

STAR TREK

ROLEPLAYING GAME

Frostbite



A Post-DS9 Adventure
For Starfleet

SHATTERED STARS #09

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Introduction

"Frostbite" is an adventure for use with the *Star Trek: Role playing Game* by Decipher. It is ninth adventure in the "Shattered Stars" campaign and is suitable for a crew of 2-6 players playing a Starfleet crew during the post-Voyager/post-DS9 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 "unclaimed" space near the Federation/Klingon border in the year 2389. Players who wish to take part in this adventure should not read any further.

Adventure Synopsis

A small team from VMU-12 are assigned to reactivate an abandoned Federation research outpost, only to come up against Breen agents, ungodly weather, and the Hralki- a seven-meter cross between a killer whale and a penguin and named for a demon out of Andorian history.

Recommended Date/Season/Stardate:

2388/ Post-[Star Trek:Nemesis](#) /SD 65186.6

Setting:

Epsilon Ilaron IX-b is a very cold, ice-covered Class M world, roughly an eighth smaller than terrestrial norm.

Ilaron IX-b has a very fast axial rotation (resulting in a comparatively short day, high speed winds and turbulent weather).

Additionally, as the moon orbits around Ilaron IX, it also undergoes a roughly 131 day "orbital" winter while in the shadow of its parent. Most life forms make use of the relatively warm "summer" period (when the moon is between the sun and its parent world and hibernate through the "orbital" winter.

Epsilon Ilaron IX-b has comparatively high levels of tectonic activity, and energy in the ecosystem is as often derived from geothermal

sources as from photochemical sources.

Nearly the entire surface of the moon is covered with ice, though there are several large seas which remain liquid even in the depths of orbital winter.

The moon is home to a Federation research outpost (Amundsen Station) located 8° above the moon's equator and at the edge of a large sea, dubbed the Shackleton Sea.

Background:

Epsilon Ilaron is a remote star system near the Romulan Neutral Zone, comprised of eleven planets orbiting a massive primary.

The system is remote, empty, and largely unremarkable, save for a Federation research outpost on the second moon of planet IX.

Ilaron IX-b has an unusual composition- a tectonically and thermally active ice world on the margins of habitability. The world is also home to a variety of gases (either in the form of ice or trapped within the planet's crust) which attracts a small group of Breen claim-jumpers.

Conflicts:

Man vs Man- The heroes must locate and deal with the Breen presence on Ilaron IX-b.

Man vs Nature- Epsilon Ilaron IX-b is an extremely harsh environment. The heroes will face extreme temperatures, storms, and extremely predatory wildlife.

Man vs Unknown- The heroes must determine what the Breen are doing and why.

Man vs Self- Ilaron IX-b is a harsh, and somewhat creepy environment. The heroes must struggle with the cold, loneliness, and sensory deprivation common to the moon.

Table 6.1 Universal Target Numbers

Difficulty	Base TN
Simple	5
Routine	10
Challenging	15
Difficult	20
Virtually Impossible	25
Heroic	30

ACT ONE

Arrival

Open *in media res* with the following narrative:

Captain's Log: Stardate 66186.6:

"All is well. The starship Sakarya is warping into orbit over Epsilon Ilaron IX, in order to land an advance party at the Federation research station there. While we resume our patrol and prepare to rendezvous with the Starship Lancashire, the advance party will repair and reactivate the research station in preparation for a crew of civilian researchers due to arrive in six weeks aboard the U.S.S. Bowles."

"Bowles will then return our party to the ship during a scheduled supply rendezvous.

"I am concerned about the condition of the station, as it was evacuated in haste and under mysterious circumstances by the previous crew. The lead researcher, Sobak, was nearly killed by an accident on the ice, and his two partners- a human named Burke and a Tellarite named Gimat were both suffering from acute food poisoning...cause unknown."

Due to time constraints imposed by their tight schedule, the PC's starship will have only ten minutes in orbit before she needs to depart- and the Narrator needs to keep the pressure on to get the heroes off the ship quickly.

Unless the roster has been previously determined, the Captain should designate a landing party comprised of the available player characters. The landing party should then determine what gear they're planning to take with them. Cold-weather gear (thermal suits, parkas, gloves, boots, and face shields are a given, as are ice-picks, tricorders, and the like). That having been said, most of their needs will already be available on the surface- they shouldn't be fitting out an entire polar expedition.

A TN 10 *System Operation (Sensors)* test will reveal that the station is intact on the surface, though operating at a very low power level. Of the roughly three dozen instrument pallets arrayed around the station, roughly a third are still transmitting. The others appear to be intact, but non-functional. If the heroes ask, there are several animal life-signs in the area,

Bleak and Miserable Setting the Mood

One of the obstacles in operating in an environment such as Ilaron IX-b is the psychological impact such landscapes have on the humanoid mind. Cold, bleak, and grey environments tend to weigh upon the mind, causing cabin fever, depression, and fatigue. Under the right circumstances, they can also cause (generally mild) mental instabilities as the mind and weather play tricks on one's perceptions.

Ilaron IX-b is, in many ways, the penultimate frozen Hell- and the Narrator should reflect this in both his descriptions and his running of the game. The player characters should face periodic *Observe (Spot)* and *Savvy* tests to see things "out of the corner of their eyes" and to feel as though "they are being watched". The Narrator's intent is to instill a mild (but not entirely inaccurate) sense of paranoia in his players (and their characters)- after all, they actually ARE being watched.

but no other signs of intelligent life.

Should the heroes wish to check the logs of the previous crew (in order to get a better feel for the difficulties into which they are heading, a TN 10 *Computer Use (Retrieve)* test will give them access to several months worth of data- most of which is unremarkable (and largely useless)- routine weather reports and readout after readout from the instrument pallets. The Narrator is advised to *ad lib* any pertinent details based upon his review of the remainder of the adventure, but the heroes are on a ticking clock and don't have a lot of time to review the reports.

Still, this is a wise precaution, and a Superior success (a roll of 17 or above) or a specific request for the engineering/maintenance logs reveals the problem with Cat-B's power cells.

Optional Scene- Flight In

If the heroes decide to fly a shuttle to the surface, their parent starship will depart immediately after launch. The ride to the surface will turn out to be both interesting and fairly rocky.

As the shuttle transitions between the very outer atmosphere and the upper atmosphere,

ice crystals form on the thermal wave generated by the ship's passage, forming a large, kilometers wide sheet of ice and a massive shockwave which tosses the ship out of control and stalls out the impulse engines and other key systems.

Impact will occur in forty-eight seconds (8 rounds). With the inertial dampeners offline, all tests suffer a -5 circumstance bonus (it's very difficult to think or act when you're being squashed into the wall or floor at twice your normal weight).

Reinitializing the inertial dampeners requires a TN 10 *System Engineering* or *System Operations (Life Support)* test*, and a full round.

Restarting the impulse engines will take an EXTENDED TN 50 *Propulsion Engineering (Impulse)* or *System Operation (Flight Control)* test* with an interval measured in rounds.

Bringing the shuttlecraft under control (and halting her plummet) requires an EXTENDED TN 50 *System Operation (Flight Control)* test*, again with an interval measured in rounds. If the impulse engines have not been brought back online, these tests suffer a -2 penalty. If the inertial dampeners have not been brought back online, each person aboard the shuttle must make a TN 15 *Stamina* test to avoid blacking out for 1d3 rounds.

Even if the crew manage to restart the shuttle's engines and pull out of the headlong plunge, the landing will be hard, causing extensive damage to the shuttlecraft (it will never fly again), and stranding the heroes 1d3 miles from the station. Each individual should take 2d6 damage (and the Narrator is encouraged to "invent" specific injuries such as broken limbs, strained backs and the like at his discretion and based upon the severity of the damage rolled).

