

STAR TREK

ROLEPLAYING GAME

Ascendancy



A Post-DS9 Adventure
for Starfleet

SHATTERED STARS #05

Written By Roger L. Taylor II

Illustrated by:
Roger Taylor and TFAndrews

Special Thanks To:

Play-testers:

Rex and Jeremy Rouviere,
Jed Smith
the U.S.S. *Retributor*,
and Daniel Derego.

Introduction

"Ascendancy" is an adventure for use with the *Star Trek: Role playing Game* by Decipher. It is the fifth adventure in the "Shattered Stars" campaign and is suitable for a crew of 2-6 players playing a Starfleet crew during the post DS-9/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 in the Otorin Sector in the year near the Federation/Klingon border in the year 2388. Players who wish to take part in this adventure should not read any further.

Adventure Synopsis

Acting on a tip from Starfleet Intelligence, the *Montpelier* and her crew have been tasked with locating the wreck of the U.S.S. *Celerity* and determining the fate of her crew. The primary lead is a cache of supplies looted from the *Celerity* which have turned up in the Bazaar in Iaba. This mission is such, that if the players respond correctly, there should actually be little bloodshed- Special Missions Teams need to make stealth their long suit. This basic underlying fact of the mission is reflected in the **Rewards** section. If the PCs take lives unnecessarily, they will be penalized accordingly.

Recommended Date/Season/Stardate:

2388/ Post-Star Trek:Deep Space Nine /SD 65243.8

Setting:

Asaran 404- An unremarkable Class D/F world in an unremarkable system. Ignored except as a navigational reference (even by the Romulans), Asaran 404 is the crash site of the U.S.S. *Celerity*.

Osireon IV-B- The second moon of the gas

giant Osireon IV is Class M, lush, dark, and fertile. Predominantly jungle, Osireon is off-limits to Romulan starships except in response to a military incursion. It is home to a small garrison of the Praetorian Guard on detached duty. A single Praetorian Guard freighter visits the system every few months for resupply. The system is otherwise isolated from the Romulan Empire.

Unbeknownst to the galaxy at large, Osireon is home to the exiled Admiral Tarius, formerly a powerful figure in Romulan political circles. The detachment of Praetorian Guardsman are his person guard, and are there to protect rather than imprison him.

The Admiral's villa is the only structure on the surface and is surrounded by extensive gardens. Security arrangements are tight-transport inhibitors prevent anyone from beaming in or out within five kilometers of the villa and a powerful passive sensor grid is in place to detect any transports within 16 kilometers of the residence.

Background:

On Stardate 59131, the U.S.S. *Celerity* fell into an unstable subspace vacuole and was transported nearly a hundred light years to the Otorin Sector of the Romulan Neutral Zone. Released by the vacuole, the *Celerity* crashed on a large Class D planetoid (Asaran 404). Nearly the entire crew was killed. A Romulan starship transporting Admiral Tarius into exile discovered the wreck and rescued the few survivors, including the Executive Officer, Commander Elizabeth Foster.

Still powerful and respected despite his political downfall, Tarius merited the best care and comfort in his exile, and demanded the same treatment be extended to the *Celerity* survivors. Despite his efforts, and those of his doctor, only Commander Foster lived out the month.

During her long, painful recovery, Foster and her captor fell in love, causing the Commander to abandon her oath to Starfleet.

At Tarius' order, the Romulan crew did not report the discovery of the *Celerity*, and the wreck was left alone for nearly four years, until a Ferengi privateer discovered and looted the wreckage.

ACT ONE

Information Broker

The adventure opens *in media res*, with Sakarya approaching Outpost K-12. The heroes should receive Handout #1 (Captain's Log) to be read aloud. If the heroes request information on the *Celerity*, they should receive Handout #2 (Celerity Profile).

Admiral Thol and Starfleet Command want to know what happened to *Celerity* – and the supplies Courd has acquired are the first lead they've had in six years.

Traveling on business (instead of his usual haunt at Illyrica Nine), Courd (unusually) has agreed to meet the heroes at Outpost K-12.

Station Break

Outpost K-12 is a standard, if elderly K-series trading station (identical in most regards to the station seen in The Trouble With Tribbles). The station is under Federation civilian (government) administration and boasts a small Starfleet contingent for security. K-12 serves as a general trading hub and as a port of call for vessels transiting to and from the Romulan Star Empire. K-12 is rumored to have a thriving black market despite the best efforts of Starfleet security.

As *Sakarya* approaches, her sensors easily detect at least a dozen vessels of various sizes and nationalities- including a Romulan bulk freighter at least twice her own size. Most of the vessels, however, are smaller transports or long-range shuttles the size of Federation runabouts. They are either docked at the station or arrayed in loose parking orbits within transporter range.

As *Sakarya* closes to 300,000 kilometers, she is contacted by Station Control who asks (politely)- what they can do for the heroes.

As Starfleet wants this to be a low-profile operation, the heroes will want to avoid simply coming out and saying “Hi! We're here to meet with a notorious information broker!”. “Shore leave for the crew” is as good an excuse as any, but by no means the only option.

The Meeting

Courd has arranged to meet the heroes in a private suite in the station's transient section. His door is guarded by a pair of burly (and

surly) Nausicaans. Neither is Courd alone- he is accompanied by a tall and gracious humanoid beauty, whom he introduces only as Nara.

Courd's demeanor is unusual for a Ferengi- he displays nothing of the aggrieved or harassed air commonly affected by his people- nor of their common habit of attempting to ingratiate themselves with others. He is, instead, calm, frank, professional, and completely in control of himself and the situation.

After some brief pleasantries, Courd will insist that they get down to business. Courd acquired the parts from one of his associates, a salvor named Bokra, who claims to have found them on Asaran 404. Knowing that the Federation is determined to discover the fate of the missing starship, Courd contacted Starfleet to share the information. He is curious- given the current political tensions between the Federation and Romulan Empires- if the Federation intends to mount an expedition to investigate further.

If the heroes attempt to seriously strong-arm Courd or threaten him with bodily harm, there will be two immediate consequences to the decision: first, they'll have to deal with both Nara and the two armed behemoths outside the door. Second, he will offer no further assistance to the heroes than he already has.

Since the heroes cannot travel to either world aboard *Sakarya*, Courd is willing to arrange their passage in return for “a consideration to be named later”. If the heroes agree, Courd will ask for their “word on it”.

Courd has additional information for sale- namely that Bokra delivered a considerable amount of the same materials to a Praetorian Guard garrison on Osireon IV-b.

If the heroes agree, he will immediately (as in he had them waiting all along) produce a large gold coin and a PADD with docking bay numbers and a cover letter, directing them to Docking Bay 12. They should speak with a man named Sojan who will provide them with passage. Courd recommends civilian clothes and nondescript gear.

Docking Bay 12

Docking Bay 12 is typical of its kind- a large empty hangar structure book-ended on one side by access to the station corridors and on

the other by massive space doors. These are currently open, with the crushing vacuum held back by a transparent blue-white forcefield.

Cargo boxes and crates of various sizes line the walls, and the deck is dominated by a bird-like spacecraft about the size of a Federation runabout. Several station technicians are fiddling with various umbilical connections or overseeing the loading of cargo, supervised in turn by a tall Vulcan man in dark civilian clothing. Turning to face the heroes, the Vulcan approaches and introduces himself as Sojan.

Sojan is tall and thin, and dressed in a dark, eclectic mix of Vulcan traditional and fashionable business attire (essentially dress pants, tunic, and a poncho/half-cloak). He has copper-red hair and hazel-gold eyes and carries himself with a reserved, sardonic amusement.

Sojan will ask for their documentation and the coin, and after a quick review (he seems marginally more impressed by the coin than the letter) welcome them warmly- going so far as to smile at them!- and help them aboard. If the heroes insist on discussing their destination or the like, Sojan will remind them his deal with Courd was "and no questions asked".

