended from nobility on his home colony (hence the ab Reis honorific) and grew up with rigid standards of honor and conduct. On the one hand, ab Reis is plain spoken and sometimes blunt, preferring the unvarnished truth to diplomatic equivocation. On the other, he seldom shares his mind with others and plays his cards very close to the vest. He can be very warm and approving when he chooses to be- and conversely, does not need words to make his disapproval and disappointment plain. He demands the very best from his officers- and they work hard not to disappoint his trust in them.

Of all his officers, Captain ab Reis is closest to Commander Loch- he knows her and trusts her- and knows he can depend upon her more than anyone else aboard.

Tall, thin, handsome, and dark, ab Reis moves with quiet, contained power and determination. He is a man to be reckoned with and wastes neither words nor actions.

Captain ab Reis and the *Sakarya* have spent the last three years patrolling the Cardassian Demilitarized Zone, and are experienced in dealing with smugglers, pirates, and the like.

Renown: 26 (-5) **TN:** 10 **Note:** ab Reis is noted as being formal, even stand-offish, and occasionally arrogant.

Commander Victoria Loch

X.O., U.S.S. *Sakarya*- Commander Victoria Loch is- hands down- one of the brightest individuals aboard the *Sakarya*- a fact not lost on her captain. Loch came up in Operations, and has an Eidetic memory. She also has a keen sense of spatial awareness and can keep track of a thousand tiny details- an essential talent in operating and managing a starship.

Loch's job as Executive Officer is to keep the ship and crew operating at peak capacity in order to allow the Captain to concentrate on the mission at hand. If she were permitted, Loch would be both quiet and introspective- luxuries her duties do not normally permit her. Loch trusts Captain ab Reis completely- though she occasionally curses his name for keeping his own counsel and "drafting" her as his Executive Officer.

Lieutenant Commander Prin Ajan

Tactical Actions Officer, U.S.S. *Sakarya*. The ship's chief weapons officer and head of security, Lieutenant Commander Prin grew up on the Bajoran colony world of Cosas III. Remote and isolated in the Gamma Quadrant, Cosas III was settled- without authorization- by a group of Bajoran militants- which turned out to be something of a blessing as the colony was beset both by natural predators and occasionally by the Jem'Hadar and other Gamma Quadrant predators.

Although he saw little fighting of his own, Ajan "A.J." learned watchful wariness, self-reliance, and a deep suspicion of outsiders at his elders' knees. At age 14, Ajan shipped out with one of the few traders who supplied Cosas III- though he turned out to be more pirate and mercenary than merchant. After several trips running the blockades between Cardassian Space, Deep Space Nine, and the Gamma Quadrant, their luck finally ran out- Prin and his shipmates were brought down by a Jem'Hadar patrol in 237X and rescued by the U.S.S. *Copeland*. As Prin's injuries healed, the *Copeland's* CO saw potential in the young man and sponsored him for Starfleet Academy.

Lieutenant Choda

Chief Engineering Officer, U.S.S. *Sakarya*. Short, portly, cheerful, loud, and occasionally obnoxious, Choda runs her engineroom with clock-work regularity and precision. Despite being a perfectionist and occasionally a driven taskmaster, Choda loves puzzles and equipment and despises the unknown with a passion. While Choda can be argumentative on a point of engineering process and procedure, she is more prone to loud and friendly banter than to serious disagreement.

Lieutenant T'Var

Chief Science Officer/Ops Officer, U.S.S. *Sakarya*. T'Var is a typical Vulcan- calm, rational, logical, and dedicated. Believing that her scientific career lacked diversity and field experience, the logical course of action was clear. T'Var joined Starfleet and after commissioning shipped out on the Starship *Ilan Ramon*. After her second deep-space tour, Captain ab Reis tapped her to become his Chief of Operations aboard the *Sakarya*.

Even absent her Vulcan conditioning, T'Var tends to be quiet and introspective- especially when working to solve a scientific puzzle. According to ship's legend, Thrax timed T'Var and discovered that she did not say a word to a single person for 56.4 hours straight. T'Var herself has no comment, save that "idle banter is illogical".

Despite her stoic exterior, T'Var is deeply devoted both to Starfleet and her shipmates. If pressed, T'Var will, of course, deny any emotional connection whatsoever- but she has turned down three transfer offers- including a position with the Daystrom Institute.

Lieutenant Junior Grade Thrax

Conn Officer, U.S.S. *Sakarya*. Thrax is *Sakarya's* resident "space cadet". Young, cheerful, gregarious, and enthusiastic, he is governed by an unbridled enthusiasm and curiosity. As the youngest member of *Sakarya's* bridge crew, he often feels like the center of attention- that everyone is watching- and as a result, takes his job very, very seriously.