If the heroes completely failed to regain any control of the shuttle, the crash is a flat-out disaster, doubling or tripling the amount of damage sustained (determined at the Narrator's discretion), but should not result in any fatalities or very serious injuries among the heroes (we don't want to force their ship to come back for them, after all).

Optional Scene- The Hike In

Scrambling free of their wrecked shuttle, the

heroes should take stock of their situation.

A TN 15 *Planetary Science (Orienteering)* or *Survival* test will reveal the distance and direction to Amundsen Station, and there should be plenty of supplies on hand for the heroes to jury-rig sleds, stretchers, or other transportation for those too injured to move on their own.

The transition to the surface is a severe shock due to the temperature differential- from roughly 70°F inside the shuttle to a balmy 11°F on the surface. All personnel must make a TN 10 *Willpower* test or be stunned (-2 to all tests) for 1 minute.

As the heroes look around, they find a bleak world done in blurring lines of white and grey- the heroes (and the station) are standing on a broad, sloping plain that stretches to rugged mountains on the north and western horizon to an ominous flat expanse to the south. The wind is blowing fiercely from the north-northwest at perhaps forty miles an hour.

Ilaron IX (the gas giant around which the moon orbits) hangs ominously over a full third of the western sky, and casts the landscape in odd colors and hues of purple, red, and blue.

A TN 10 *Savvy* test should give the heroes the idea that their being watched, and a tricorder scan- a TN 10 *System Operation (Sensors), Life Science (Biology), or Tactics (Small Unit)* test- reveals a pack of 1d6 life forms approximately 200 meters to the west. The life forms are Copai (see Non Player Characters, below). Unless the heroes are particularly beat up in the wake of their crash or do something foolish like splitting up or straggling behind, the creatures will keep their distance rather than attacking.

Suitable *Athletics* and *Stamina* tests should be made during the hike in as indicated in Cold Weather Rules, below.

Optional Scene- Amundsen Station

Once on the surface, the heroes should explore their environment- but they have only a limited time before their starship warps out of orbit- and thus need to take stock of anything they might need beamed down before she leaves.

* All of these tests can take place at the same time, but no single character can attempt more than one at a time.

The transition to the surface is a severe shock due to the temperature differential- from roughly 70°F in the transporter room to a balmy 11°F on the surface. All personnel must make a TN 10 *Willpower* test or be stunned (-2 to all tests) for 1 minute.

As the heroes look around, they find a bleak world done in blurring lines of white and grey- the heroes (and the station) are standing on a broad, sloping plain that stretches to rugged mountains on the north and western horizon to an ominous flat expanse to the south. The wind is blowing fiercely from the north-northwest at perhaps forty miles an hour.

The color-streaked disc of Ilaron IX (the gas giant around which the moon orbits) hangs ominously over their shoulders, occupying a full third of the western sky, and casts the landscape in odd colors and hues of purple, red, and blue.

A TN 10 *Savvy* test should give the heroes the idea that their being watched, but a tricorder scan- a TN 10 *System Operation (Sensors)* test- suggests that they- so far- are alone on this world.

Exploring The Station

The two entrances to the station are located on the east side of the compound.

The station itself is normally protected by a low-power force field- which appears to be inoperative. Snow drifts are piled up three to five feet high on the north and west side of the structure.

The outer doors to the station (and their controls) are crusted with ice and will need to be cleared before the heroes can enter the station. This will require either a low-power phaser blast (a TN 10 *Ranged Combat-Energy Weapon* test) or a couple of good, solid whacks (a TN 25 *Strength, Armed, or Unarmed Combat* test) to clear the ice. The door opens into a yawning blackness.

The station's exterior hatch opens into a t-shaped corridor. The air inside is stale and (comparatively) warm- but is only about 40°F. The passageway descends into darkness as it heads south and west. Immediately opposite the heroes is the other exterior hatch, and just to their right is the Ops Center.

Atrium- This section serves as a small "airlock" to protect the station as a whole

from temperature changes caused by people moving in and out of the station.

Ops Center- This module contains two operation/computer stations and three chairs. It is used primarily to monitor the outpost's sensor and communications arrays. It also contains a small, back-up computer core and secondary communications array.

The Ops Center also contains the outpost's small-arms locker: three Type II phasers, a single Type III phaser rifle, five small seismic charges, and grapnel gun with 100 meters of cable.

One of the stations is stacked with a large stack of plastic flimsy pages and a couple of styrofoam cups- one of which is filled with some kind of dark, noxious liquid and some kind of paper-and-vegetable matter mixture. A TN 10 *Life Science (Botany)* or *Streetwise* test will identify the matter as months-old cigarettes-and-coffee.

A TN 10 *Computer Use* or *System Operation (Ops)* test will reveal that the equipment is intact and functional, but in stand-by/shutdown due to low-power.

Laboratory Module- The first door on the left down the passageway opens onto a module containing a small science laboratory, independent power supply, workbench, and a stasis locker for biological samples. There are perhaps a dozen ice-cores contained in the freezer- along with what looks like a rabid, sightless rat (proportioned much like the squirrel from Ice Age).

Compact and crowded, the lab is optimized for geophysical, and ecological research. The laboratory is also in a low-power mode, but all of the equipment and samples are intact and secure.

A TN 10 *Computer Use (Retrieve)* test reveals that the station's experimental data ends roughly eighteen months back- corresponding (very roughly) with the evacuation of the last crew.

Sensor/Telemetry Module- The first door on the right down the passageway opens into this module, which contains the outpost's computer core, sensor array, and primary

communications array. This room is crowded with electronics and equipment, and thus is only barely habitable.

A TN 10 *Computer Use (Retrieve)* or *System Operation (Ops)* test reveals that the computer core is in low-power standby (asleep), that there is some damage to the sensor array, and that the primary communications array is functional- though a number of the remote sensor stations appear to have dropped out of the network.

Living Quarters (4)- A compact, 2-person cabin, this facility boasts two bunk-beds, a small writing desk, a small replicator, and a single shower/lavatory module. Storage takes the form of an under-bed tray and two stand-up lockers.

The first cabin on the left was reserved for Sobak, the expedition leader. His cabin is neat, sparsely decorated- and almost barren.

A TN 10 *Computer Use (Retrieve)* test will provide access to Sobak's mission logs- which reveal a singularly uneventful tour of duty, and the Vulcan's growing exasperation with his team-mates. The log ends the morning of Sobak's near-fatal accident, with Sobak announcing plans to service one of the instrument pallets in "ring three".

The first cabin on the right is unoccupied- empty, barren, and stacked with a small collection of extraneous gear.

The second cabin on the left, was reserved for the station's engineer, a Tellarite named Gimat. The place is cluttered and disorderly, with tools, discarded clothing, and a few mementos scattered around the small space. A TN 10 *Investigate (Search)* test will reveal a large cache of empty Denebian brandy bottles.

The last cabin on the left side of the corridor was occupied by a human named Burke- the station's meteorologist. The place is an unparalleled mess, with cast-off clothing, discarded plates of food, half-empty (and moldy) coffee cups scattered on every available surface.

The walls are papered with hundreds of plastic flimsies, each containing 2-D and 3D representations of a variety of humanoid women in compromising poses. The

images range from the lurid to the remarkably perverse and... *uhmmm...* "inventive".

Stores Module- These stores modules contain a variety of ready small-parts, tools, and materials such as PADDs, tricorders, cold-weather gear, portable heaters, and so-on. Bulk storage (such as water, and replicator food-stock) are stored in sealed bunkers buried beneath the Snow-cat Garage.

The tool locker is open and several tools and small parts are scattered around the floor.

