

STAR TREK

ROLEPLAYING GAME

Ring of Fire



A Post-DS9 Adventure
For Starfleet

Written By Roger L. Taylor II

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Special Thanks To:

Play-testers:
Rex, Justin, and Jeremy Rouviere,
and the crew of the U.S.S. *Retributor*

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Introduction

“Ring of Fire” is an adventure for use with the *Star Trek: Role playing Game* by Decipher. It is the second adventure in the “Shattered Stars” campaign and is suitable for a crew of 2-6 players playing a Starfleet crew during the post-Deep Space Nine/Voyager era.

With some modification, this adventure could be adapted for other crews and other eras.

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

The adventure takes place near the Federation/Romulan border in the year 2388. Players who wish to take part in this adventure should not read any further.

Adventure Synopsis

The heroes and the runabout U.S.S. *Tarsus* are dispatched to the Metzov Research Station in order to retrieve an unusual mineral sample. When they arrive, however, they find that the station is in deep peril, and must take drastic actions in order to save the lives of the researchers and their dependents.

Recommended Date/Season/Stardate:

2388/ Post-[Star Trek:Nemesis](#) /SD 65339.7

Setting:

The Otorin Sector- Deep space near the Federation/Romulan border.

Background:

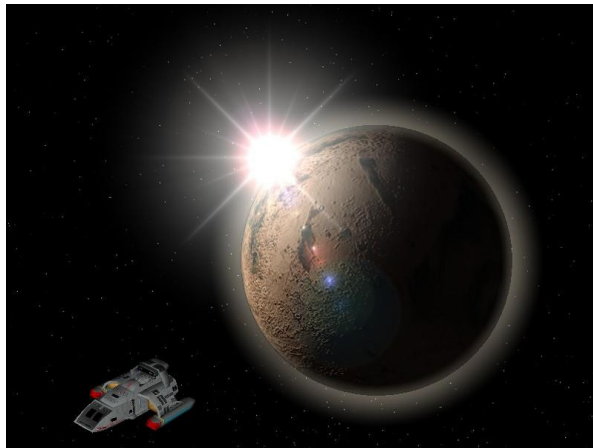
In the wake of the abortive Romulan Civil War and the destruction of the Romulan homeworld, the border territories of that Empire have been plagued with unrest as the various factions vie for political and economic supremacy.

In addition to humanitarian relief convoys, and other aid, Starfleet has redeployed its forces to sectors along the Neutral Zone in order to ensure that the unrest does not spill over into territories controlled by the

Federation.

With so many front-line starships forward deployed, Starfleet's support services have been forced to take up an increasing share of the logistical load.

This means runabouts and other smaller vessels are required to carry out longer-range and longer-duration missions than is normally the case, and so *Tarsus* finds herself on a comparatively long-endurance mission; just over two weeks in deep space.



ACT ONE

Enroute

Open *in media res* with Mission Log and Loadout (Handout #1). The heroes are en route to Metzov Station at Warp Six, and are due to arrive in just over two hours*.

Having detected them on sensors, Metzov Station hails them, and the heroes find themselves talking with Administrator Bonn, with the station command center behind him on the screen.

Bonn is a short, plump man with thinning hair and a ruddy complexion. His manner is cheerful and matter-of-fact, and he's very much looking forward to the crew's visit- going so far as to invite the characters to dinner aboard the station once they arrive.

If they insist on talking business, however, he understands that as well, and will answer any questions they have.

Operations aboard the station are quiet, though they were forced to recall all of their survey craft due to a sharp uptake in radiation spikes and solar flares being thrown off by the Theta Marroquin star.

Currently, the most exciting activity aboard the station is the impromptu poker tournament (which has lasted four full days thus far and about which Bonn knows absolutely nothing) and a series of low-level field experiments being set up by their leading science officer, a Tellarite named Jerel.

All in all, the arrival of the *Tarsus* will be a welcome diversion and an influx of new faces.

After several minutes of light conversation between Bonn and the heroes, an (off screen) voice interrupts with, "Mr. Bonn? You might want to see this."

Bonn moves off screen and says, "What the hell?" and the screen cuts out in a flash and snap of static.

The station does not respond to further hails or calls.