Off duty, Thrax is obsessed with companionship of every variety- insecure in isolation, he seeks to surround himself with friends and acquaintances. He is interested in a wide variety of sports and physical activities, but is more dilettante than devotee- he lacks the devotion and discipline needed to truly excel at any given sport.

Doctor Paul Featherstone

Chief Medical Officer, U.S.S. *Sakarya*. Tall, rail-thin, slightly fussy, and undoubtedly brilliant, Doctor Featherstone is, at heart, a researcher. He much prefers tissue cultures and biological samples to people, and much prefers a quiet laboratory all to himself.

Featherstone would have gotten his way, too, had he not insulted and humiliated his last C.O. over what was (ultimately) a minor difference of opinion. In a fit of pique, Featherstone reprogrammed the station's computers to bombard his superior with irritating and infuriating messages and visuals. This might have been overlooked had the incident not coincided with an inspection by the Chief of Starfleet Medical.

Deciding that Featherstone was "unmilitary, unprofessional, and entirely too cosseted, Admiral Blackburn assigned the good doctor the first deep-space assignment available- the *Starship Sakarya*.

Featherstone is not a bad man, nor even a bad doctor- merely a pampered prima donna who loves to hear his praises spoken (a lot like the *Voyager* EMH).

Knowledge:Culture	INT	+2	+5		+7	(Human)
Knowledge:History	INT	+2	+5		+7	(Federation)
Knowledge:Politics	INT	+2	+4		+6	(Antalya Tribal Politics)
Knowledge:Specific World	INT	+2	+5		+6	(Antalya IV, Earth)
Language- Arabic	INT	+2	+4		+6	
Language- Fed Standard	INT	+2	+4		+6	
Negotiate	INT	+2	+5		+7	
Observe	PER	+0	+4		+4	
Persuade	PRS	+1	+5		+6	
Ranged Combat:Energy	AGL	+0	+7		+7	(Phaser, Phaser Rifle)
Repair	INT	+2	+5		+7	
Social Science	INT	+2	+4		+6	
Survival	PER	+0	+6		+6	(Desert)
System Operation	INT	+2	+7		+9	(Command, Ops, Tactical)
Tactics	INT	+2	+7		+9	(Cardassian, Orion, Romulan, Space)
Unarmed Combat	AGL	+0	+6		+6	(Starfleet Martial Arts)

Professional Abilities:

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

Fighting Captain: If Captain ab Reis is on the bridge during combat, *Sakarya* receives a +2 to all *Command* Maneuvers.

Fire Control Officer: If Captain ab Reis is in command, acting as Exec, or at Tactical during combat, *Sakarya* receives a +2 to all *Tactical* Maneuvers

Starship Duty: Captain ab Reis meets all the prerequisites for his post aboard *Sakarya*.

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

Will To Survive: When Captain ab Reis makes a Survival test on a planetary surface, he gains a +3 bonus (equal to ½ his Athletics skill level).

Species Abilities:

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

Ally (Antalya Royal Family): In dire circumstances, Captain ab Reis can ask his family for assistance (subject to a *Negotiate, Influence, Persuade, or Inquire* test and the Narrator's discretion).

Bold: When Captain ab Reis spends a Courage point on a *Physical* test, he gains +5 bonus instead of the usual +3.

Command 2: Captain ab Reis is fully qualified for command of a starship.

Competitive: Captain ab Reis gains a +1 to all opposed tests.

Promotion 5: Aydin ab Reis holds the rank of Captain in Starfleet.

Starfleet Bureau of Personnel

Starfleet Command

Victoria Loch

Age: 38
Species: Human
Homeworld: Earth
Gender: Female
Eyes: Green
Hair: Blonde

Rank: Commander

Current Assignment:
 Executive Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

Commander Victoria Loch is- hands down- one of the brightest individuals aboard the *Sakarya*- a fact not lost on her captain. Loch came up in Operations, and has an eidetic memory. She also has a keen sense of situational awareness and can keep track of a thousand tiny details- an essential talent in operating and managing a starship. Loch's job as Executive Officer is to keep the ship and crew operating at peak capacity in order to allow the Captain to concentrate on the mission at hand.

Psychological Profile:

If she were permitted, Loch would be both quiet and introspective- luxuries her duties do not normally permit her. In order to keep the crew functioning efficiently, Loch must be involved and engaged, projecting just the right mix of encouragement, discipline, and scolding to get the job done.