Infirmary- The infirmary module is small, and compact, and has only a single bio-bed. While more than sufficient for routine medical care, this facility is more a rough-and-ready dispensary instead of a full sickbay. *Medicine* and *First Aid* tests for routine care using this facility should be treated as "adequately equipped", but more invasive procedures (such as major surgery) suffer a +5 TN penalty.

The infirmary is currently a mess- with medical equipment, used bandages, and empty medication ampules scattered about. The single bio-bed and the surrounding area are stained with dried blood- apparently from the frantic efforts to stabilize Sobak before the party's evacuation.

Common Area- The station's common area is a roughly 8 x 12 meter area built from four large cargo modules, and fitted with four large bay windows along the south-west wall. The room is fitted for a variety of activities- everything from a holographic games table (pool, dom-jot, and others) to a small, but complete galley. The room boasts several large tables, work-benches, and comfortable furniture (including a pair of couches) and a pair of large replicators. Additional cots can be rigged to convert the common area into expanded guest quarters.

The Common Area looks like much of the rest of the station, with discarded plates of half-eaten food, half-empty beverages, and a fair amount of clutter. Most interesting, the replicator panel has been opened, and a small array of tools and parts are scattered next to it.

A TN 10 *System Engineering (Replicator)*

and a TN 10 *Physical Science (Chemistry)* test are necessary to identify the modifications. Combined, the checks will take an hour to complete, and will reveal that someone on the station was trying to bypass the replicator's security protocols in order to replicate real alcohol. Setting the replicators to rights (and normal operation) will take ½ hour and a TN 10 *Repair or Systems Engineering (Replicator)* test.

Generator Modules (2)- Each of these generator modules contains two self-contained and hermetically-sealed fusion generators. Each generator provides sufficient power to operate the facility under normal circumstances. Because these units are self-contained and sealed, they are seldom serviced in the field, but are more often returned to a starbase of manufacturing plant for maintenance or repair. Each unit is rated for twenty years of service between overhaul. The generators are currently in safety-shutdown/low-power mode due to lack of power demand.

Snow-cat Garage- The snow-cat garage consists of a plas-steel hut over a work/parking area set just over a meter below ground level. Both entrances are force-screened to keep out snow and wind.

The snow-cat garage is (marginally) heated, and provides bare, but adequate maintenance facilities for the outpost's mag-cats and additional storage for containerized samples.

The force fields on either side of the snow-cats are intact, and the garage itself is cold and tidy. A small trail of green drops apparently marks Sobak's progress from Cat-A to the station's infirmary.

Cat-A and Cat-B stand parked in their proper places, with Cat-A's right-side hatch partially opened. Inside, the heroes find a collection of green-stained bandages and a makeshift stretcher.

A TN 10 *Vehicle Operation or Repair* test reveals that Cat-A was not properly shut down, and both vehicles will need to be refueled/restarted before they can be used. Only an extraordinary success (or an attempt to fuel it) reveals that Cat-B's power cells are faulty and refuse to hold more than a 30% charge).

Once the heroes are satisfied that they have all matters well in hand- or their time is up- the orbiting starship will depart, and resume her mission.

Optional Scene- The Copai

Should any of the heroes venture outside the confines of the station itself (perhaps while checking the fusion generators) a TN 10 *Observe (Spot)* test will reveal a pair of black eyes watching the character. Within moments, the eyes will seem to disappear into a snow drift or passing haze.

A TN 10 *Investigate (Search)* test in the appropriate area will reveal a single set of largish tracks, appropriate to a large dog or smallish wolf.

A tricorder scan- and the appropriate skill test- will reveal the Copai moving south-south east around the base, and a larger group of 1d6+3 following a similar course, though the group is still 8 kilometers north of the station.

The lone Copai is a scout for the larger group, and won't attack unless the character does something extraordinarily dumb, rendering himself vulnerable.

If the heroes were forced to hike to the camp by a shuttle crash, they will identify this as the same group of Copai who tracked them from the crash site.

House Keeping

With their starship gone, the heroes can settle into basic housekeeping chores, and begin re-starting the various experiments that failed when the previous crew was evacuated.

Additionally, there are roughly two dozen instrument pallets that will need to be repaired before winter sets in.

The first ring of sensors is set in a circle roughly 8 kilometers (roughly five miles) from the station. The second ring is set 80 kilometers away (roughly fifty miles distant), and the third is 120 kilometers away.

A series of daily TN 15 *Planetary Science (Meteorology)* and *(Hydrography)* tests are necessary in order to get the experiments back underway. These tests must be done regularly, but really don't take all day to run (more like an hour or two).

The Narrator should work hard to implant the suggestion that the heroes are in for a long,

cold winter (all six weeks of it).

ACT TWO

Orbital Twilight

Roughly two days after the heroes arrive on Ilaron IX-b, the moon enters its orbital twilight- as the planet begins blocking more and more light. Even at high noon, *Observe (Spot)* checks and the like suffer a -2 visibility penalty in the absence of artificial lighting.

Core Sampling

One of the additional chores that must be done is the taking of ice samples from various locations. The trick is getting there.

Most of the samples on the assigned schedule are within 24 to 100 kilometers of the outpost, meaning that the heroes will have to take the snow-cat and its associated gear to the drill site. Piloting the cat is one of the most entertaining activities on Ilaron IX-b, and (generally) requires only a Simple TN 5 *System Operation* or *Operate Vehicle* test.

Navigation is easily accomplished with a TN 10 *Survival* test (the cat has a built-in tricorder/sensor array which adds +5 to this test).

Actually drilling the cores requires a TN 15 *Planetary Science (Geology)* test and takes twenty minutes per core.

Optional Scene- The Crevasse

While on their way to Dig site number one hundred and seven (roughly four hours away), the heroes should make periodic *System Operation* or *Operate Vehicle* tests to steer the snow cat. They should also be asked to specify how they're operating- what sensors they're using and what they're scanning for, if anything. Appropriate *System Operation (Sensors)* and *Planetary or Life Science* tests should be made as necessary.

Contrary to appearances, there is a fair amount of life on Ilaron IX-b- mostly clustered around the "warm" seas and various thermal vents- which act much like oases in the desert.

If the heroes are keeping an eye out for terrain difficulties, they should also make periodic *System Operation (Sensors)* or *Planetary Science (Geology or Hydrology)* tests- the Narrator should not specify a TN for

these tests to the players, but should simply ask for the results of their die rolls.

Roughly four hours into their journey, the heroes should be asked for one of the above mentioned *System Operation (Sensors)* or *Planetary Science (Geology or Hydrology)* tests, with a TN of 15. If they succeed, the heroes detect an extremely unstable ice floe dead ahead. If they fail- or if they're not watching the terrain- they don't detect the floe until they're inside it (and crashing to the bottom).

An analysis of the floe -a TN 10 *Physical Science (Chemistry)* test- indicates that the ice is heavily permeated with concentrations of pergium hydroxide- which is both explosive and extremely unstable- causing the ice to become unstable (it's actually layered like a croissant or a very light baklava crust.

If (when) the snow-cat enters the floe, it automatically drops two meters. A TN 20 *System Operation (Conn)* or *Operate Vehicle* test is needed to reverse the cat's course and climb out of the affected area. If this test fails or if the heroes try to proceed forward, the cat automatically drops twenty meters to the bottom of the floe. All hands are required to make a TN 10 *Quickness* test or suffer 1d6 damage. The ride is rough, but ultimately, safe enough.

The view from within the ice floe is oddly beautiful- a crystalline cloudscape of blue-white and blue-green. A TN 10 *Physical Science (Chemistry)* or *Planetary Science (Meteorology)* test reveals that oxygen levels in the surrounding area are dangerously low. Anyone venturing outside without supplemental oxygen will be required to hold his (or her) breath and then face suffocation damage (as per the Asphyxiation rules on page 228 of the [Narrator's Guide](#)). Fortunately the snow cat is sealed and has independent life support- but there is no airlock.