Long range scans show the station orbiting as before, but surrounded by a low-level energy field of some kind. More detailed scans will have to wait for their arrival in-system.

Should the heroes inquire about the station itself or its history, they should receive Station Profile (Handout #2). Specific additional information will require TN 10 *Computer Use (Retrieve)* tests, and is subject to Narrator

discretion and invention.

In Range

As *Tarsus* slows to sublight at the edge of the Marroquin system, the heroes get their first good look at Metzov Station. The station has been yanked off its normal axis and is tilting drunkenly, and is being pulled slowly but surely off the elliptical plane. A TN 10 *System Operation (Sensors)* test will show some kind of energy field has enveloped one of the outrigger pods, which is in turn crumpled and twisted like a beer can (but not completely crushed).

Sensors indicate 180 life forms aboard the station, but it does not answer hails. It appears that main power has failed and carbon dioxide levels are beginning to rise. Odd and unusual gravitational levels can be detected- focused on the laboratory pod (apparently the current "down" on the station is focused towards the pod).

For each degree of success (or each subsequent scan) the players may ask two additional questions about the station. Each scan takes approximately one minute.

A TN 15 *Space Science (Astrophysics)* test (with a +3 from *Tarsus's* sensors) will earn the players Subspace Topographical Scan (Handout#3). This will reveal that the station is trapped inside two nested subspace fields.

Both subspace fields originate at or near the location of the station's high-energy physics lab. Given the harmonics of the two fields, it is likely that Field "B" is a secondary or "decay" effect of Field "A".

Field "A" has a previously unseen configuration with an unusually focused graviton field. It's also generating a startling

* (Should the crew accelerate to Warp 8, or take advantage of the Surfing Space-time Professional Ability, they may reduce their travel time to just over forty minutes. Should they do both, they may reduce travel time to a mere twenty minutes) amount of polaron radiation, (largely harmless) secondary radiation, and a surprising amount of heat. The gravity and radiation levels are climbing at an exponential (rather than logarithmic) rate, and (assuming there is no change to the rate of growth), the field will be sufficient to crush the entire station within five hours.

Field "B" (the larger of the two) is more a more conventional (non-propulsive) subspace envelope, but has a unique verteron field. A TN 15 *Space Science (Astrophysics)* or *Systems Engineering (Electro-plasma Systems)* test will reveal that verteron fields tend to disrupt conventional power systems. Purely mechanical or chemically powered equipment will work normally- but once inside the field, any conventional gear the crew takes with them will cease to function.)

If the crew go aboard without taking appropriate precautions (such as modifying their equipment or making prearranged signals a/o beam outs, they will be stranded.

Also, because of *Tarsus's* small size, only two people can be transported at once (twice that in an emergency).

ACT TWO

Retuning

If the heroes can figure out the precise modulation of the verteron fields, their engineer (if any) can attempt to reconfigure their basic equipment to function (though not necessarily at full capacity) despite it.

Determining the precise resonance requires a TN 20 *Space Science (Astrophysics)* or *Physical Science (Physics)* test. Retuning the equipment requires an TN 15 *Repair* or *Systems Engineering (EPS)* test and five minutes of work per piece of equipment being retrofitted.

Even with these modifications, communicators will not be able to function beyond the 20,000km range, phaser ranges will be halved, and will not function beyond Setting 5 (2d6+6). Tricorder ranges and bonuses are likewise halved, and most powered medical and engineering gear (being so specialized) is useless. Environmental suit endurance will be slashed in half (due to the lack of recycling), but will still retain their basic functions.

The Beam In

Boarding the station is an exercise in the surreal- like something out of [The Poseidon Adventure](#).

When the gravity took on a sudden (and irreversible) lurch 90° off the station's axis,

everything (and everyone) that wasn't nailed down went flying. The station interior is a bloody shambles, with equipment, supplies, and debris scattered like the aftermath of a tornado.

The corridors of the station are askew and absolutely pitch black. Ominous creaks and groans (plus the fainter moans and cries of the wounded and frightened) can be heard.

Emergency bulkheads began sealing and other emergency protocols were initiated, but most were not completed due to the complete power failure. Many doors are jammed closed, others jammed open, and a great many are somewhere in between.