Loch trusts Captain ab Reis completely- though she occasionally curses his name for keeping his own counsel and “drafting” her as his Executive Officer.

Attributes

Str 6 (+0) **Agl** 7 (+0)* **Int** 12 (+3) **Vit** 9 (+1) **Prs** 7(+0)* **Per** 11 (+2)*
Quickness +4 **Savvy** +2* **Stamina** +0 **Willpower** +3

Miscellaneous Scores

Courage: 4 **Health:** 9 **Renown:** 16 **Advancements:** 20

Defense: 7
Initiative: +4

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+0	+3		+3	
Computer Use	INT	+3	+7		+10	(Retrieve)
Enterprise-Administration	INT	+3	+5		+8	(Federation)
First Aid	INT	+3	+4		+7	
Inquire	PRS	+0	+5		+5	(Research)
Knowledge:Culture	INT	+3	+4		+7	(Human)
Knowledge:History	INT	+3	+5		+8	(Federation)
Knowledge:Specific World	INT	+3	+4		+7	(Earth)
Knowledge:Trivia	INT	+3	+5		+8	(Terran Poetry)
Language- Fed Standard	INT	+3	+5		+8	
Language- Vulcan	INT	+3	+4		+7	

Negotiate	INT	+3	+5		+8	
Observe	PER	+2	+5		+7	
Persuade	PRS	+3	+6		+9	
Ranged Combat:Energy	AGL	+0	+5		+5	
Repair	INT	+3	+6		+9	
System Engineering	INT	+3	+7		+10	(ElectroPlasma Systems)
System Operation	INT	+3	+7		+10	(Operations Management)
Tactics	INT	+3	+5		+8	(Space)
Unarmed Combat	AGL	+0	+7		+7	(Starfleet Martial Arts)

Professional Abilities:

Command: Commander Loch may coordinate the efforts of her crew and increase their efficiency by making a TN 15 *Persuade* check (TN is 15 +1 per officer affected). A success doubles the contribution made by supporting characters in combined tests.

Cross-Trained: When performing the professional skill of another officer, Victoria may add +3 (her Intellect modifier) to the test. For Intellect-based tests, this amounts to doubling the modifier.

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

Starship Duty: Commander Loch meets all the prerequisites for her post aboard *Sakarya*.

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

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

Systems Technician: Commander Loch knows her duty station inside and out. When making *System Engineering* tests to repair her console, Victoria gains a +4 affinity bonus (half her *Computer Use* skill level).

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Commander Loch a +2 bonus to her *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: Loch is assigned as the Executive Officer of a starship, and is fully qualified for command.

Coordinator: Victoria has a natural affinity for organizing groups and harnessing them to her goals. She doubles the bonus for additional participants when leading combined tests. This edge stacks with Command Professional Ability, above.

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

Multitasking: Victoria has learned to handle several problems at once- and may perform full-round actions as two actions instead (allowing additional actions at the standard -5 penalty).

Promotion 4: Loch holds the rank of Commander in Starfleet.

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

Starfleet Bureau of Personnel

Starfleet Command

Prin Ajan "A.J."

Age: 28
Species: Bajoran
Homeworld: Casos III Colony
Gender: Male
Eyes: Hazel
Hair: Brown

Rank: Lieutenant Commander
Current Assignment:
 Tactical Actions Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

The ship's chief weapons officer and head of security, Lieutenant Commander Prin grew up on the Bajoran colony world of Cosas III. Remote and isolated in the Gamma Quadrant, Cosas III was settled- without authorization- by a group of Bajoran militants- which turned out to be something of a blessing as the colony was beset both by natural predators and occasionally by the Jem'Hadar and other Gamma Quadrant predators.

Although he saw little fighting of his own, Ajan "A.J." learned watchful wariness, self-reliance, and a deep suspicions of outsiders at his elders' knees. At age 14, Ajan shipped out with one of the few traders who supplied Cosas III- though he turned out to be more pirate and mercenary than merchant. After several trips running the blockades between Cardassian Space, Deep Space Nine, and the Gamma Quadrant, their luck finally ran out- Prin and his shipmates were brought down by a Jem'Hadar patrol in 2375 and rescued by the U.S.S. *Copeland*. As Prin's injuries healed, the *Copeland*'s CO saw potential in the young man and sponsored him for Starfleet Academy.

Psychological Profile:

Prin projects a friendly and easy-going manner- a velvet glove over a core of steel. He is both proud of his accomplishments and his origins- though is more than a little reticent to discuss his youth or his tenure as a blockade runner.