Rasha is small and compact- and clearly maintained with both care and pride. With the exception of the (now-sealed) main cargo hatch, her primary access port is a bomber-style hatch forward on the starboard side (and only slightly larger than a standard ship's scuttle).

Despite her small size, *Rasha* is comfortably appointed both inside and out. She has six passenger bunks and a small lounge with both a compact kitchen and replicator. Everything is neat and tidy- orderly without being spartan. Her fittings are high-quality, luxurious while remaining functional, and meticulously clean.

The Trip Out

Departing *Outpost K-12*, Sojan will consult the PADD Courd provided, then plot a swift course directly across the Neutral Zone toward Asaran- and bypassing the Safe Transit Corridor. If asked about it, Sojan will reply simply that in his line of business, a working knowledge of sensor coverage of the Neutral Zone and Fleet patrol patterns is useful to know.

As he pushes *Rasha* to warp speed, Sojan will advise the heroes to "get comfortable"- they have twenty-four hours until they reach the Asaran system. In the interim, they are welcome to what amenities *Rasha* possesses, but his own quarters, the bridge, and engineering are off-limits in his absence.

The Narrator should ask the heroes to specify how they intend to pass the time, and *ad lib* scenes or confrontations as necessary. Sojan will be more than happy to pass the time in idle chatter and banter (much like Deep Space Nine's Garak) and will be glib, witty, and deeply self-amused. A TN 10 Savvy test will confirm that he knows quite a bit about Starfleet and its inner workings. If asked directly, he will admit to knowing full well who the heroes are and that his actions (aiding the Federation) will result in his death if they are caught. Under no circumstances except the direst distress will Sojan admit his true allegiance.

Rasha's cargo bay is small but comparatively spacious (roughly twice the deck space of a Type 8 shuttle. There are several crates of materials in the hold including a box containing six Starfleet-surplus environmental suits and Type II phasers.

Distractions

An hour after *Rasha* crosses the Neutral Zone into Romulan space, Sojan lugs a large crate (roughly 1 meter on a side) to the transporter and beams it into space. It then begins emitting a short-range homing signal. If asked, Sojan explains that he's "keeping his customers happy". It will have the added advantage of diverting the local Romulan patrol ship away from their destination.

Wreck of the *Celerity*

(Map #1-*Celerity* Bridge)

As *Rasha* enters the Asaran 404 system, Sojan invites the heroes to the cockpit to assist him. A TN 10 *System Operation (Sensor)* test allows the heroes to locate the wreck of the *Celerity* on the star's only companion- a Class D planetoid. The ship has impacted savagely hard on the surface of the dead world, crushing the lower four decks and rupturing the hull in dozens of places. Even a basic *Structural Engineering* test will reveal that the *Celerity* is a total loss.

Only the top three decks retain atmospheric pressure, but even these are frozen to near absolute zero.

If the heroes ask, they should receive Handout #3 (Celerity Starship Profile).

Celerity's bridge is standard Starfleet issue- though more suitable to Kirk's era than to the heroes themselves. It is also pitch black, deathly (and deadly) cold, and eerily silent. Any characters not protected from the cold suffer 3d6 damage per round from frostbite, and unprotected tissues will freeze to any surfaces with which they come in contact.

All of the surfaces- walls, decks, panels, and corpses- are covered with frozen rime as the moisture in the air condensed into either ice or snow and settled before the artificial gravity finally died.

Landmarks:

- 1- Science Console- This station has collapsed, shearing away from the bulkhead and falling forward. A large puddle of blood stains the carpeting where the station fell. A broken toolkit lies nearby. A TN 10 *Knowledge Culture* or *System Engineering* test confirms that the tool kit is Romulan, rather than Federation.
- 2- Command Chair- The center seat remains intact, though scorched and burned. Commander McMurtrey, the *Celerity's* CO, lies dead at his post and with minor flash burns. The chair restraints are closed over his legs, holding him in place. A TN 10 *Medicine* or *First Aid* test reveals that he died on impact- his neck snapped by the savagery of the crash.
- 3- Helm and Navigation Stations- Lieutenant Tamanos and Ensign Prentiss lie dead at their stations, held in place by their seat restraints. Tamanos has dried (and frozen) blood crusting his lips. A Routine TN 10 *Medicine (Forensics)* test reveals that he died of massive internal injuries. Ensign Prentiss is slumped over her station, covered with severe burns from the console explosion.
- 4- Port Turbolift- An unidentified crew member lies broken at the base of the turbolift, with a large smear of blood stretching from the cap bulkhead to the body on

the floor.

If the PCs are smart, they will attempt to download the *Celerity's* logs. A Challenging (TN 15) *Repair* or *Systems Engineering (Computer)* test is required to bring the system back on-line (which will, incidentally, restore the internal lighting as well). A Routine TN 10 *Computer Use (Retrieve)* test and twenty minutes are needed to download the logs. A +2 affinity bonus is gained from *Administration (Starfleet)*.

Although degraded, the logs will show the last mission of the *Celerity*. The subspace vacuole, the crash, and the science station falling and trapping Commander Foster are all clearly seen.

Approximately an hour after the crash, a Romulan landing party consisting of several officers, a Commander, and an Admiral beams aboard and begins surveying the wreck. They cut Commander Foster free (breaking the toolkit in the process). As the crew works, the Commander turns to the Admiral and reminds him politely, but firmly that he must be delivered to Osireon within the next five days. "With no other survivors, there is little more we can do, Sir."

The remainder of the wreck can be explored, but the impact smashed the lowermost decks and depressurized much of the ship. The GM is advised to extrapolate scenes of destruction- twisted, shattered bulkheads, corridors- and bodies. Sickbay, the ship's medical database, and the remaining cargo holds have been extensively looted.

A careful survey of the wreck (an extended TN 50 *Investigate (Search)* or *System Operation (Sensors)* test¹ with a period of ten minutes reveals that 24 of *Celerity's* 29 officers and men remain aboard. The PCs can use isolar tags and the *Rasha's* transporters to mark and recover the fallen crew.

Ultimately, the heroes must decide whether to leave *Celerity* where she has fallen or to scuttle the wreck. If the heroes choose the

¹ Particularly clever characters might think to perform the same search in five minutes by using a tricorder to locate the crew's communicator badges. Unfortunately, the onboard power cells are long since depleted- but the characters should receive an extra 100 experience points for their technical knowledge.

latter, they have two choices: either opening fire with *Rasha's* disruptors or to use *Celerity's* own scuttling charges.

If the heroes again choose the latter, the self-destruct may be activated by three officers (with one of them making a TN 15 *Enterprise-Administration (Starfleet)* test. If the heroes can remember and play out the destruct sequence (as seen in [Let That Be Your Last Battlefield](#) or [Star Trek III: The Search For Spock](#)) the Narrator should feel free to reward them with an extra 100 experience points).

If the heroes wish to try and identify the Admiral from the logs, the Narrator should remind them that *Rasha* does not have a complete Starfleet database aboard. If- and only if- the heroes point out the *Celerity* database, the Narrator should allow the heroes a TN 15 *Computer Use (Retrieve)* test. If they are successful, the players should receive [Handout #3 \(Admiral Tarius\)](#).

The logs mention that the Admiral needed to be delivered to Osireon- the same world to which Bokra delivered additional materials recovered from *Celerity*. This fact, the video footage, and the five missing bodies are all strong indicators that there are Federation survivors on Osireon IV-B.

ACT TWO

Travel Time

Osireon IV-B lies twelve light years from Asaran 404. *Rasha* will take just over four days to reach the Romulan world. Sojan is initially reluctant- pointing out that a considerable amount of Romulan territory and an unknown number of military patrols lie between Asaran and Osireon- but he will be mollified when it is pointed out that five of *Celerity's* crew are unaccounted for and possibly hostage.