Moving about the station will be long and painful process- with a lot of climbing (and rappelling), unsealing and bypassing jammed hatches and crawling over and under debris. Ironically, their best bet in moving about the station under the circumstances will be the turbolift shafts, which have track lines as well as (normally) vertical ladders, and will be largely free of loose debris.

If the characters failed to account for the altered gravity when they initially beam in, they must make a TN 10 *Quickness* test or fall- the distance (and thus falling damage) will vary depending upon where the characters beam in. (Woe betide the crew that beams directly into the boom arms, for they could potentially fall three hundred meters!)

If the heroes manage to stop their own fall, a second TN 10 *Quickness* check is necessary to ensure they held onto any hand-held gear.

Doctor Bascom and Administrator Bonn have begun coordinating moving their people into one of the central cargo areas (adjacent to the Main Hangar) to await rescue- but there are folks trapped all over the station.

Of the 183 persons aboard the station, three are dead and perhaps a third of the remainder wounded, though thankfully, non-critically. Nearly all of them have been relocated to the central cargo area, but roughly two dozen are trapped either nearby or in the lower engineering section attempting to restore power.

Every conventional power source on the station has failed, and light, heat, and oxygen are being provided by a handful of chemical

candles. Gravity is quite a bit higher than normal- almost 1.5g when the heroes first beam aboard and a full 2 g less than four hours later. The increase is exponential rather than linear, so the effects will increase sharply towards the end of the process.

Every few minutes, the station shudders and groans as the gravity well increases slightly and the station tries to adjust to the stresses. The shudders generally provoke screams of terror or whimpers from the civilians in the crowd- particularly the women and children.

Moving About

Moving about the station to any significant degree will require a TN 10 *Athletics* or *Agility* test. On any failure, the basic movement rate is halved. On a Complete failure (a roll of 4 or less), the character becomes entangled and suffers 1d6 damage.

The internal corridors are essentially featureless save for the triangular trusses common to starships of the 2260's (Original Series era). In the short (coreward) corridors these trusses are located roughly every fifteen feet- but in the station arms (long corridors), they're set about every thirty feet.

Also, after the first hour aboard the station (and every ½ hour thereafter), the crew must make TN 10 *Stamina* checks or become fatigued. With the first failed test, the hero suffers a -1 penalty to all tests, but with each subsequent failed *Stamina* check the penalty doubled (-2, -4, -8) until the character collapses. Two hours of uninterrupted rest will remove one fatigue level.

Finally, most prudent crews will beam in wearing EVA suits or the like. For the record, the magnetic boots in the standard EVA gear are designed to operate in zero-g and are not sufficient to allow the crew to walk about normally despite the shift in gravity.

The Rescue

Under Bonn and Trasker's direction, the heroes are tasked with assisting in a rescue. There are several people trapped in one of the residential quarters, but the doors are jammed- since they have working weaponry and tools, the heroes will need to help with the cutting.

Bonn will pound on the door and tell those

inside to find cover, and then stand out the way to let the heroes work. Cutting in will require a Phaser on setting five and a total of 30 points of damage, at which point the doors will pop free and drop into the darkened cabin. Bonn and his people will immediately drop in a length of line and hoist out two frightened women and a small girl who clutches convulsively at a smallish brown teddy bear.

The Fire

With a horrendous explosion heard clearly throughout the station, one of the battered fusion reactors gives up the ghost, causing the entire station to shudder spasmodically.

Tarsus will easily detect the thermal bloom of both the explosion and the fire, and if they have communications, can warn the crew. If not, the thermal bloom can be detected on any working tricorders.

Unfortunately, the fire suppression systems are off-line. The only way to deal with the fire is to either engineering section and let it burn itself out or to vent the damaged compartments to space (probably with pinpoint phaser fire from *Tarsus*).

In either case, Bonn's aide (Trasker) will report with horror that most of the hatches leading from the hangar to the central core are open- they had to open them to evacuate the wounded.

Based on his knowledge of the station, though if they can seal three heavy hatches before the fire reaches them, they can safely vent that arm- but they will effectively be surrendering the lower half of the station (and the 19 people trapped there) to the fire.

Bonn balks at making the decision- his Starfleet training is too far in the past. It's up to the heroes and Trasker to reach the juncture and seal the passageways.