Additionally, the nature of the floe means that the surrounding ice flakes (each the size of a dagger and razor sharp) present a serious threat to any one attempting to move through them (1d6 damage per round of movement).

A TN 10 *System Operation (Sensors)* or *Survival* test (the latter enjoys a +5 bonus from the tricorders) indicates a natural ramp (and the means to climb out of the crevasse/floe roughly a half kilometer north-northwest.

Moving the cat is possible- but after about three hundred meters, the ice accumulation becomes problematic- the cat is being bogged down by the sheer weight of the compressed ice.

The heroes must determine a way to clear the cat's path without igniting the pergium hydroxide, which has a vapor/flashpoint of roughly 400 °F.

Simply climbing outside and melting away the ice with a phaser is doable- if particularly dumb.

A TN 10 *Ranged Combat-Energy Weapon (Phaser)* test will indeed clear the ice away- but it will also detonate the pergium and cause (essentially) a large fuel-air explosion.

Fortunately, the pergium concentration is low, and the explosion will only do 2d6+10 damage to anyone outside the snow cat. Anyone outside the cat must make a TN 20 *Stamina* test to avoid being deafened by the shockwave and suffering an additional 2d6+10 damage. The blast wave will be sufficient to rock the cat to its foundations and knock out the external sensor arrays- but it will also free the heroes from their icy prison immediately.

Dumber still would be to fire the phaser from inside the cat and out into the ice floe. If this is done, everyone aboard must make a TN 15 *Stamina* test or suffer 3d6+5 concussion damage and flash burns.

A wiser solution would be to make a TN 15 *System Engineering (Deflectors)* test to reconfigure the cat's deflectors to emit low levels of thermal radiation. It will take them three hours to "tunnel" their way out using this method- but no one will be the worse for wear.

Optional Scene- the Copai Lair

If the heroes wish to keep watch while either repairing the instrument pallets or taking their core sample, they should make appropriate *Observe (Spot)* tests and/or tricorder scans at regular intervals while the work is being done.

At one such instance, tricorder readings indicate very faint lifesigns coming from roughly twelve meters beneath the ice sheet upon which the heroes are working.

A TN 10 *Planetary Science (Geology or Hydrology)* test reveals a small network of tunnels centered around (and carved by) an active thermal vent.

If the heroes wish to investigate, they will

have little trouble finding their way in (or out) of the tunnels, but the Narrator should require at least two *Athletics (Climbing)* tests as the heroes make their way over particularly slick or treacherous areas of the tunnels.

Once the heroes approach to within 30 meters of the thermal vent itself, they find the lifeforms- a small litter of 1d6 Copai pups yowling on a nest of matted fur.

If the heroes leave immediately, they should be allowed to escape unhindered.

If they loiter- or worse- mess with the pups in any way, their first hint as to where the pups' guardian went should be a low, throaty growl followed by an ear-splitting howl of rage (and a call to summon the remainder of the pack).

Unless they manage to stun her unconscious and evacuate in short order, the fight with the guardian will be to the death- and the remainder of the pack is on its way.

If the heroes have not evacuated within ten minutes, 1d6 additional Copai adults will arrive with murder on their minds.

The Attack

At the beginning of their second week on Ilaron IX-b, the heroes receive word that Sensor pallet 2-8 has stopped transmitting. The pallet/instrument stand is located 12 kilometers away, on an ice shelf at the edge of the Shackleton Sea.

As they close to within a half-kilometer of the instrument pallet, a TN 10 *System Operation (Sensor)* test reveals that the shelf has thinned dangerously- and may or may not support the weight of the cat, but a man on foot should have no problems whatsoever.

As they close to within a 250 meters (a quarter kilometer) of the pallet, they notice several pools of water where the seas have warmed through the ice- but they've still got plenty of meter-thick ice upon which to navigate.

Reaching the instrument pallet itself brings a minor surprise- the pallet is almost totally wrecked- torn off its mountings, slightly flattened, and lying on its side on the ground. A TN 10 *Observe (Spot)* test reveals traces of blood and animal remains.

At this point, the heroes should be accosted by a Hralki- a roughly six-meter-long cross between a penguin and a leopard seal. It will

immediately charge and attack- attempting to bite and grapple one of the players.

Attempting to outrun the thing is an exercise in futility (it's nearly twice as fast on the ice as the heroes), but may keep the heroes out of jaw's reach for a moment or three.

Worse, as the rest of the party starts to double back, a second Hralki lunges up out of one of the warm water pools mentioned earlier- between them and the safety of the shore- all but cutting the party off. If the heroes deal with these attacks too easily, then a third Hralki will lunge up out of the water in order to attack the heroes.

When a Hralki sustains more than half its Wound levels in damage, the creature must make a TN 10 *Willpower* test in order to keep attacking. If that test fails, the Hralki will retreat to the nearest open water in an attempt to escape.

Optional Scene- The Iceberg

As the second (or third) Hralki rears up onto the ice, the sheet begins to crackle ominously under the weight of the beasts.

If the heroes do not force them back into the water within 1d3 rounds, the ice will give way with a sharp crack, leaving the heroes standing upon a largish ice-raft approximately 4 meters in diameter, which will then begin drifting out to sea.

Unfortunately, this proves only a temporary respite from the Hralki- which begin buffeting at the ice-raft, trying to tip it over and dump the characters into the water, where they can be eaten essentially at leisure.

This is definitely a situation where quick thinking and team work are the key to survival. Smart characters will find a way to lash themselves to the ruined instrument platform- which obviates the *Quickness* tests outlined below.

Each time the Hralki attempt to tip the ice-raft, the heroes must make a TN 10 *Quickness* test to avoid being shaken loose. Equipment, terrain, and encumbrance penalties apply.

If a hero should fail this test, he or she begins sliding towards the water, and must make a TN 15 *Quickness* test to stop himself (which also counts as an action). If, after two rounds, the character has not stopped, he (or she) slides into the water, and is attacked by the Hralki.

During the first round of the slide, a second (or third) character can attempt to stop the hero's slide into the sea by making a second TN 10 *Quickness* test. Hauling the hero back to the center of the ice-raft requires a TN 15 *Strength* test. If two characters are pulling the hero, they may add their *Strength* totals directly, rather than using the normal rules for cooperative action.

Holding on to the platform, stopping a character's slide (either one's own or that of another), and pulling a character back towards the center of the raft all count as actions for the purposes of combat.

Characters in the water suffer a -5 penalty to all tests, and swimming in the heavy cold weather gear requires a TN 15 *Athletics (Swim)* test each round. They are also subject to the rules on Asphyxiating and Drowning on page 228 of the Narrator's Guide.

Finally, characters in the water must make a TN 15 *Stamina* tests every other round or suffer hypothermia penalties as per Table 1.0 below.

Climbing out of the water (either ashore or at the edge of the raft) requires a full-round action and a TN 15 *Athletics (Climbing)* test.

The Hralki, of course, do not remaining idle. They will attack any character in the water without mercy- but will leave the raft alone while concentrating on easier prey.

The Hralki will spend 15 minutes attempting to tip the raft into the water, and when that fails will loiter in the area for another hour before moving on to "warmer" feeding grounds.

Tricorders can, of course, be used to keep track of the Hralki's movements with a TN 10 *Investigate (Search)*, *Life Science (Biology)* or *System Operation (Sensors)* test. An extraordinary result on any of the scans reveals a small sensor void located on the shoreline east of the heroes' location- but no source or explanation for the void- or any tracks or equipment- can be detected at that location.