Quick Quiet

Two days into their journey, a buzzing alarm brings Sojan sprinting to the bridge. He swiftly shuts down the warp drive and all extraneous power sources- and advises the heroes to do likewise.

If asked, Sojan will report that they are being scanned. A *D'Deridex* class warbird should be visible on *Rasha's* tiny screens before Sojan shuts them down.

The Narrator is to milk this scene for the

tension- making several secret dice rolls and asking the heroes about their activities and equipment.

After about three minutes- and an ominous riffling through the game notes, the Narrator (and in character, Sojan) should breathe a sigh of relief as the warbird disappears into warp drive.

Osireon IV-B

Two days later, Sojan again invites the heroes to the bridge as *Rasha* makes orbit- this time over Osireon IV-b. A single subspace transmitter is broadcasting from the moon's surface. A TN 15 *System Operation (Sensors)* or *Propulsion Engineering* test confirms that while there is antimatter residue in orbit (indicating the presence of a starship), the traces are days, if not weeks old.

A Routine TN 10 *System Operation (Sensors)* test will establish the situation on the surface for the PCs. A large villa is the only structure on the surface, and is located near the top of a mountain in the Northern Hemisphere. A transport inhibitor is active in the compound, which prevents beaming in or out within 5 kilometers. There are fifty-one Romulan and a single human life sign on the surface. Several foot patrols are being conducted outside the villa, none more than 5 kilometers from the building. Four faint Federation communicator signatures can be detected from a small plot of land 3 km west of the villa.

Only an Extraordinary success (a roll of 21 or higher) on the *System Operation (Sensors)* test will reveal the passive sensor grid. This grid will automatically detect anyone beaming in (or moving) within 16 kilometers of the installation.

Insertion

Beaming down to the surface, the PCs must make a series of Challenging (TN 10) *Stealth (Stealthy Movement)* tests to reach the villa undetected (assuming they haven't already been discovered).

After the second test, the PCs must make a Routine (TN 10) *Observe (Spot)* test to detect the three-man Romulan foot patrol approaching on the deer path 20 meters away.

If the PCs have already been detected, the Romulans will conduct a tricorder sweep of the area (TN 10) *System Operation (Sensors)*,

Observe (Spot), or Investigate (Search) and then move on, giving no sign whether they've seen the PCs or not.

If they PCs have not yet been detected, the Romulans may make an opposed *Observe (Spot)* test against the crew's *Stealth (Hide)* skill. If the crew is discovered now (for the first time), the Romulans will attempt to sound the alarms and then engage the intruders. If all three Romulans are dropped before they can act, the PCs prevent them from sounding the alarm. If one of the Romulans gets a chance to react, the call will go out mobilizing the entire garrison.

Curious as to who would send a single, lightly armed team to raid the compound, Tarius orders his troops to allow the invasion (unless and until the PCs become a threat to life and limb). Engaging the Romulans now would be spectacularly stupid, but you never know.

If, at any time, the heroes ask for precise information on the Romulan positions, they should receive Handout #4 (Tricorder Scan).

ACT THREE

Infiltrating the Compound

Once at the compound, the PCs must find a way in without being caught. If, by some miracle, the PCs are still undetected, activity at the compound remains normal (for the middle of the night). A few aides and functionaries go about their business on the first and second floors while a pair of security guards stand watch at each entrance to the compound, the staircases, and the Admiral's Suite. A series of five Challenging (TN 15) *Stealth (Stealthy Movement)* tests is required to reach the Admiral's Suite without being detected.

If the PCs have not yet proven to be a danger, Admiral Tarius will order the corridors cleared and allow them access to his suite, withdrawing the guards on the staircases and the doors to his suite. To maintain the suspense, the same five Challenging (TN 15) *Stealth (Stealthy Movement)* tests are required, but make no difference in the outcome- the Romulans already know where they are.

If the PCs engaged the Romulan patrol in Insertion (above), Tarius will order them captured.

Optional Scene- Captured

If the Romulans are forced to capture the heroes, they'll wind up imprisoned in the villa's basement cells under the gentle ministrations of the Praetorian Guard (who are none to thrilled with the intrusion).

Admiral Tarius will come down to speak with them (as outlined in Dark Prince, below). When he determines that they are not, in fact, there to assassinate him (a series of *Persuade* or *Influence* tests may be necessary), Tarius will be genuinely curious about they they *have* come.

He will assure the heroes that neither Foster nor her crewmates were mistreated- the four who died did so despite the best efforts of his surgeon. Their injuries were simply too severe to survive, but they were buried with full military honors.

Tarius will further assure the heroes that Commander Foster is not his prisoner, but his guest. If she wishes to leave with them, she is free to do so.

And then- over the vehement objections of his Guard Commander- Tarius will release them and escort them (*sans* weapons, of course) to meet with Commander Foster.

Confrontation

Making their way to the balcony, the PCs find and are able to speak to Commander Foster. Foster is thin and wan, but appears to be otherwise in good health. She is also confined to a wheel chair. Foster is initially shocked at their presence, but will confirm the details of the crash and her rescue. Four of her shipmates were also rescued from *Celerity*, but died of their injuries shortly thereafter.

A TN 10 *Medicine* test is sufficient to determine that the severity of her injuries is sufficient to guarantee that Foster would never be allowed to return to duty, and save for the injuries sustained in the crash, does not appear to have been mistreated in any way.

Having resigned herself to being presumed lost or killed in action, with no family and no ties to leave behind, Elizabeth Foster has been working to rebuild her life here- on Osireon. Moved by his kindness to her and her fallen shipmates, Foster has fallen in love with her captor.

As the PCs talk with Foster, an Easy (TN 5) *Observe (Spot)* test will reveal booted feet

moving into position outside the room. Several Romulan troops have taken up station to eliminate the intruders, but make no move to close the trap.

According to tricorder scans (if the PCs bother to make them), they are outnumbered at least three to one.

The PCs are not in an enviable position. They are surrounded by hostile troops, deep in enemy territory, and their presence is an act of war.

Dark Prince

As the PCs prepare for battle, a heavy knock sounds on the door. Alone and unarmed, Admiral Tarius enters the room and greets the PCs gravely, but cordially. The PCs should make recognition tests (TN 15) test against their *Culture* or *Specific World* skills. Characters who have studied or interacted with Romulans in the past should gain a +2 affinity bonus (at the GM's discretion). If they have not already received it, success should win them [Handout #3 \(: Admiral Tarius\)](#).

Tarius is short for a Romulan, stocky, and greying. A TN 10 *Savvy* test reveals the compact power and drive of the man- but also emphasizes a patient world-weariness. This is clearly a man upon whom his burdens (and honor) lie heavily.

Tarius, while a Romulan military man, is also a gentle and honorable individual. Tarius addresses Commander Foster as Elizabeth, and his first concern is whether the PCs have harmed or upset her. Having guessed why the PCs are here, Tarius will suggest that Commander Foster make her own decision- he will abide by her wishes- even if it means killing the PCs to protect her. For her part, Foster is torn between duty and her love for her benefactor.

Warning Call

Assuming at this point that the heroes are still armed and equipped, they receive a brief, frantic call from *Rasha* and Sojan- a starship is making orbit.² Tarius will be surprised- their regular supply ship isn't due for another two months.

At this point, the starship in orbit will open fire on the villa, destroying the transport inhibitor and rocking the entire compound.

Friend or Foe

With the transport inhibitor destroyed, Reman troops begin beaming to the surface in number. They are armed with Federation phaser rifles set on Setting 7 (Kill). The Remans begin flanking out and killing everyone they come across.

For his own part, Tarius seems less surprised than one might expect- he explains that with the political unrest and the destruction of the Romulan homeworlds, he's been courted by various would-be king makers and aspiring powers-behind-the-throne. Having turned them all down, he's been expecting an assassination attempt for some time. With somewhat sardonic amusement, he advises the heroes that now would be a good time for them to leave- provided they take Commander Foster with them. Smart PCs will likely make the pitch that Tarius should come with them. Ironically, his Guard Commander seconds this argument. Even if the Guardsmen defeat the Reman invaders, the starship will simply pulverize the compound from orbit.