Sacrifice

Closing the first two hatches is simple enough- a Complex TN 100 *Strength* check (with each participant adding his full roll to the total) will seal each hatch.

Once the first hatch is sealed, another explosion rocks the station, and *Tarsus* (and the heroes' tricorders, if they're working) will detect a massive increase in the thermal output of the fire.

By the time the characters have the other hatches sealed, they can smell the ozone in the air and can feel the rush of warm air as it heads towards cooler parts of the station. They have only seconds to seal the hatch.

The third hatch, however, is jammed. Trasker will swear under his breath and explain that the hydraulic release mechanism is faulty- has been since the station was reconstructed. He and his crew have fiddled with it for months- there's a trick to it, and he can get it to release. With that, Trasker will step into the exposed side of the corridor. He'll tell the crew to seal the hatch as soon as the release trips.

As the release finally clicks, the heroes see the flames leap around the corner and consume Trasker- a short, truncated scream as the plasma engulfs him- and momentarily pauses as it rushes down the other corridor.

With the hydraulics cut, the heroes must still seal the hatch- a TN 30 *Strength* check. If the heroes have not sealed it by the third round, they too are bathed in the flames, taking 9d6+24 damage (though their armor, if any, will provide some protection).

Once the bulkheads are sealed, *Tarsus* can use precision phaser fire to vent the damaged section, putting out the fire. If she fails to do so, however, this will have repercussions later down the road.

ACT THREE

Jettisoning the Pod

Most of the station's problems can be solved by jettisoning the damaged laboratory pod and getting a fair amount of distance between it and the station proper.

Unfortunately, the explosive bolts (and the "breakpoints" in which they sit, have been fused solid by the initial energy discharge.

In order to jettison the pod, the crew will need to do 150 points of damage to each of the three "breakaway" couplings. That means a long and dangerous climb (or short, easy transport) to even reach them- plus, the couplings within the inner subspace field (Field "A") and a heavy radiation belt.

Anyone going in there is all but literally placing his head in the lion's mouth- and the marine's MI-5 suits are the best suited to resist.

Polaron Radiation: **Onset:** 1 round; **Potency:** +10 TN; **Effect:** 2d6 Wounds

Additionally, once they step through the inner subspace field, they are completely cut off from communications, transport or other outside access (short of either walking out or someone coming in to get them).

Finally, the interior "surface" of the field is a series of distortions looking like floating panes of glass rotating in a curved field through the interior of the corridor. The "field" will do no damage to anyone passing through- but for every four rounds inside the field, the character must make a TN 10 *Willpower* check or become disoriented.

EVA suits (if any) offer no protection against this disorientation effect. Disoriented characters suffer a cumulative -1 penalty with each subsequent failure. Initially, this will manifest as a sense of heat and minor dizziness, but once the penalty reaches -3, the character begins hallucinating, seeing objects and movement at the edge of his vision. Should the penalty reach -6, the character becomes completely disoriented and may lash out at his compatriots

Once the second bolt is cut, the corridor will begin groaning and flexing ominously. Once the third is cut, the corridor will rend and shatter, with the extended section drifting away. Anyone not either lashed down or restrained will get blown into space.

Resolution

Once the pod has been jettisoned the two pieces will drift further apart until the dampening field finally releases the station and systems begin reactivating. (This process will be accelerated if *Tarsus* locks tractors and attempts to slow the station.)

Once free of the station proper, the research pod will eventually implode with a bright flash. Sensors clearly record what would have been fatal spikes in heat, radiation, and gravity. Even had the station not imploded, the extremes would have killed everyone aboard. Once the implosion has been completed, the only debris to be found are a few scraps of heavily irradiated duranium trusses and hull fragments (which should, ultimately, be collected for analysis).

One (likely unexpected) consequence is that

with the gravity well and tetryon fields gone, the station's own gravity will begin to reassert itself- meaning another 90^o transition. Fortunately, this one will be gradual rather than abrupt. One way or another- there's a tremendous amount of clean up to do aboard Metzov Station, and the dead to be mourned. Whether the crew vented the engineering section or not, the missing nineteen crewmen will be found dead. A handful were simply cremated in place (like Trasker), the others died of heat exposure.