Once broken free of the ice shelf, the "raft" will begin drifting out to sea at a rate of 1.5 meters per round, until it reaches the limit of the ruined instrument pallet's tether- roughly 150 meters from shore.

How the characters get back ashore I leave to the players and their ingenuity...

Sunset

At the end of the heroes' second week on the surface, the moon moves into orbital darkness- a period which will last the next hundred and thirty days. The moon is engulfed in near-total darkness, temperatures drop an additional twenty degrees, and visibility penalties are increased to -5.

With the onset of night, the weather begins to abate somewhat- though high winds and bitter cold temperatures remain the norm.

The sensor network doesn't suffer any additional failures, and continues to record its data faithfully.

This period represents one of the most psychologically challenging periods for the heroes- the unending routine and oppressive darkness.

The Narrator should ask for periodic TN 10 *Willpower* tests and work to describe the enforced monotony and close-quarters. The TN for the *Willpower* tests should increase as time goes on- and quarrels and bickering should result from failures. The Narrator should also take into account any activities or routines the heroes a/o their team leader sets up to combat these challenges.

Sensor Nets

During this period, a TN 15 *Computer Use (Analyze Data or Modeling)* test will reveal a series of small sensor voids appearing in data gathered by the outer sensor ring. The voids never appear in the same place twice, but all appear near the edge of the Shackleton Sea, and all last between five and fifteen minutes. A diagnosis run on each of the probes suggests that they are functioning normally.

Broken Probe

About three weeks into the heroes' stay, Relay Number 2-29 simply stops transmitting sensor data- but a diagnostic (a TN 10 *Repair* or *System Engineering (Sensors)* test) claims that the sensor pallet is operating normally.

When the heroes arrive, they discover two things of interest- first (as confirmed by a TN 15 *Repair* or *System Engineering (Sensors)* test) the pallet is operating normally- but its sensors aren't recording any data.

Second (either when the heroes arrive on site or when the sensors finally return to normal),

they discover the body of a dead Hralki less than twenty meters away. A TN 20 *Medicine (Forensics)* test reveals that the creature died of acute tetra-cyanide poisoning. A TN 5 *Physical Science (Chemistry)* or *Computer Use (Retrieve)* test will confirm that tetra-cyanide is an artificial lubricant used in mining and other industrial processes.

A TN 15 *System Operation (Sensors)* test does not detect a source for the tetra-cyanide within tricorder range- but it does detect a rather large pod of hralki south-south-east of the heroes present position.

If the heroes move to that location (and stay at least a half kilometer from the pod), they will detect tetra-cyanide levels in the other hralki and a very faint trail leading almost due west (as part of an easterly current).

Tracking the Source

Tracking the the tetra-cyanide back to its source requires an EXTENDED TN 60 *System Operation (Sensors), Survival, or Physical Science (Chemistry)* test- and dead ends behind a sensor blind of some sort.

The sensor blind is roughly 100 meters in diameter and covers both open water and part of the surrounding ice shelf.

ACT THREE

Sensor Blind

The sensor blind is a high-energy device designed specifically to beat Federation-style sensors (including tricorders). It is not a cloaking device *per se* (since the objects are only screened from sensors not view), but are functionally the same.

Should the heroes alter the frequencies used by their tricorders (a TN 15 *System Engineering (Sensors)* or *Repair* test), they can bypass the Breen jamming screens and get a good look at the operation.

Another alternative is to simply walk through the perimeter of the sensor blind and take their chances. Fortunately, the Breen don't yet realize they've been discovered, and haven't set up an ambush or even a proper defensive patrol.

Analysis

Whether the heroes bypass the Breen

jamming screens or simply infiltrate their camp, they find a group of thirteen prefabricated shelters/huts, some heavy duty mining gear, and a small cargo vessel.

Successful *Observe (Spot)* a/o *Investigate* tests reveal that the Breen are mining chlorine-hydroxide, processing it from deposits on a thermal vent roughly 500 meters beneath their campsite. A TN 10 *Physical Science (Chemistry)* or *System Engineering (Life Support)* suggests that hexachlorine-hydroxide is a valuable commodity, and is frequently used in life support systems.

Resolution

The heroes must decide whether to confront the Breen, let the intrusion pass, or find another alternative.

There are several ways that this can take place: the heroes might approach the Breen and resolve the question diplomatically (hey, it's possible!), or they might resort to physical violence (lethal or non-lethal) to deter the interlopers.

They might even resort to stealth or sabotage in order to prevent the Breen from continuing to harvest the chemicals.

If the heroes resort to force, the Breen will fight to the death. If the heroes resort to sabotage (and the Breen catch them), the result will be the same. Fortunately (or not?) the Breen mission here is small- less than a dozen soldiers and technicians.

However the mission plays out, however, the heroes must notify Starfleet that the Breen have been sighted on Ilaron IX-b.

COLD WEATHER RULES

Neither the [Narrator's Guide](#) nor any of the [Star Trek Roleplaying Game](#) supplements offer detailed rules for operating in very cold environments. These rules are included for use at the Narrator's discretion.

When exposed to the arctic conditions present on worlds such as Ilaron IX-b, characters must make TN 15 *Stamina* tests according to Table 1.0 below. The Base Time intervals reflect the fact that a more active body is producing more internal heat- but the Intervals also reflect that active, sweating bodies are more prone to severe chills and at greater risk for pneumonia as a result. These tests are further modified (at the Narrator's discretion) by the equipment and environmental modifiers listed in Table 1.1.

For each failed *Stamina* test, the character loses one fatigue level, as per the Fatigue rules- with one modification. Once the character has collapsed, he or she continues to make additional *Stamina* tests until returned to a safe/sheltered environment, or death, which ever comes first. . A character who fails a single *Stamina* test after collapsing is in cardiac arrest but might be revived with adequate medical care (such as a Starfleet issue sickbay). A character who has failed two *Stamina* tests after collapsing has frozen to death and cannot be revived.

Another major consideration in extreme cold conditions is frostbite. There are two types: Exposure and Contact. Characters who expose bare flesh to sub-freezing temperatures must

make a TN 10 *Stamina* test for each minute of exposure or suffer 1d6 damage to the exposed tissue. This type of frostbite usually affects extremities such as the fingers, toes, eyes, and ears.

Contact frostbite comes when characters touch bare skin to frozen surfaces (especially ice or metal). The character must make a TN 15 *Stamina* test, with a +1 TN for each degree Celsius below zero. A failure causes 1d6 damage to exposed tissue per round. Additionally, a TN 15 *Quickness* test is necessary to avoid having the tissue frozen to the surface in question (known as the grippe). Once frozen to a particular surface, the tissue continues to suffer 1d6 frostbite damage per minute until removed and rewarmed.

Freeing tissue frozen to a surface can be accomplished in one of two ways: the first (and most painful) is brute force. A TN 10 *Strength* test is needed to free the tissue, but causes damage equal to the character's roll (as the frozen tissue tears away).

The second most common route is to gently warm the exposed surfaces until they part easily. This is usually accomplished with warm water (in a pinch, warm water from a convenient biological source will do).

Frostbite damage can be treated with a *First Aid* or *Medicine* test according to the rules in the [Narrator's Guide](#), but is invariably extremely painful.