Worse, the invaders are using Federation phaser rifles. If Tarius is killed, the Federation will be blamed- sparking the very war he has been striving to prevent.

Valor Under Fire

Unfortunately, *Rasha* can't get a clear lock on their location. They must make their way to the library and then to the roof in order to be rescued. This, unfortunately, entails a running battle in the corridor- which should be resolved using the normal combat rules.

Any guardsmen between the heroes and the Remans will run interference for- and if necessary, lay down their lives for- Admiral Tarius.

Once the heroes reach *Rasha*, the adventure is essentially over, as the Remans concentrate on the surface installation and allow the scoutship to escape.

Resolution

The adventure can be resolved in several

² If the heroes are in custody, this warning will come instead from the Guard Commander and be relayed directly to Admiral Tarius.

ways. Ideally, the heroes rescue both Admiral Tarius and Commander Foster- then agree to leave them at Romulan Outpost 24- whose commander Tarius knows and trusts. Ideally, the PCs will also allow Foster her choice to stay with the Admiral. The PCs might try and kidnap Tarius, Foster, or both- which will undoubtedly result in a firefight.

Optional Scene- Wrong Place and Time

This scene is intended primarily in the event the PCs did something disastrously wrong and are caught by a Romulan starship.

The heroes are now in deep trouble. If the heroes are aboard *Rasha*, the heroes can attempt to bluff, bribe, or stonewall their way out of trouble. If they fail, they will be ruthlessly interrogated, likely tortured, and then executed as spies.

If the heroes are aboard *Sakarya*, things are just that much worse. A Federation starship this far into Romulan space is not just a provocation, but an act of war (unless they have a very, very good reason for being there).

The only thing that could make the situation worse would be the decision to fire on the Romulan vessels detaining her. *Sakarya* might be a match for a full-size warbird, but the heroes would face court-martial and disgrace upon their return.

If the heroes pursue the unthinkable and start a shooting war in Romulan space, combat should be resolved normally. Additional vessels will be vectored in from all over the Otorin Sector to ensure the heroes do not survive to be court-martialed.

Special Victory Conditions

The following special conditions also apply to the mission:

- If, by some chance, the PCs do not report Commander Foster's survival to Starfleet Command, they receive none of the renown bonuses concerning her.
- Forcing Commander Foster to return is an option, but runs contrary to the spirit of Starfleet and the Federation (particularly since she will never be allowed to return to duty).
- If the PCs kill Admiral Tarius, they automatically receive gain the flaw

Enemy (Praetorian Guard) with no compensatory advantages. They've killed a Romulan crown prince under the direct protection of the Praetorian Guard- something they will likely never live down.

- Whether they survive or not, the PCs automatically lose if they end the adventure in Romulan custody. A team of highly placed Starfleet officers deliberately trespassing in Romulan space is in itself an of both espionage act of war, and will be used to embarrass the Federation- and perhaps to start a war.
- If the PCs have killed any of the Romulan guards or threaten Commander Foster in any way, Tarius will order his troops to hunt them down and kill them. The Praetorian Guard will act without hesitation or mercy, using tricorders and heavy equipment to isolate and destroy the invaders.
- If, in the GM's opinion, the PCs behave with particular honor and professionalism (and therefore manage to impress Tarius), the PCs may temporarily win the **Ally** edge at no cost. Tarius would be inclined to do them one or more favors up to a total TN of 20. Once he has paid the debt, Tarius will remember the character's fondly, but feel he owes them nothing.

Rewards:

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

Experience Awards

PCs survive :	100 exp. points
PCs acquire coordinates for the <i>Celerity</i> :	100 exp. points
PCs locate and explore <i>Celerity</i> wreckage:	500 exp. points
PCs recover the <i>Celerity</i> logs:	100 exp. points
PCs confirm that there are five <i>Celerity</i> crewman still unaccounted for:	100 exp. points
PCs scuttle the <i>Celerity</i> wreckage:	100 exp. points
PCs successfully infiltrate the Romulan compound:	100 exp. points
PCs successfully infiltrate the Romulan compound <u>without</u> a confrontation:	100 exp. points
PCs convince Admiral Tarius to evacuate Osireon IV-B in the face of an assassination attempt:	100 exp. points
PCs successfully escape Osireon IV-B:	500 exp. points
PCs deliver Admiral Tarius to Romulan Outpost 24:	200 exp. points
PCs respect Commander Foster's desire to stay with Admiral Tarius:	200 exp. points
PCs convince Commander Foster to return to the Federation:	200 exp. points

Renown Awards

PCs locate and explore <i>Celerity</i> wreckage:	Renown +1
PCs recover the <i>Celerity</i> logs:	Renown +1
PCs scuttle the <i>Celerity</i> wreckage:	Renown +1
PCs successfully infiltrate the Romulan compound:	Renown +1
PCs successfully infiltrate the Romulan compound <u>without</u> a confrontation:	Renown +1
PCs convince Admiral Tarius to evacuate Osireon IV-B in the face of an assassination attempt:	Renown +1
PCs successfully escape Osireon IV-B:	Renown +1
PCs deliver Admiral Tarius to Romulan Outpost 24:	Renown +1
PCs respect Commander Foster's desire to stay with Admiral Tarius:	Renown +1
PCs convince Commander Foster to return to	

the Federation:	Renown +1
PCs attempt to force Lt. Commander Foster to return to the Federation:	Renown -1
Per Player character killed during the mission:	Renown -1
Per <u>Romulan</u> character killed (by the heroes) during the mission:	Renown -1
PCs get into a shooting match with a Romulan warbird:	Renown -5
PCs kill Admiral Tarius:	Renown -10

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)

Courd

A Ferengi shipping contractor out of Illyrica Nine, Courd is a man of considerable power, influence, and wealth- all of which he prefers (unusually) to keep understated. He can most often be contacted at a dark cantina called The Spider's Webb at Illyrica Nine. He normally conducts business throughout the day, but seems to prefer the evenings for dealing with clients.

In addition to being a shrewd business man, Courd is a premier intelligence specialist and analyst. Much of his fortune (which is considerable) has been made by knowing just a little bit more than everyone else and by being brave (or crazy) enough to capitalize on that information. Courd is quiet and genteel, listens more than he speaks, and cannot be bought. His agenda is his own, though he will occasionally do favors for others- with the full expectation that the debt be paid back (usually in the form of information).

Nausicaan Thug

Courd's guards are little more than hired muscle- but they've learned by example not to disappoint the boss. "Loyalty" is not a word normally found in a Nausicaan's dictionary, but these two will stand by Courd in all but the most dire circumstances.

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

Str 8(+1) **Agl** 11(+2)* **Int** 5 (-3) **Vit** 8(+1)* **Prs** 7(+0) **Per** 6 (+0) **Psi** 0(-3)

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

Skills: *Armed Combat (Simple Weapons) +5, Athletics (Running) +3, Demolitions +4, Enterprise: Streetwise +2, First Aid +1, Influence +1, Inquire +1, Knowledge: Culture (Nausicaan) +2, Knowledge: History (Nausicaan) +2, Knowledge: Specific World (Nausicaa) +2, Language: Kolari +2, Language: Nausicaan +2, Observe Spot +4, Ranged Combat: Archaic +2, Ranged Combat: Energy (Phaser) +6, Survival +1, Tactics +1, Unarmed Combat (Brawling) +3*

Professional Abilities: *Favored Weapon (Phaser Rifle)*

Species Abilities: *Forceful Presence, Warrior Culture*

Edges/ Flaws: *High Pain Threshold, Skill Focus (Furtive)*

Sojan

Sojan is a Vulcan/Romulan hybrid, a Romulan citizen, and a deep-cover agent for Federation Security/Starfleet Intelligence. Sojan specializes as a smuggler and gun-runner operating on both sides of the Neutral Zone, and sells (carefully) vetted information to both Romulans and Courd.