Although by no measure a scholar, Prin is a quietly religious man who seeks to harmonize the will of the Prophets with his Starfleet duties. He is by no means a pacifist and will kill swiftly and efficiently if his duties require it.

Prin tends to watch everyone and everything carefully. He prefers to wait and watch- and watch some more. Prin know that people will reveal their true thoughts and intentions more often in subtle ways than with their words.

Attributes

Str 6 (+0) **Agl** 8 (+1) **Int** 10 (+2)* **Vit** 9 (+1) **Prs** 7(+0) **Per** 10 (+2)*
Quickness +1* **Savvy** +2 **Stamina** +2 **Willpower** +2

Miscellaneous Scores

Courage: 4 **Health:** 9 **Renown:** 12 **Advancements:** 12

Defense: 8
Initiative: +3

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Appraise	INT	+2	+1		+3	
Athletics	STR	+0	+4	+1	+5	
Computer Use	INT	+2	+5		+7	(Retrieve)

Craft	INT	+2	+2	+1	+5	
Enterprise- Streetwise	INT	+2	+4		+6	
Influence	PRS	+0	+3		+3	
Inquire	PRS	+0	+3		+3	
Investigate	PER	+2	+6	+1	+9	
Knowledge: Politics	INT	+2	+2		+4	
Knowledge: Religion	INT	+2	+2		+4	(Path of the Prophets)
Knowledge: Culture	INT	+2	+5		+7	(Bajoran)
Knowledge: History	INT	+2	+3		+5	(Bajoran)
Knowledge: Specific World	INT	+2	+3		+5	(Cosas III)
Language- Fed Standard	INT	+2	+4		+6	
Language- Bajoran	INT	+2	+3		+5	
Observe	PER	+2	+5	+1	+8	
Ranged Combat:Energy	AGL	+1	+7	+1	+9	(Phaser)
Repair	INT	+2	+5	+1	+8	
Sleight of Hand	AGL	+1	+1	+1	+3	
System Operation	INT	+2	+7	+1	+10	(Tactical)
Tactics	INT	+2	+3		+5	(Space)
Unarmed Combat	AGL	+1	+7	+1	+9	(Starfleet Martial Arts)

Professional Abilities:

Fire Control Officer: If "A.J." is in command, acting as Exec, or at Tactical during combat, *Sakarya* receives a +2 to all *Tactical* Maneuvers

Physically Fit: Prin 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, Prin also increased his *Stamina* reaction by +1.

Responsive: Prin 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.

Starship Duty: Lieutenant Commander Prin meets all the prerequisites for his post aboard *Sakarya*.

Species Abilities:

Artistic: Bajorans are generally artistic and gain a +1 *Craft* skill at character creation

Faithful: Religion permeates Bajoran society, and every Bajoran gains a +2 *Knowledge- Religion* at character creation.

Pagh: So long as they are living the path of the Prophets, Bajorans gain a +1 Courage.

Edges/ Flaws:

Alert: Prin has schooled himself to be alert for- and to react quickly to- danger. He gains a +2 to all *Initiative* tests.

Command 1: Prin is assigned as a Department Head aboard the *Sakarya*.

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

Fit: Prin is in great physical shape and receives a +1 to all *Physical* tests.

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

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

Starfleet Bureau of Personnel

Starfleet Command

Choda

Age: 39
Species: Tellarite
Homeworld: Tellar
Gender: Female
Eyes: Black
Hair: Orange-Brown

Rank: Lieutenant

Current Assignment:

Chief Engineering Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

Short, portly, cheerful, loud, and occasionally obnoxious, Choda runs her engineroom with clock-work regularity and precision. She is, at heart, a craftsman, an artist, a perfectionist, and occasionally a driven taskmaster. Choda has longed to serve in Starfleet since her earliest memories, and cut her teeth on a variety of engineering projects throughout the Alpha Quadrant. She has no ambition to be anywhere but the engineroom of a starship.

Psychological Profile:

Choda loves puzzles and equipment and has a hard time fighting the impulse to tinker, tweak, and adjust any machine that isn't quite "right"- whether or not that equipment belongs to her. Choda despises the unknown with a passion- one of her favorite mantras is "What you don't understand can kill you."

While Choda can be argumentative on a point of engineering process and procedure, she is more prone to loud and friendly banter than to serious disagreement. Off duty, Choda enjoys complex games such as *kal-toh* and has developed a fondness for a variety of ethanol products. She fancies herself quite the connoisseur, though always in moderation.