With the power failure, most of the automatic safeties engaged, meaning that the station is essentially out of danger- but if the heroes did not put out the plasma fire, the station itself will be a total loss.

A Federation starship, the U.S.S. *Quartermain*, will arrive eight hours after *Tarsus*'s distress signal, both to render assistance and to release *Tarsus* and her crew to return to base. Unless the crew needs immediate medical attention, Captain Allan will congratulate them on a job well done and send them on their way.

Author's Note:

As of the date this adventure was published to *Beyond The Final Frontier*, I've run this adventure a total of eight times- for four different Trek groups and at conventions.

I've run it with novices gamers, experienced gamers, and grizzled veterans of the tabletop wars.

I've run it with born-in-the-covenant Trekkers and new fans who've never seen an episode.

But they all fall for the same gag, as outlined in [The Beam In](#), above.

In the interests of time, the heroes invariably beam their landing party in to the docking arm just above the sever point- with the intent of jettisoning the pod. Because the gravity aboard the station is not merely off, but rotated 90^o, the heroes are invariably beaming their compatriots off the vertical face of a two hundred meter cliff.

It's moments like that that make me cherish my time as a Narrator.

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
Per Metzov station survivor:	10 exp. points
PCs managed to retune their gear:	100 exp points
PCs managed to seal the engineering section:	400 exp. points
PCs managed to jettison the pod:	400 exp. points

Renown Awards

PC survived	Renown +1
PCs saved Metzov station:	Renown +1
PCs managed to retune their gear:	Renown +1
PCs managed to seal the engineering section:	Renown +1
PCs managed to jettison the pod:	Renown +1
PCs acted with callous disregard for life or failed to respond to the emergency:	Renown -8

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).

(Non-Player Characters)

Administrator Bonn

Short and somewhat subject to “middle-aged spread”, Bonn is a former Starfleet Engineering Lieutenant who saw service aboard the starships *Oriskany* and *Reprisal* before retiring. Bonn looks back on his service fondly, but is remembered as a competent, but somewhat complacent officer who liked to get his hands dirty.

Bonn served as a Project Engineer for KIMC on three different projects before overseeing the refurbishing and reconstruction of Metzov Station.

James Trasker

The current chief engineer for Metzov Station, Trasker is a short, swarthy civilian with a friendly grin and a rough-and-ready demeanor. Like Bonn, Trasker is caught short by the emergency on the station, but recovers smoothly enough and focuses on getting things done.

Handouts:

Handout #1: Mission Log and Loadout

“ Mission Log, Stardate 48283.2. U.S.S. Tarsus on course and speed to the Theta Marroquin system. While Sakarya makes a priority transport run to Earth Outpost 42, we have been ordered to visit the Metzov Research Station to retrieve and transfer a variety of mineral samples recovered by the miners and researchers there.

We are authorized a forty-eight hour layover and shore leave at the station,”

Cargo Pod One: Cargo Module

Cargo Pod Two: Sensor Module *

Cargo Pod Three: Personnel Module

Cargo Pod Four: Cargo Module

Field Emergency Kit (2)

- 1 Emergency Beacon (PG pp. 173)
- 1 Medical Kit (PG pp. 176, DS9TM pp.115)
- 50 meters Lightweight Synthrope (w/ grapple and launcher)
- 2 Type 1 Phasers
- 6 Molecular Pitons
- 3 Climbing Harnesses
- 1 Survival Axe/Pick
- 1 Set Powered Binoculars (PG pp. 174)
- 2 Dylex Memory Tents (PG pp. 173)
- 3 Gill packs
- 1 Standard Tricorder (TR-590 X) (PG pp.175)
- 1 Replicator Multitool (SFOM pp. 70)
- 1 Portable Fusion Generator/Thermal Heater
- 120 Starfleet Issue Ration Packs

Science/Computing Equipment

- 4 PADDs (2 large, 2 small)
- 4 Standard Tricorders (TR-590 X) (PG pp 175)
- 4 Communicator Badges (PG pp. 172)

Medical Equipment

- 2 Medical Kits (PG pp. 176, DS9TM pp. 115)
- 1 Stasis Backboard (SFOM pp. 69)