Sojan has allowed himself to be "co-opted" by Courd- an embellishment which adds considerable credibility to his cover.

Praetorian Guardsman

Romulan Soldier / Special Forces Officer. A loyal trooper who served under Admiral Tarius, this trooper followed his Admiral into exile. Disciplined, tough, and almost fanatically loyal, this soldier will readily lay down his life for the prince or his consort.

Courage: 3 **Advancements:** 10 **Renown:** 3

Str 9(+1) **Agl** 10(+2)* **Int** 8(+1) **Vit** 6(+0)* **Prs** 4(+0) **Per** 6(+0) **Psi** 0(-3)

Quickness +2* **Savvy** +0 **Stamina** +1 **Willpower** +1 **Defense:** 9

Skills: *Armed Combat (Simple Weapons) +4, Athletics (Running) +4, Conceal +2, Demolitions +4, First Aid (First Aid) +3, Inquire +2, Investigate +2, Knowledge: Culture (Romulan) +3, Knowledge: History (Romulan) +2, Knowledge: Politics (Romulan) +2, Knowledge: Religion (Romulan) +3, Knowledge: Specific World (Romulus) +2, Language-Romulan +4, Observe (Spot) +4, Ranged Combat: Archaic +3, Ranged Combat: Energy +8, Repair +1, Stealth (Stealthy Movement) +4, Survival +2, System Operation +2, Tactics +3, Unarmed Combat (Romulan) +5*

Professional Abilities: *Evasion, Covert Ops*

Species Abilities: *Discipline of D'era, Glory, Surveillance*

Edges/ Flaws: *Skill Focus: Keen Hearing, Alert, Promotion 1*

Lt. Commander Elizabeth Foster

Starship Science Officer. The sole survivor of the U.S.S. *Celerity*, Commander Foster was presumed lost with her shipmates. Rescued by Admiral Tarius, she fell in love with her captor even as he nursed her back to health. Having spent roughly six years with him, she is now unwilling to leave.

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

Str 6(+0) **Agl** 9(+1) **Int** 11(+2)* **Vit** 8(+1)* **Prs** 10(+2) **Per** 11(+2)* **Psi** 0(-3)

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

Skills: *Computer Use (retrieve) 8, Craft: Calligraphy 1, Systems Engineering 3, Entertain: Play (Violin) 3, Culture (Human, Romulan) 8, History (Federation, Romulan) 9, Investigate (research) 4, Language- Federation Standard 4, Language-Romulan 4, Physical Science (Mathematics) 1, Planetary Science (Geology) 1, Politics (Federation/Romulan) 2, religion (Romulan) 1, Repair 4, Social Science (Anthropology, Archeology) 11, Specific World (Earth, Osireon) 8, Survival 4*

Professional Abilities: *Field Research, Starship Duty*

Species Abilities: *Adaptable, Human Spirit, Skilled*

Edges/ Flaws: *Cultural Flexibility, Promotion 3, Command 2*

Admiral Tarius

Romulan Starship Commander / Special Forces Officer. A legend in the Romulan military, Tarius commanded several starships and the Praetorian Guard. One of the Federation's most dangerous foes, Tarius served as a member of the Romulan Senate, and as a member of the Romulan Royal Family, was a strong contender for the throne. His ascension would have meant nearly unprecedented political power within the Empire.

As the power struggles grew more acrimonious, Tarius realized that a bid for power would mean considerable bloodshed (and might very well destroy the Empire he had spent a lifetime preserving), and so chose exile and disgrace, placing a distant cousin on the throne as Empress.

As his family and his men knew Tarius' disgrace was only a political maneuver, the Admiral was exiled to the remote world of Osireon, with all the amenities due a Romulan prince (including a loyal detachment of Praetorian Guards).

Courage: 3 **Advancements:** 10 **Renown:** 50

Str 9(+1) **Agl** 11(+2) **Int** 11(+2)* **Vit** 11(+2) **Prs** 10(+2)* **Per** 10(+2) **Psi** 0(-3)

Quickness +2 **Savvy** +2* **Stamina** +2 **Willpower** +2 **Defense:** 11

Skills: *Armed Combat (Simple Weapons) 4, Computer Use (Retrieve) 6, Demolitions 1, Administration 3, First Aid 1, Influence 2, Culture (Romulan) 3, History (Romulan) 3, Politics (Romulan) 5, Religion (Romulan) 3, Specific World (Romulus) 3, Language-Federation Standard 3, Language-Romulan 4, Negotiate 3, Observe 3, Persuade 4, Ranged Combat: Archaic 3, Ranged Combat: Energy 5, Repair 2, Stealth (Stealthy Movement) 3, Survival 4, System Operation (Command) 5, Tactics (Romulan) 6, Unarmed Combat (Romulan) 3*

Professional Abilities: *Starship Duty, Commanding Presence, Covert Ops, Thinks Like A Fed*

Species Abilities: *Discipline of D'era, Glory, Surveillance*

Edges/ Flaws: *Command 2, Fir, Promotion 7, Skill Focus (Keen Hearing)*

(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

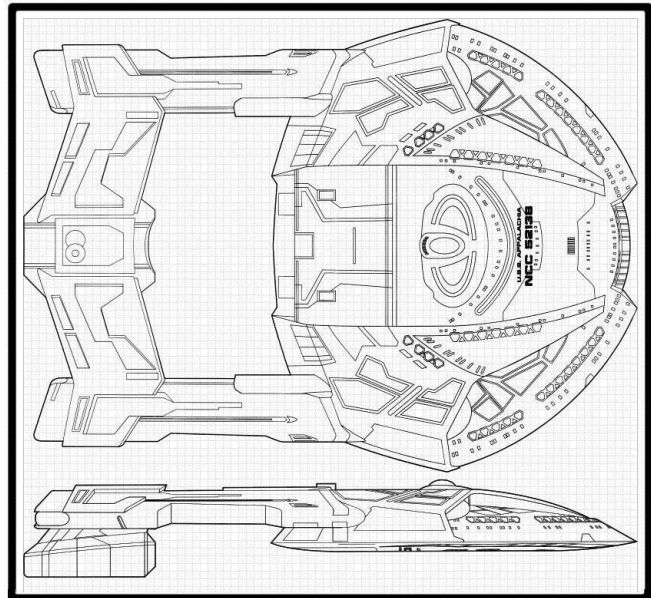
The second of the Perimeter Defense Directive ships, the *Steamrunner*-class heavy frigate was designed with relatively specific mission profiles in mind, including perimeter patrol and defense, long-range threat response, covert operations, and combat support. It's also the first Starfleet vessel to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

Sakarya is currently carrying the following small craft:

U.S.S. *Tarsus* NCC-76410 *Danube* Class Runabout
Lake Tuz NCC-52143-1 Type 12 Shuttlecraft
Lake Van NCC-52143-2 Type 8 shuttlecraft

* Hull dimensions are derived from comparisons done at Ex Astris Scientia.
(<http://www.ex-astris-scientia.org/articles/akira-size.htm>)



Rasha

Production Data

Origin: Romulan Star Empire
Class and Type: *Rasha* Class Fast Scout
(prototype)
Year Launched: 2385

Hull Data

Size: 2, 1 decks
Length: 32 x 37 x 8 meters
Structure: 10
Crew: 1
Cargo Capacity: 2
Atmospheric Capable: Yes

Operational Data

Transporters: 1 2-person
Sensor Systems Class 4 (+4/E)
Operations Systems Class 2 (C)
Life Support Class 2 (C)
Masking System: Class 3 (Cloaking Rating:
20)

Tractor Beams: 1v

Propulsion Data

Impulse Engines: FIG (.9c) (C) Warp
Drive: LF-45 (wf 6 / 9.6 / 9.9) (C)