Attributes

Str 9 (+1) **Agl** 8 (+1) **Int** 10 (+2)* **Vit** 8 (+1) **Prs** 10(+2)* **Per** 5 (+0)
Quickness +1 **Savvy** +2 **Stamina** +1* **Willpower** +2

Miscellaneous Scores

Courage: 3 **Health:** 9 **Renown:** 10 **Advancements:** 14

Defense: 8
Initiative: +1

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+1	+1		+2	
Computer Use	INT	+2	+6	+1	+9	(Electronic)
Construct	INT	+2	+5	+2	+9	(Research)
Demolitions	INT	+2	+6		+8	
Gaming	INT	+2	+4		+6	
Knowledge: Culture	INT	+2	+3	+1	+6	(Tellarite)
Knowledge: History	INT	+2	+5	+1	+8	(Federation)
Knowledge: Specific World	INT	+2	+3	+1	+6	(Earth, Rigel IV)
Knowledge: Trivia	INT	+2	+2	+1	+5	(Alcoholic Beverages)
Language- Fed Standard	INT	+2	+3	+1	+6	

Language- Tellarite	INT	+2	+4	+1	+7	
Language- Vulcan	INT	+2	+3	+1	+6	
Observe	PER	+0	+5		+5	
Physical Science	INT	+2	+5	+1	+8	(Physics, Mathematics)
Propulsion Engineering	INT	+2	+7	+1	+10	(Warp Drive)
Ranged Combat:Energy	AGL	+1	+6		+7	(Phaser)
Repair	INT	+2	+6	+1	+9	
Structural Engineering	PRS	+2	+6	+1	+9	(Spaceframes)
Survival	PER	+0	+3		+3	
System Engineering	INT	+2	+7	+1	+10	(EPS Grid, Transporter)
System Operation	INT	+2	+6		+8	
Unarmed Combat	AGL	+1	+4		+5	(Starfleet Martial Arts)

Professional Abilities:

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

Fix-It: Having spent many hours tearing apart the *Skarya's* systems, Choda has learned how to repair them as well. She now knows all of the *Repair* skill specializations.

Miracle Worker- Propulsion Engineering: When making a *Propulsion Engineering* check (including Extended tests) Choda may take the action in half the base time.

Starship Duty: Lieutenant Choda meets all the prerequisites for her post aboard *Sakarya*.

Species Abilities:

Bonus Edge: Exceptional Fortitude: Tellarites suffer Fatigue-related test penalties as though they were one level less fatigued than they actually are.

Bonus Edge: Meticulous: Tellarites gain a cumulative +1 per round in extended tests.

Bonus Edge: Skill Focus (Exhaustive): Tellarites gain a +2 species bonus to *Inquire* and *Persuade (Debate)* tests.

Pig-Headed: Tellarites single-mindedness often makes them seem indifferent or difficult. They suffer a -2 to *Influence* tests.

Poison Resistance: Tellarites gain a +4 *Stamina* reaction to resist the effects of poisons.

Stubborn: Tellarites tend to be single-minded to a fault. A Tellarite who enters an argument favoring a particular position must spend a Courage point to back down from that position.

Edges/ Flaws:

Command 1: Choda is assigned as a department head aboard the starship *Sakarya*.

Multitasking: Choda has learned to handle several problems at once- and may perform full-round actions as two actions instead (allowing additional actions at the standard -5 penalty).

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

Skill Focus (Craftsman): Choda gains +1 each to *Construct* and *Repair* tests.

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

Thinker: Choda receives a +1 to all *Academic* tests.

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

Starfleet Bureau of Personnel

Starfleet Command

T'Var

Age: 40
Species: Vulcan
Homeworld: Vulcan
Gender: Female
Eyes: Brown
Hair: Black

Rank: Lieutenant
Current Assignment:

Chief Operations/Science Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

T'Var spent ten researchs as a researcher with the Vulcan Science Academy. Believing that her scientific career lacked diversity and field experience, the logical course of action was clear. T'Var joined Starfleet and after commissioning, shipped out on the U.S.S. *Ilan Ramon*. After her second deep-space tour, Captain ab Reis tapped her to become his Chief of Operations aboard the *Sakarya*.

Psychological Profile:

T'Var is a typical Vulcan- calm, rational, logical, and dedicated. Even absent her Vulcan conditioning, T'Var tends to be quiet and introspective- especially when working to solve a scientific puzzle. According to ship's legend, Thrax timed T'Var and discovered that she did not say a word to a single person for 56.4 hours straight. T'Var herself has no comment, save that "idle banter is illogical".