Table 1.0 Extreme Cold Weather Effects

Activity Level	Base Time	Interval	Fatigue Level	Penalty
Relaxed	1 hours	2 hours	Energetic (Normal)	None
Standard	2 hour	1 hour	Winded	-1 to all tests
Demanding	½ hour	15 minutes	Tired	-2 to all tests
Extreme	5 minutes	2 minutes	Fatigued	-4 to all tests
			Exhausted	-8 to all tests
			Collapse	Collapse

Table 1.1 Equipment and Environmental Modifiers

Equipment Modifier	Modifier
Adequate Cold Weather Gear	+5
Effective, but Inadequate Gear	+2
Effective, but Inadequate Heat Source	+2
Adequate Heat Source	+5
Character and/or clothing is cold/wet	-2
Environmental Factors	Modifier
Insulated Environment (Igloo or wind-proof shelter)	+2
Exposed Environment (No shelter)	-5
Extremely conductive environment (submerged in water)	-10
Favorable conditions (calm winds, bright sunlight)	+2 to +10 (Narrator's discretion)
Adverse Conditions (night, storm, blowing snow)	-2 to -10 (Narrator's discretion)

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
PCs reactivate Amundsen Station:	
	500 exp points
PCs repair the sensor grid:	
	100 exp points
PCs survive contact with the Hralki:	
	100 exp points
PCs survive contact with the Crevasse:	
	100 exp points
PCs determine cause of death for the abandoned Hralki:	100 exp points
PCs discover the source of the tetra-cyanide:	
	200 exp points
PCs discover the Breen encampment:	
	800 exp points
PCs report the Breen encampment to Starfleet:	
	300 exp points
PCs resolve the Breen presence on Ilaron IX-b peacefully:	500 exp points

Optional Renown Results (per Officer):

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

Renown Awards

PCs reactivate Amundsen Station:	Renown +1
PCs repair the sensor grid:	Renown +1
PCs survive contact with the Hralki:	
	Renown +1
PCs survive contact with the Crevasse:	
	Renown +1
PCs determine cause of death for the abandoned Hralki:	Renown +1
PCs discover the source of the tetra-cyanide:	
	Renown +1
PCs discover the Breen encampment:	
	Renown +1
PCs report the Breen encampment to Starfleet:	
	Renown +1
PCs resolve the Breen presence on Ilaron IX-b peacefully:	Renown +1

(Non-Player Characters)

Breen Soldier-

The Breen are known throughout the galaxy as spies, mercenaries, smugglers and trouble makers, but little is known about the Breen themselves. Native to a cold world, the Breen clothe themselves in armored environmental (refrigeration) suits and the phrase "cold-blooded" refers to both their physiology and demeanor. This particular Breen trooper is on Ilaron IX-b to do a particular job, and will kill without hesitation or compunction to achieve his goals.

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

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

Defense: 8 **Health:** 10

Skills: *Athletics (Run)* +2, *Observe (Scent, Hearing)* +8, *Stealth* +5, *Survival* +8, *Unarmed Combat (Natural Weapons)* +4,

Species Abilities: As Listed on Page 44 of the Aliens Manual

Professional Abilities: As Listed on Page 44 of the Aliens Manual

The Copai-

Something of a cross between an Alsatian (or Alaskan Husky) and a baboon, the Copai are mammals and pack hunters that fill roughly the same ecological niche as the wolf. The Copai are clever, vicious, aggressive, highly territorial, and rely upon scavenging and pack tactics to survive.

The Copai stand roughly 1.6 meters tall at the shoulder, and have a distinctly hunched appearance. Their thick pelts are colored in shades of grey and white to blend into their arctic terrain.

The Copai are omnivores, subsisting on a diet of lichen, small plants, fish, seals, and other animals which can be found around Ilaron IX-b's inland thermal vents and on the ice surrounding the moon's warm seas. When food becomes scarce, the Copai will turn upon the weaker members of the pack in order to survive.

The Copai forelegs are larger than the hind legs and have prehensile toes, allowing them to grip and manipulate food. The snout is short and pointed, and filled with sharp, tearing teeth. Copai feet are fitted with short claws which give them traction on ice and snow.

Copai frequently shelter in ice hollows and caves and hibernate through the short Ilaron IX-b winter. They are at their most vicious and aggressive as they try to build stocks upon which to hibernate through the winter.

Form: Animal **Diet:** Carnivore **Feeding Habits:** Chaser **Size:** Medium (1.6 m)

Str 3(-1) **Agl** 7(+0) **Int** 1(-3) **Vit** 6(+0) **Prs** 1(-3) **Per** 10(+2)

Quickness +2 **Savvy** +2 **Stamina** +0 **Willpower** +1

Defense: 7 **Health:** 5 **Wound Levels:** 4

Movement: 6 m/round (careful), 40 m/rnd (Charge)

Skills: *Athletics (Run)* +2, *Observe (Scent, Hearing)* +8, *Stealth* +5, *Survival* +8, *Unarmed Combat (Natural Weapons)* +4,

Special Abilities:

Camouflage- The Copai fur is colored and spotty to allow them to blend into the snow drifts and ice floes on which they hunt and shelter. All *Observe (Spot)* or *Perception* attribute tests to detect the Copai suffer a -3 penalty.

Extraordinary Sense (Scent, Sharp Hearing)- The Copai track prey by sight and sound, and can hear sounds up to ten kilometers away.

Ferocious- The Copai are extremely territorial, gaining a +3 *Willpower* bonus when defending hunting grounds, nests, or young.

Grapple- As pack hunters, the Copai's favored tactics is to bite and grapple prey and drag them to the ground through sheer force of numbers. Grappling rules are found on page 28 of the *Starfleet Operations Manual*.

Natural Weapon (Claws and Bite)- The Copai's bite and claws do 1d6-1 damage

Speed- The Copai are fast, doubling the normal movement rate for creatures their size.

TN Equivalent: 10 (3)

The Hralki-

Averaging eighteen feet in length and eight hundred and fifty pounds, The Hralki is a flightless avian predator native to Ilaron IX-b that fills the same evolutionary niche as the leopard seal or “killer” whale- and is vicious, aggressive, and highly territorial.

The Hralki subsist on a diet of fish, seals, and other animals which congregate around Ilaron IX-b's thermal vents and on the ice surrounding the moon's warm seas. They are cunning hunters who rely on surprise, ambushes, and pack tactics.

The Hralki is named for a demon out of Andorian mythology.

Form: Animal **Diet:** Carnivore **Feeding Habits:** Chaser

Size: Mammoth (5.2 m)

Str 8(+1) **Agl** 4(+0) **Int** 2(-2) **Vit** 7(+0) **Prs** 2(-2) **Per** 4(+0)

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

Defense: 7 **Health:** 8 **Wound Levels:** 7 (4 Healthy)

Movement: (Swimming) 48 m/round (careful), 320 m/rnd (Charge)

(Ashore) 36 m/round (careful), 240 m/rnd (Charge)

Skills: *Observe (Spot)* +4, *Stealth* +5, *Survival* +4, *Unarmed Combat (Bite)* +7,

Special Abilities:

Cunning- The Hralki is a stealthy, pouncing hunter that uses advanced pack tactics to drive its prey. The Hralki gains a +3 *Savvy* reaction when ambushing or herding prey.

Evasion- The Hralki is extremely fast and agile, gaining a +3 to Dodge actions.

Extraordinary Sense (Thermal Vision)- The Hralki track prey by sight, and can see into the infrared (thermal) range, obviating all penalties for darkness while on land.

Ferocious- The Hralki are extremely territorial, gaining a +3 *Willpower* bonus when defending hunting grounds, nests, or young.

Grapple- One of the Hralki's favored tactics is to bite and grapple smaller prey and either slam it against the ice or other available surface or simply shaking it to tear it apart- in either case, this causes an additional 1d3 damage. Grappling rules are found on page 28 of the Starfleet Operations Manual.

Natural Weapon (Bite)- The Hralki's bite does 1d6+1 damage

Speed- The Hralki are frighteningly fast, doubling the normal movement rate for creatures their size. This speed is reduced by ¼ or more while on land.