Tactical

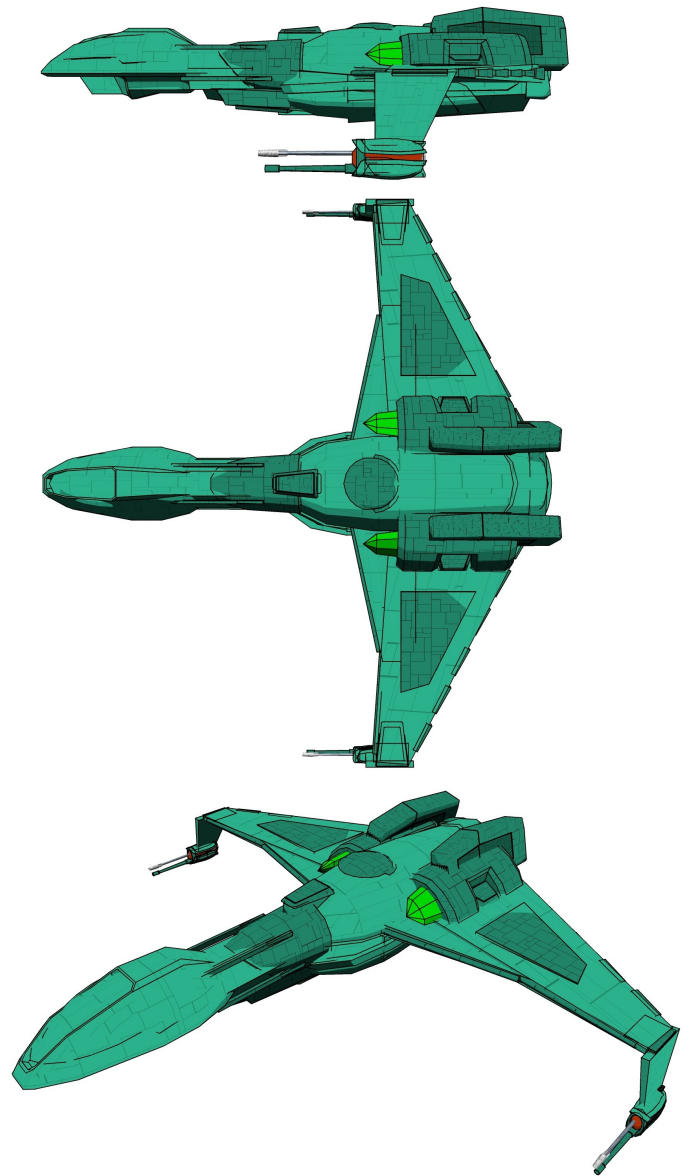
Phaser Banks KGDM-3 (x2/A)
Deflector Shields FSQ-2 (E)
Penetration 3 / 3 / 2 / 0 / 0
Protection/Threshold 14 / 1

Miscellaneous

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

Project 9411 was a secret development project intended to create a new generation scoutship for the Tal Shiar. The intention was to create a small, fast scoutship for intelligence gathering and covert infiltration of enemy (primarily Federation and Klingon) territories. Both prototypes were reported destroyed and the development staff killed in the unrest and confusion that immediately preceded the destruction of the Romulan homeworlds.

In reality, at least one of the prototypes was stolen in the confusion, and is currently in the hands of Starfleet Intelligence.



IRV *Bloodhawk*

Production Data

Origin: Romulan Star Empire
Class and Type: *D'Deridex* Class Battleship
Year Launched: 2323

Hull Data

Structure: 60
Crew: 1500
Size: 10, 63 decks
Length: 1341 m
Atmospheric Capable: No

Operational Data

Transporters: 10 standard, emergency, and cargo
Cargo Capacity: 105
Shuttlebays: 2 aft
Shuttlecraft: 20 size worth
Tractor Beams: 1ad, 1fd, 1av, 1fv
Sensor Systems Class 4 (+4/E)
Operations Systems Class 4R (EE)
Life Support: Class 4R (EE)
Cloaking Device: Class 5 (Rating:24)

Propulsion Data

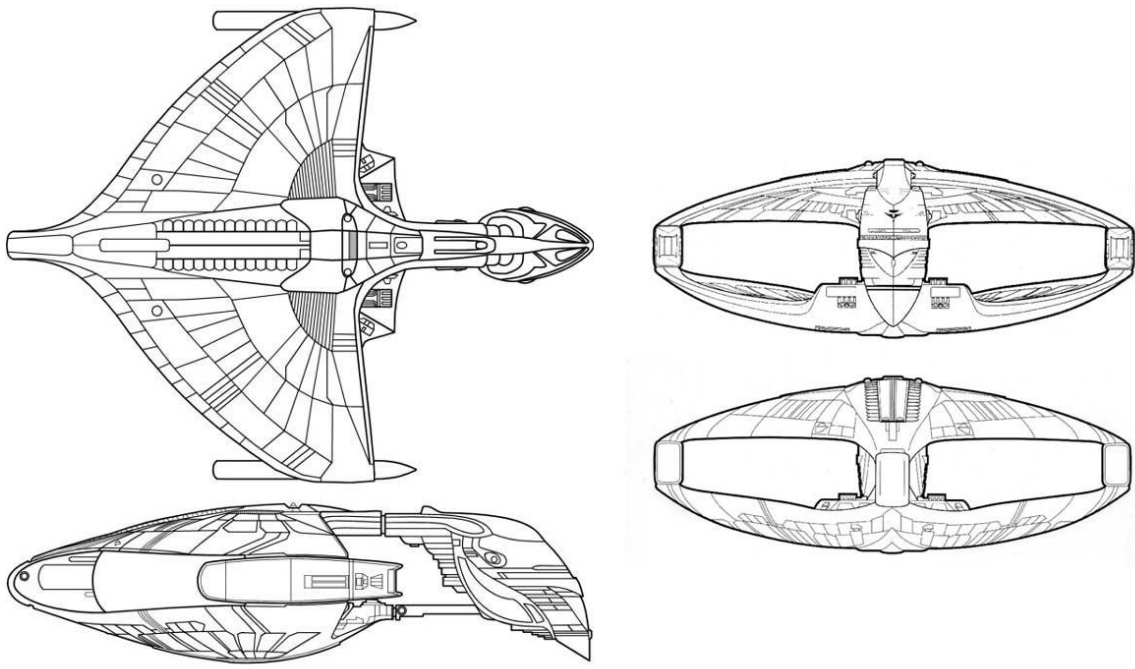
Impulse Engines: Class 4a (.92c) (D) Warp Drive: Class5C6 (Warp 5 /8 / 9.6) (D)

Tactical

Disruptor Banks RPFD-5 (x6/E) Plasma Torpedoes RTP-5 Plasma (x2/C)
Penetration 8 / 7 / 7 / 0 / 0 Penetration 7 / 6 / 5 / 4 / 3
Deflector Shields FSQ (D)
Protection/Threshold 17 / 4

Miscellaneous

Maneuver Modifiers +4 C, -2 H, +4 T Traits: Hardened System (Cloaking Device)