Despite her stoic exterior, T'Var is deeply devoted both to Starfleet and her shipmates. If pressed, T'Var will, of course, deny any emotional connection whatsoever- but she has turned down three transfer offers- including a position with the Daystrom Institute.

Attributes

Str 8 (+1) **Agil** 7 (+0) **Int** 11 (+2)* **Vit** 9 (+1) **Prs** 7(+0) **Per** 10 (+2) **Psi** 4 (+0)*
Quickness +2 **Savvy** +2 **Stamina** +1* **Willpower** +2

Miscellaneous Scores

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

Defense: 7
Initiative: +2

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+1	+3	+1	+5	(Climbing)
Computer Use	INT	+2	+5	+1	+8	(Retrieve)
Enterprise-Administration	INT	+2	+3	+1	+6	(Starbase)
Influence	PRS	+2	+3		+5	
Investigate	PER	+2	+5	+1	+8	
Knowledge: Culture	INT	+2	+4	+1	+7	(Vulcan)
Knowledge: History	INT	+2	+4	+1	+7	(Vulcan)
Knowledge: Religion	INT	+2	+2	+1	+5	(Vulcan)
Knowledge: Specific World	INT	+2	+3	+1	+6	(Earth, Vulcan)
Language- Fed Standard	INT	+2	+3	+1	+6	

Language- Vulcan	INT	+2	+4	+1	+7	
Life Science	INT	+2	+5	+1	+8	(Biology)
Mind Meld	PSI	+0	+4		+4	
Negotiate	INT	+2	+2		+4	
Observe	PER	+2	+3	+1	+6	(Listen)
Persuade	PRS	+0	+3		+3	
Physical Science	INT	+2	+5	+1	+8	(Physics)
Planetary Science	INT	+2	+5	+1	+8	(Geology)
Ranged Combat:Energy	AGL	+1	+5	+1	+7	(Phaser)
Repair	INT	+2	+5	+1	+8	
Space Science	INT	+2	+6	+1	+9	(Astrophysics)
System Engineering	INT	+2	+4	+1	+7	(EPS Grid)
System Operation	INT	+2	+6	+1	+9	(Ops, Sensors)
Unarmed Combat	AGL	+1	+3	+1	+5	(Starfleet Martial Arts)

Professional Abilities:

Cross-Trained: When performing the professional skill of another officer, T'Var may add +2 (her *Intellect* modifier) to the test. For *Intellect*-based tests, this amounts to doubling the modifier.

Journeyman: Lieutenant T'Var can use all the *Science* group skills untrained.

Field Research: When making an *Investigate* test to explore a new phenomenon, T'Var gains an affinity bonus equal to $\frac{1}{2}$ her level in the appropriate skill level.

Level Headed: When performing any professional skill at her shipboard station, T'Var ignores all test penalties from distraction.

Ops Manager: When acting as Operations Officer at the beginning of a session, T'Var may designate one system as "mission critical". All *System Operation* tests made on that specialization receive a +1 bonus for the duration of the session.

Scientific Protocols: T'Var has been trained in how to investigate scientific phenomenon safely. Whenever an *Observe* or *Investigate* test will endanger either herself or the crew directly, she may automatically make a TN 10 test against the appropriate *Science* skill to realize the danger.

Starship Duty: T'Var meets all the prerequisites for her post aboard *Sakarya*.

Station Proficiency: Lieutenant T'Var has trained ruthlessly to qualify with every bridge system.

Once per game session, T'Var may reroll one *System Operation* skill test and keep the better of the two results.

Species Abilities:

Enhanced Rapid Healing: Once per day, T'Var may enter a healing trance (pg 49), and recover a number of wound points equal to her *Vitality* modifier,

Mind Meld: With physical contact, T'Var has the ability to telepathically join her mind to another.

Nerve Pinch: T'Var may stun an opponent for 2d6 rounds by making an *Unarmed Combat* skill test. If the victim knows what she is attempting, T'Var suffers a -5 penalty to the test.

Psionic: T'Var has telepathic mental abilities.

Skill Focus (Keen Hearing): T'Var receives a +4 bonus to *Observe (Listen)* tests.

Edges/ Flaws:

Command 1: T'Var is assigned as a department head aboard the *Sakarya*.

Coordinator: T'Var has a natural affinity for organizing groups and harnessing them to her goals. She doubles the bonus for additional participants when leading combined tests.

Fit: T'Var is in great physical shape and receives a +1 to all *Physical* tests.

Promotion 2: T'Var holds the rank of Lieutenant in Starfleet.

Thinker: T'Var receives a +1 to all *Academic* tests.