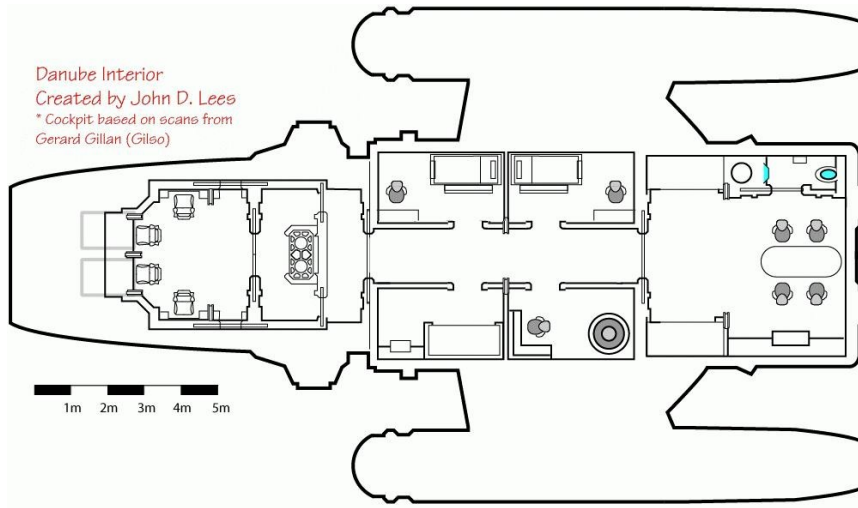
Armament/Security Equipment

- 2 Type 1 Phasers
- 4 Type 2 Phasers
- 4 sets Electronic Binders

Engineering/Repair Equipment

- 2 Antigrav Lifters (SFOM pp. 69)
- 2 Repair Kits (PG pp. 177)
- 2 Replicator Multitools (SFOM pp. 70)
- 4 Type III SEWG suits (PG pp. 173)
- 3 Patterns Enhancers (PG pp. 174)

Danube Interior
Created by John D. Lees
* Cockpit based on scans from
Gerard Gillan (Gileo)



Handout #2: Station Profile

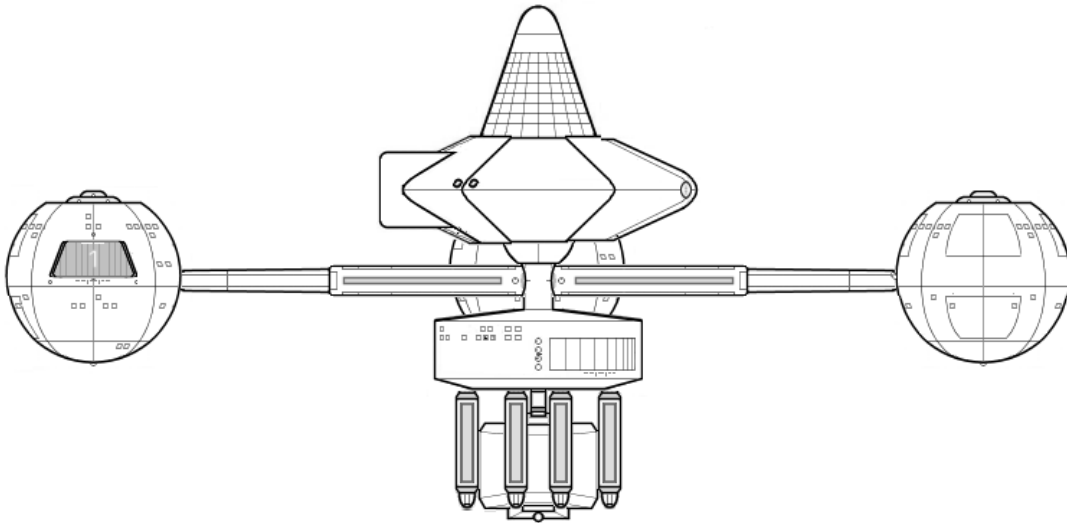
Metzov Station

Originally built in 2245 as the RS-258, Metzov Station was designed as a deep-space research platform (similar in function and intent to the ubiquitous Regula series stations).

The RS-258 served on the outskirts of the Dahlgren system until 2348, when the station was officially decommissioned. Purchased by the Kyril Island Mining Consortium, the station was dismantled, refurbished, and reconstructed in place at the extreme outer edge of the Theta Marroquin system. The station now orbits just over three million kilometers beyond the edge of the rock field.