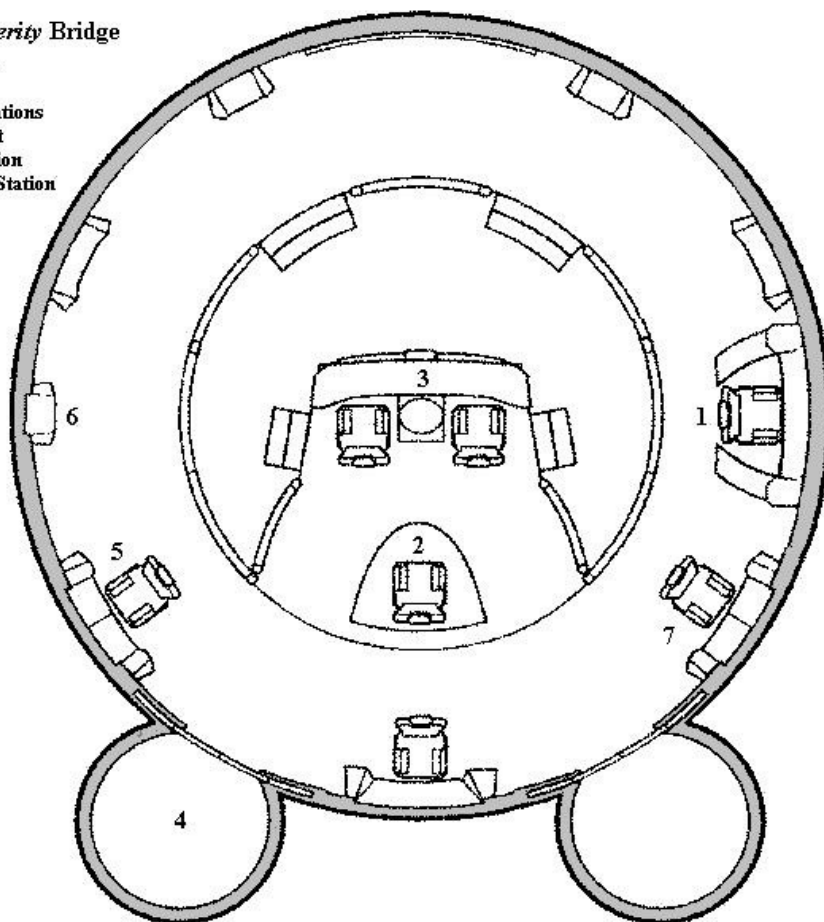
Maps:

Map #1

U.S.S. Celerity Bridge

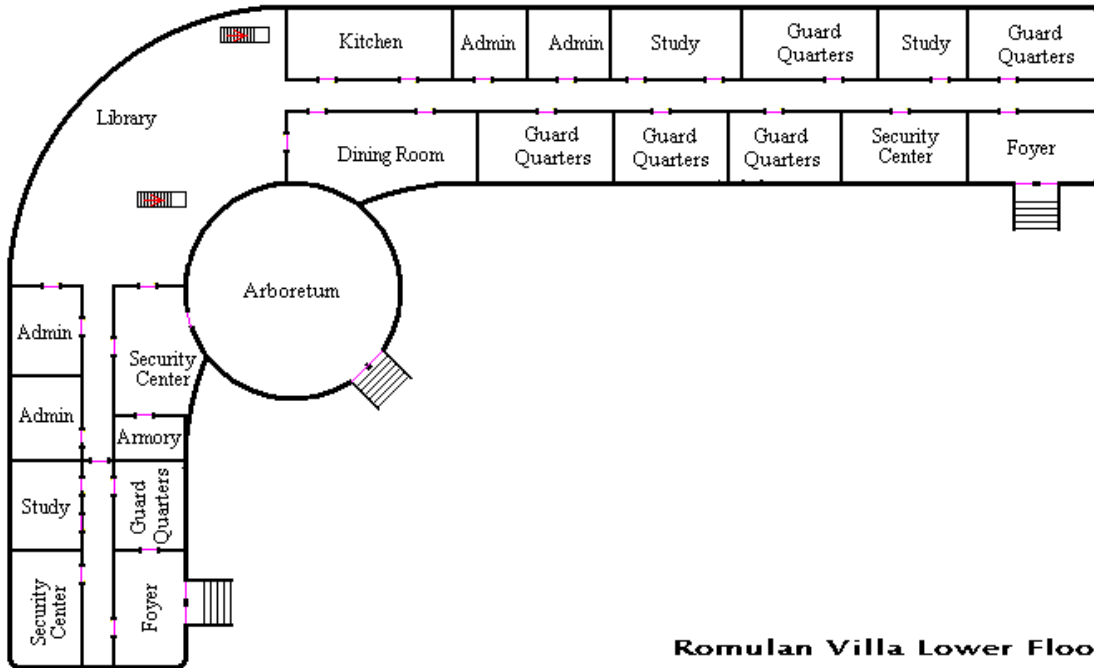
USS *Celerity* Bridge

- 1- Sciences Console
- 2- Command Chair
- 3- Ops and Conn Stations
- 4- Portside Turbolift
- 5- Engineering Station
- 6- Damage Control Station
- 7- Tactical Station



Map #2

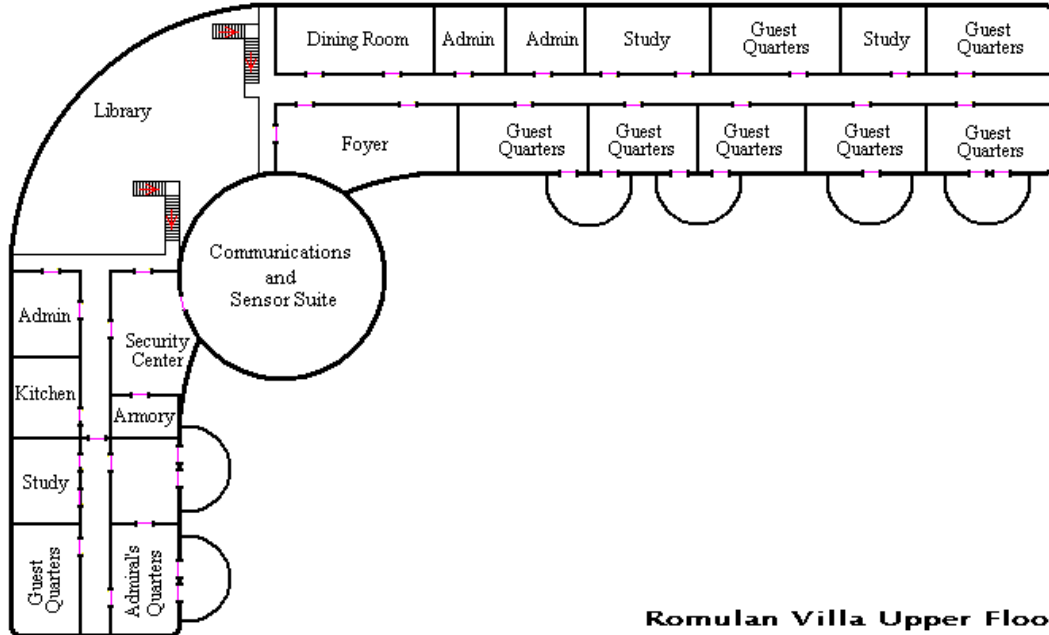
Villa Lower Floor



Romulan Villa Lower Floor

Map #3

Villa Upper Floor



Romulan Villa Upper Floor

Handouts:

Handout #1: Captain's Log

Captain's Log: Stardate 65311.2:

"On Stardate 59131, the Miranda Class starship U.S.S. Celerity disappeared with all hands near the Beta Renner star system. Despite extensive search efforts, no trace of the missing starship or her crew was located. Now, six years later, a Ferengi trade broker named Courd has contacted Starfleet saying he is in possession of materials recovered from the Celerity.

Despite the fact that tensions with the Romulan Empire are high (the Romulans have once again closed their borders), Starfleet Command has diverted Sakarya to verify the Ferengi's claims and find out what he knows.

According to Starfleet Intelligence, Courd has dual reputation- both for straight shooting and as a first rate information broker. We are urged to use discretion in meeting his price.

Our orders are to locate the Celerity, rescue any survivors, and ensure that the ship and her secrets do not fall into hostile hands. Despite this, Starfleet Intelligence is demanding a "discreet", low-profile operation.

We are now approaching Outpost K-12 in preparation for the meeting with Courd."