Starfleet Bureau of Personnel

Starfleet Command

Thrax

Age: 28
Species: Human
Homeworld: Earth
Gender: Male
Eyes: Grey
Hair: Salt and Pepper (Grey and Black)

Rank: Lieutenant, Junior Grade
Current Assignment:
 Conn Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

Lieutenant Junior Grade Thrax is a Starfleet officer on his first deep-space posting. His previous assignment was a customs enforcement patrol out of Deep Space Five.

Thrax spent his youth bumming around on his family's tramp freighter, learning the ins and outs of the Alpha Quadrant and getting a lot of hands-on experience in a variety of ships, vehicles, and small craft.

Psychological Profile:

Thrax is *Sakarya's* resident "space cadet". Young, cheerful, gregarious, and enthusiastic, he is governed by an unbridled enthusiasm and curiosity. As the youngest member of *Sakarya's* bridge crew, he often feels like the center of attention- that everyone is watching- and overcompensates by taking his job very, very seriously.

Off duty, Thrax is obsessed with companionship of every variety- insecure in isolation, he seeks to surround himself with friends and acquaintances. He is interested in a wide variety of sports and physical activities, but is more dilettante than devotee- he lacks the devotion and discipline needed to truly excel at any given sport.

Attributes

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

Miscellaneous Scores

Courage: 3 **Health:** 8 **Renown:** 5 **Advancements:** 7

Defense: 9
Initiative: +2

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Appraise	INT	+2	+1		+3	
Athletics	STR	+0	+3	+1	+4	
Computer Use	INT	+2	+4		+6	(Retrieve)
Knowledge: Culture	INT	+2	+3		+5	(Denobulan)
Knowledge: History	INT	+2	+3		+5	(Federation)
Knowledge: Specific World	INT	+2	+6		+8	(Rigel IV)
Language- Denobulan	INT	+2	+3		+5	
Language- Fed Standard	INT	+2	+3		+5	
Language- Orion	INT	+2	+2		+4	
Operate Veh.- Arch. Aircraft	INT	+2	+3	+1	+6	

Operate Vehicle- Motorcraft	INT	+2	+2	+1	+5	
Operate Vehicle- Sailcraft	INT	+2	+2	+1	+5	
Persuade	PRS	+2	+2		+4	
Ranged Combat:Energy	AGL	+1	+4	+1	+6	(Phaser)
Repair	INT	+2	+4	+1	+7	
Space Science	INT	+2	+9		+11	(Astrogation)
Survival	PER	+1	+2	+1	+4	
System Engineering	INT	+2	+2	+1	+5	(Flight Control)
System Operation	INT	+2	+5	+1	+8	(Flight Control)
Unarmed Combat	AGL	+1	+4	+1	+6	(Starfleet Martial Arts)

Professional Abilities:

Dogfighter: If Thrax is at the helm during combat, the ship receives a +2 to all *Helm* maneuvers.

Starship Duty: Lieutenant Thrax meets all the prerequisites for his post aboard *Sakarya*.

Surfing Space-Time: By making a TN 20 *Space Science (Astrogation)* test, Thrax can plot an exceptionally tight course which allows *Sakarya* to arrive at her destination as though she had been travelling at maximum speed- without exceeding her sustainable maximum speed.

Species Abilities:

Excellent Climb: Denobulans gain +4 species bonus to *Athletics (Climb)* tests and can climb up to five meters per round.

Hallucinations: In extremely stressful situations, a Denobulan may experience hallucinations.

However, such experiences are considered to be safe and natural ways of releasing nervous energy.

Hibernation: Unlike most species, Denobulans do not sleep as a part of their daily cycle. Instead, they hibernate for a full six days per year, although some can reduce this period time by various degrees. A Denobulan sleep period is handled similarly to the Fatigue rules found on pages 95-96 of the [Narrator's Guide](#).

Resistance: Denobulans gain a +2 to *Stamina* tests to resist illness, disease, and radiations. Some technology, like Borg nanoprobes, also has a delayed effect on them.

Edges/ Flaws:

Command 1: Thrax is assigned as a department head aboard the *Sakarya*.

Cultural Flexibility: Thrax has been nearly everywhere and alien customs and mores seldom surprise him. He gains +2 to *Social* tests involving species other than his own.

Fit: Thrax receives a +1 to all *Physical* tests.