The station is used as a support base for researchers and miners exploring the Marroquin system, and is home to nearly five dozen shuttles, mining craft, and short-range surveyors, with a “permanent” resident population of 183.

The station structure consists of a central core, three “boom” arms, and large “outrigger” utility pods. Two of the pods contain large hangar assemblies (the main hangar is on the upper core), while the third pod is fitted out as an isolated research facility.



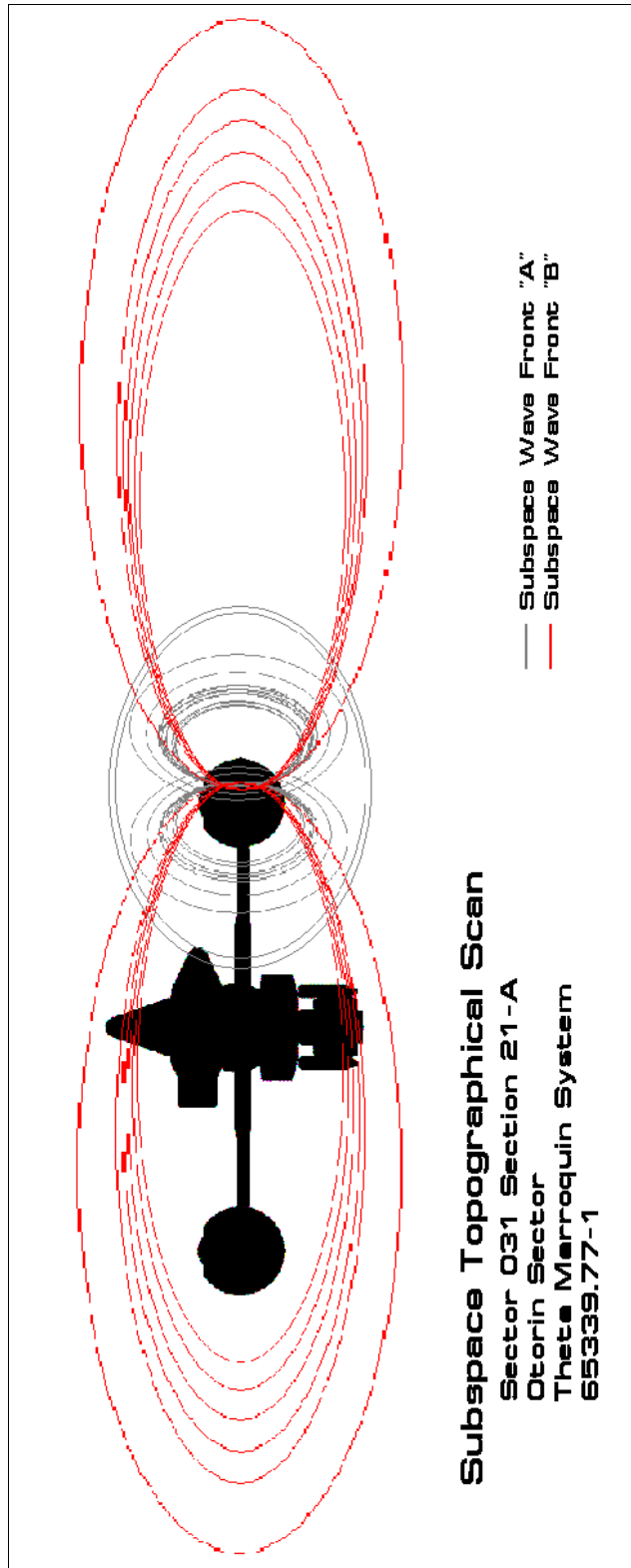
Kyril Island Mining Consortium

Kyril Island Mining Consortium is a long-established mining consortium first established on Deneb, and with extensive holdings throughout the Alpha Quadrant. The KIMC specializes in rare metals, industrial chemical production, and hazardous duty mining operations, and in 2343, produced just under 1% of the Federation's annual dilithium crystal reserve.

Metzov Station was commissioned as a pathfinder operation to investigate mineral and other wealth to be found in the Theta Marroquin system.