Handout #2: Starship Profile

USS *Celerity* NCC-1842

Production Data

Origin: United Federation of Planets
Class and Type : *Miranda* Class
Cruiser
Year Launched: 2324 (Refit 2345)

Hull Data

Size: 5, 16 decks Length: 278m
Structure: 25 Crew: 29
Cargo Capacity: 5004
Atmospheric Capable: No

Operational Data

Sensor Systems	<u>Class 2 (+2/C)</u>	Operations Systems	<u>Class 3 (D)</u>
Life Support	<u>Class 3R (DD)</u>	Tractor Beams:	1 fd, 1 av
Shuttlebays:	2a	Shuttles:	10 size worth
Transporters:	2 ea, personnel, cargo, emergency		

Propulsion Data

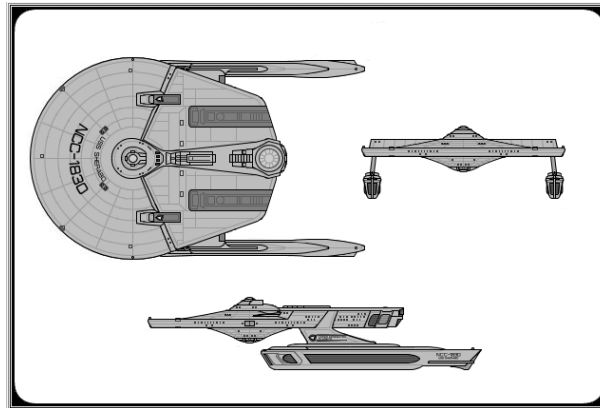
Impulse Engines: FIE-2 (.85c) (E) Warp Drive: LF-20 (Warp 6 / 7 / 9.2) (C)

Tactical

Phaser Banks	<u>Type VII (x2/C)</u>	Deflector Shields	<u>PFF-3 (B)</u>
Penetration	4 / 3 / 3 / 0 / 0	Protection/Threshold	14 / 3

Miscellaneous

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



Like her sister, the U.S.S. *Lantree*, the U.S.S. *Celerity* was an elderly *Reliant* class starship converted to support and cargo duties. In 2382, the *Celerity* was under the command of Commander Andrew McMurtrey when she went missing with all hands near the Beta Renner star system. A three-month search-and-rescue effort turned up no trace of the missing starship.

Handout #3: Admiral Tarius

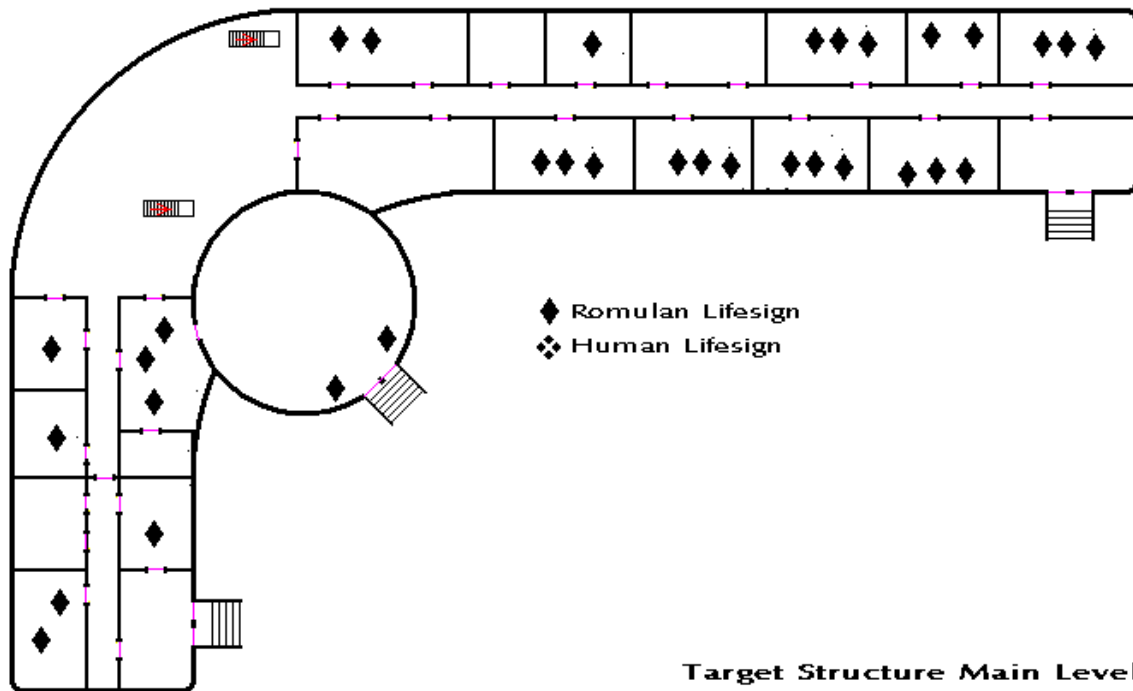
Biographical Summary: Romulan Admiral Tarius

A legend in the Romulan military, Admiral Tarius was commander of several starships and was believed to have commanded the Praetorian Guard. One of the Federation's most dangerous foes, Tarius wielded considerable political and military power as a member of the Romulan Senate, and through family ties.

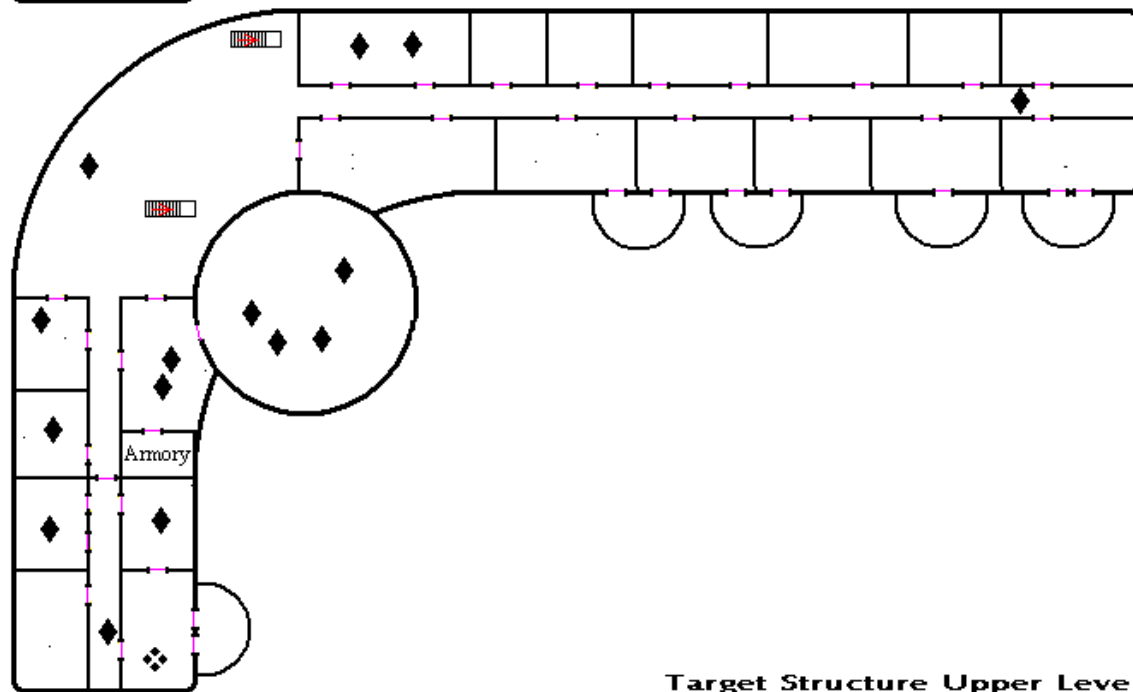
Tarius disappeared during political upheavals in the early 2370's and may have been killed. No information about his current whereabouts or activities is available.

Handout #4: Tricorder Scan

Tricorder Lifesigns Scan



Target Structure Main Level



Target Structure Upper Level

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. <i>Sakarya</i> , 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 Sakarya'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 traveling at maxim 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 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.