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

Starfleet Bureau of Personnel

Starfleet Command

Paul Featherstone, MD

Age:	39	Gender:	Male
Species	Human	Eyes:	Grey
Homeworld:	Earth	Hair:	Salt and Pepper (Grey and Black)
Rank:	Lieutenant		
Current Assignment:	Chief Medical Officer, U.S.S. <i>Sakarya</i> , NCC-52143		

Profile/History:

Tall, rail-thin, slightly fussy, and undoubtedly brilliant, Doctor Featherstone is, at heart, a researcher. He much prefers tissue cultures and biological samples to people, and much prefers a quiet laboratory all to himself.

Featherstone would have gotten his way, too, had he not insulted and humiliated his last C.O. over what was (ultimately) a minor difference of opinion. In a fit of pique, Featherstone reprogrammed the station's computers to bombard his superior with irritating and infuriating messages and visuals. This might have been overlooked had the incident not coincided with an inspection by the Chief of Starfleet Medical.

Deciding that Featherstone was "unmilitary, unprofessional, and entirely too cosseted, Admiral Blackburn assigned the good doctor the first deep-space assignment available- the *Starship Sakarya*.

Psychological Profile:

Featherstone is brilliant- a gifted and prolific researcher- but he has poor people skills and can be stubborn, rude, petulant, childish, and even insubordinate. He is almost critically underweight because research is more enthralling than eating.

Featherstone is leery of Captain ab Reis and Lieutenant Prin (his career lies in the Captain's hands while Lieutenant Prin might... *hurt* him). Conversely, Featherstone has a love/hate relationship with Commander Loch- she is unquestionably brilliant and beautiful, but she's also continually interrupting his research to make sure sick bay is run correctly (and not merely left in the hands of his nurses and other doctors). Featherstone deeply respects T'Var's intellectual discipline (and research background)- but most of the remaining officers and crew are tolerated, at best.

Featherstone is not a bad man, nor even a bad doctor- merely a pampered prima donna who loves to hear his praises spoken (a lot like the *Voyager* EMH).

Attributes

Str 7 (+0) **Agil** 8 (+1) **Int** 10 (+2)* **Vit** 9 (+1) **Prs** 6(+0) **Per** 10 (+2)*

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

Miscellaneous Scores

Courage: 4 **Health:** 9 **Renown:** 10 **Advancements:** 15

Defense: 8
Initiative: +2

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+2	+6			(Retrieve)
Construct	INT	+2	+4			
First Aid	INT	+2	+6			
Knowledge: Culture	INT	+2	+4			(Human)
Knowledge: History	INT	+2	+5			(Federation)

Knowledge: Law	INT	+2	+2			(Medical Ethics)
Knowledge: Specific World	INT	+2	+4			(Earth)
Language- Fed Standard	INT	+2	+5			
Language- Vulcan	INT	+2	+4			
Life Science	INT	+2	+7			(Biology, Exobiology, Biotechnology)
Medicine	INT	+2	+8	+2		
Observe	PER	+2	+3			
Persuade	PRS	+2	+4			
Physical Science	INT	+2	+7			(Chemistry)
Ranged Combat:Energy	AGL	+1	+3			(Phaser)
Repair	INT	+2	+4			
System Engineering	INT	+2	+2			
System Operation	INT	+2	+5			(Command)

Professional Abilities:

Computer Whiz: Doctor Featherstone knows his way around computer systems, performing *System Operation* or *Computer Use* skills (including Extended tests) in half the base time.

Diagnosis: Doctor Featherstone has received special training in diagnosing alien diseases and toxins. Whenever Featherstone 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.

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

General Medicine: Doctor Featherstone has studied a great many medical procedures prior to being posted to Sakarya. Whenever Featherstone makes a *Medicine* test, he receives a +2 bonus to the result.

Immunization: After diagnosing an illness or pathogen, the Doctor may attempt a *Medicine (Research)* test. If successful, the doctor can produce 1d6 doses of a counter agent per hour spent in the lab. While the counter agent may be used as a cure, it may only be used as an inoculant for 2d6 hours.

Lab Work: Whenever Doctor Featherstone makes a *Physical Science (Chemistry)* test, he adds +4 to the result.

Secretive: Doctor Featherstone is very secretive about his work. He may add his *Intellect* modifier to any *Willpower* test, doubling the modifier when asked about his current project or mission.

Starship Duty: Doctor Featherstone meets all the prerequisites for his post aboard *Sakarya*.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Doctor Featherstone a +2 bonus to his *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: Featherstone is assigned as a department head aboard the *Sakarya*.

Promotion 2: Doctor Featherstone holds the rank of Lieutenant in Starfleet.

Meticulous: Doctor Featherstone gains a cumulative +1 per round in extended tests.