Orbiting an A3 VI white dwarf prone to flares and ion storms, Theta Marroquin was too unstable to produce planets, but an extensive asteroid belt extends out to roughly the five AU mark. Type A stars tend to be metal rich, suggesting that the asteroids will likewise be rich in metals and other useful compounds.

Handout #3: Subspace Topographic Scan



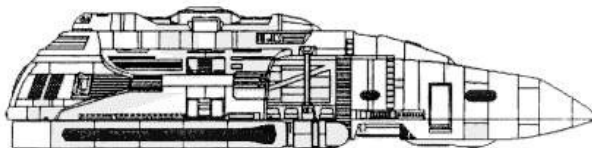
USS *Tarsus* NCC-76410

Production Data

Origin: United Federation of Planets
Class and Type: *Danube* Class Runabout
Year Launched: 2368

Hull Data

Size: 2, 1 deck Length: 23m
Structure: 10 Crew: 1+
Cargo Capacity: 2
Atmospheric Capable: Yes



Operational Data

Transporters: 1 2-person standard
Sensor Systems Class 2 (+2/C) Operations Systems Class 1 (B)
Life Support Class 1 (B) Tractor Beams: 1fd, 1ad

Propulsion Data

Impulse Engines: FIB-3 (.75c) (B) Warp Drive: LF-7x2 (Warp 4 / 6 / 8.3) (B)

Tactical

Phaser Banks	Type VI (x2/B)	Photon Torpedoes	Mk 25 micro (x2/B)
Penetration	4 / 3 / 3 / 0 / 0	Penetration	2 / 2 / 2 / 2 / 0
Deflector Shields	<u>FSQ-2 (CC)</u>		
Protection/Threshold	14 / 1		

Miscellaneous

Maneuver Modifiers +0 C, +2 H, +0 T

Danube Class starships are small, multipurpose starships with a crew of between two and six officers and enlisted men. Because of their small size and small crew, deep space missions aboard runabouts seldom last more than a week or two.

Danube Class runabouts are designed to be mission-flexible and have four swappable cargo modules and a customizable (and removable) "roll bar" mission pallet.

Runabouts generally operate from deep space stations and starbases, planetary installations, and from larger starships such as the *Galaxy*, *Sovereign*, and *Nebula* classes and are often used as short-range transports, service craft, and survey vessels.

During the altercation with the Klingons leading up to the Dominion War (and during the Dominion War itself), *Danube Class* runabouts were often grouped into squadrons and served as short range patrol and interdiction craft operating from bare bones forward bases on the edge of the war zone. These "littlest starships" gave excellent service out of all proportion to their size or numbers.

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 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 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).

Starfleet Bureau of Personnel

Starfleet Command

Aydin ab Reis

Age: 42 **Gender:** Male
Species: Human **Eyes:** Grey
Homeworld: Antalya Colony **Hair:** Black
Rank: Captain
Current Assignment:
 Commanding Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

Aydin ab Reis is a young and enterprising captain of eight years experience. He is highly self-disciplined and carries himself with a keen awareness of his duties and responsibilities.

Aydin ab Reis is descended from nobility on his home colony (hence the ab Reis honorific) and grew up with a keen sense of *noblesse oblige*- "noble ancestry constrains to honorable behavior; privilege entails to responsibility".

Tall, thin, handsome, and dark, ab Reis moves with quiet 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.

Psychological Profile:

Captain ab Reis adheres to a strict philosophy of personal austerity and honor- he has chosen a 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 usually plain spoken and sometimes blunt, preferring the unvarnished truth to diplomatic equivocation. On the other hand, 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- 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.

Attributes

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

Miscellaneous Scores

Courage: 4 **Health:** 10 **Renown:** 25 **Advancements:** 25

Defense: 7
Initiative: +0

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat-Simple Wpns	AGL	+0	+7		+7	
Athletics	STR	+0	+6		+6	(Ride Horses)
Computer Use	INT	+2	+7		+9	(Retrieve)
Enterprise-Administration	INT	+2	+7		+9	(Federation)
First Aid	INT	+2	+3		+5	
Inquire	PRS	+1	+5		+6	(Research)
Investigate	PER	+0	+4		+4	

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) **Agil** 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) **Agl** 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 ½ 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.

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 innoculant 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.