TN Equivalent: 20



(Starships)
Breen Cargo Shuttle

Production Data

Origin: Breen
Class and Type: "Type II-a"Runabout
Year Launched: 2348

Hull Data

Size: 2, 1 deck Length: 26m
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 2 (C)
Life Support Class 2 (C)
Tractor Beams: 1ad

Propulsion Data

Impulse Engines: Class 3 (.75c) (C) Warp Drive: Class 3 (Warp 3 / 6 / 7) (B)

Tactical

Phaser Banks Type II (x2/B) Deflector Shields Class 1 (A)
Penetration 2 / 2 / 2 / 0 / 0 Protection/Threshold 12 / 1

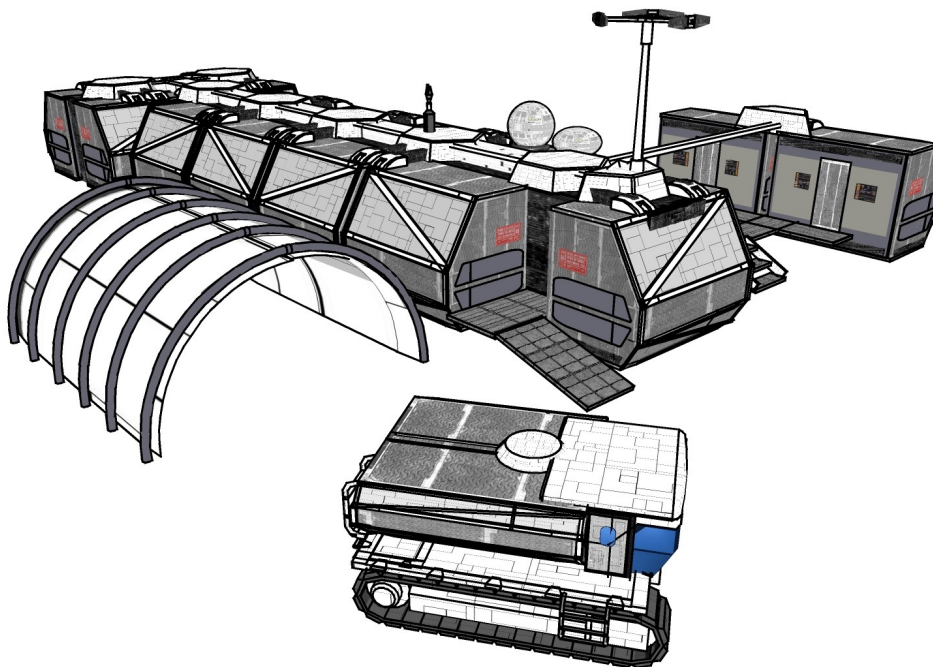
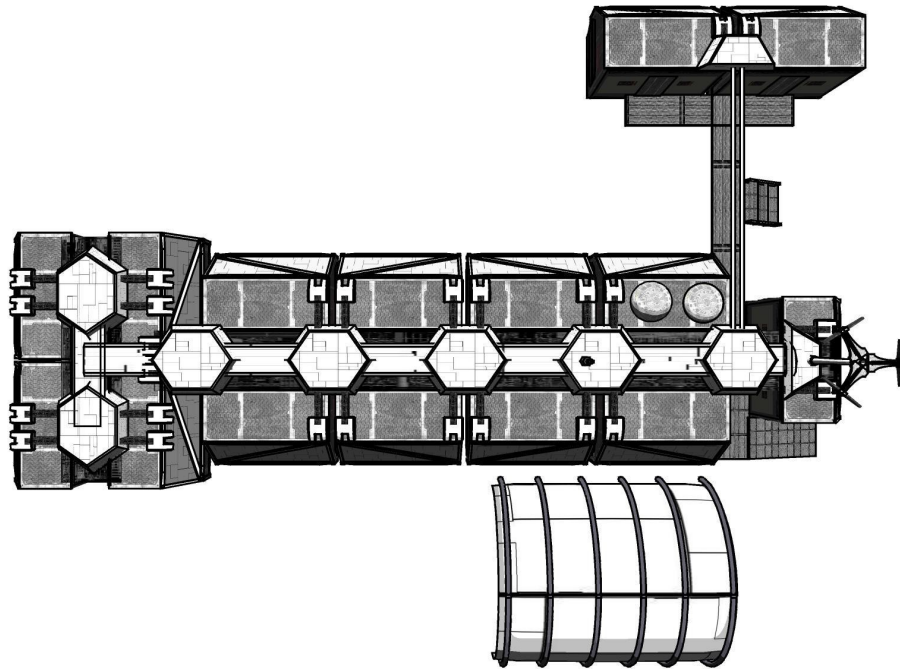
Miscellaneous

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

Maps:

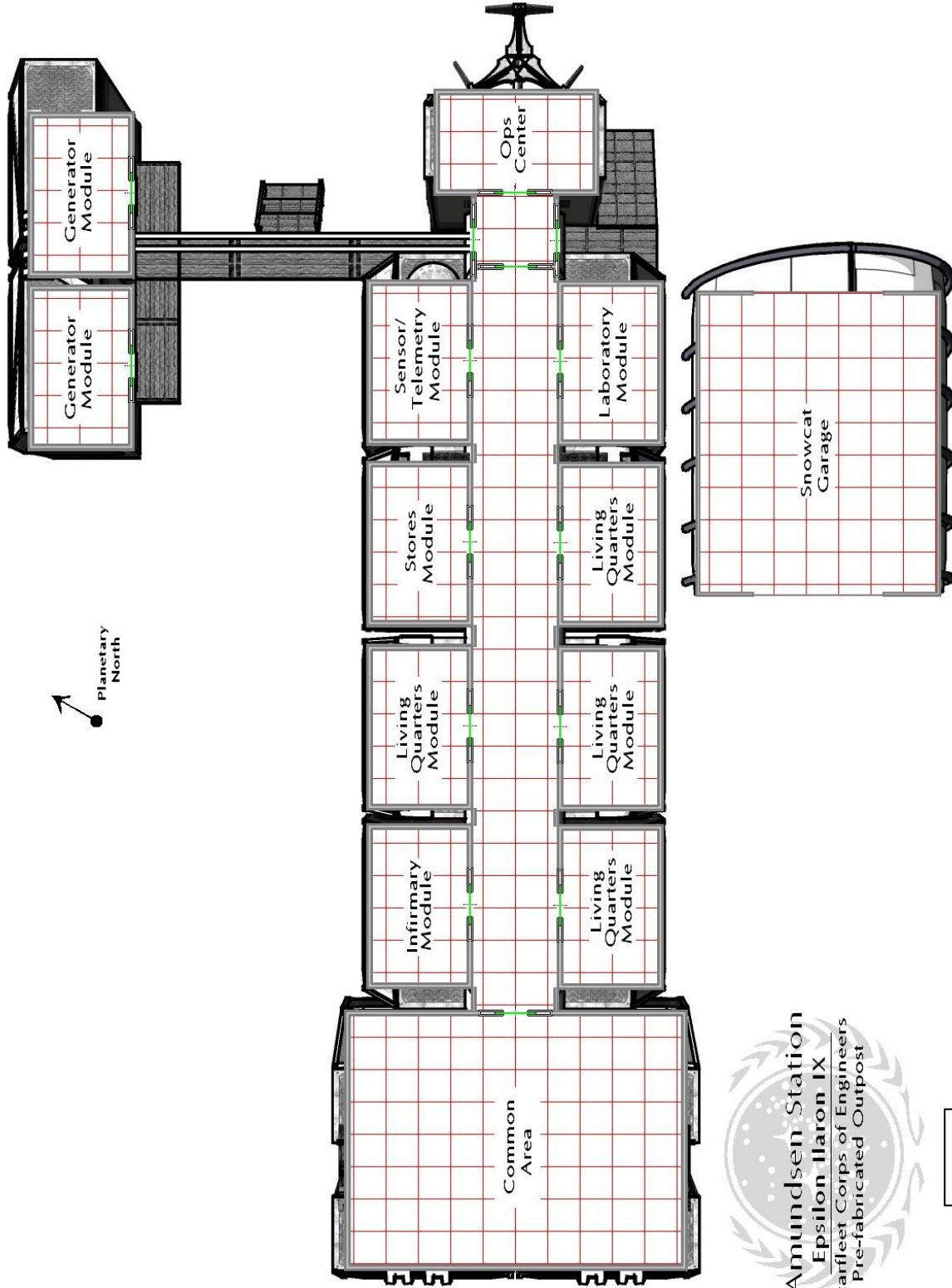
Map #1

Amundsen Station Map



Map #2

Amundsen Station Layout

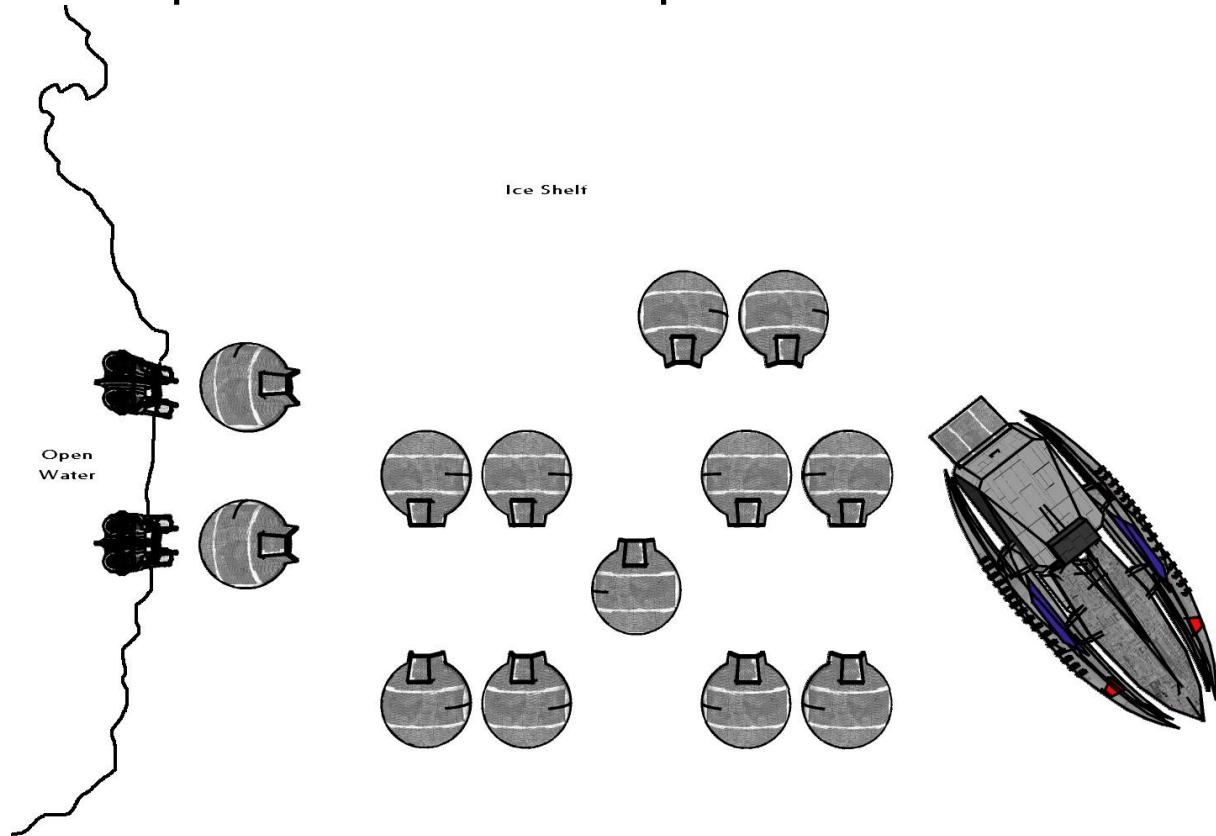


Amundsen Station
Epsilon Ilaron IX
Starfleet Corps of Engineers
Pre-fabricated Outpost

SCALE
1 meter

Map #3

Breen Encampment



Handouts:

Handout #1: Orders and Briefing Packet

From: Admiral Thol, Commander, Starbase 153
Re: New Orders
Date: Stardate 65185.4

Effective this stardate, you are requested and required to land a suitable advance scientific party at Amundsen Station on Epsilon Ilaron IX-b at the earliest opportunity consistent with safety of your ship and crew. Once the advance party is in place, you are to resume course and speed necessary to rendezvous with starship U.S.S. *Lancashire* NLT SD 65201.2.

Your landing party is instructed to reactivate the station and equipment and restart the scientific testing scheduled in preparation for the return of a scientific party now en route aboard the U.S.S. *Bowles*.

Upon relief, *Bowles* will return your party to *Montpelier* at rendezvous on or about Stardate 65294.

The Federation Science Council has requested all assistance in expediting research in this matter, with particular emphasis on monitoring climactic changes during transition into orbital winter, so we need good people on this one.

Thol

Planetary Survey: Epsilon Ilaron IX-b

The Epsilon Ilaron system is a relatively unremarkable system of eleven planets centered on a Type F1 IV (a very bright, yellow-white sub-giant) star. Epsilon IX is a large, turbulent Class J world with several extensive rings, and which radiates a fair amount of energy (largely in the infrared band and thermal bands).

Epsilon Ilaron IX-b is a very cold, ice-covered Class M world, roughly an eighth smaller than terrestrial norm.

Ilaron IX-b has a very fast axial rotation (resulting in a comparatively short day, high speed winds and turbulent weather). The moon's almost total absence of axial tilt means that seasonal changes are driven more by the orbital cycle around its parent than by its axial tilt.

As the moon orbits around Ilaron IX, it also undergoes a roughly 131 day "orbital" winter while in the shadow of its parent. Most life forms make use of the relatively warm "summer" period (when the moon is between the sun and its parent world and hibernate through the "orbital" winter.

Epsilon Ilaron IX-b has comparatively high levels of tectonic activity, and energy in the ecosystem is as often derived from geothermal sources as from photochemical (solar) sources.

Nearly the entire surface of the moon is covered with ice, though there are several large seas which remain liquid even in the depths of orbital winter.

The moon is home to a Federation research outpost (Amundsen Station) located 8° above the moon's equator and at the edge of a large body of open water, dubbed the Shackleton Sea.

<u>Class</u>	M	<u>System Data</u>	
<u>Gravity</u>	1.009 G	<u>Year and Day</u>	263 days / 18 hrs
<u>Atmosphere</u>	Thick Terrestrial	<u>Hydrosphere</u>	82%
<u>Climate</u>	Very Cold	<u>Sapient Species</u>	None

Tech Level	N/A	Government	N/A	Culture	N/A
Affiliation	N/A				
Resources:	Heavy metals, various chemical/cometary ices, geothermal power.				
Places of Note	Amundsen Station- Federation research outpost				
Ship Facilities	None.				

Amundsen Station

Amundsen Station was built by the Starfleet Corps of Engineers in 2385, largely from prefabricated and prepackaged shipping modules. The station is designed to serve as a long-term home to between two and eight researchers and support personnel conducting geophysical and meteorological research, and boasts replicators and starship-grade recycling measures to maximize time between resupply. The outpost is powered by four large fusion power generators contained in two separate power modules. Dedicated Sensor/laboratory and command modules round out habitat and storage modules.

Amundsen Station is fitted with a pair of low-power shield generators which, while unable to resist significant weapons fire, are sufficient to protect the outpost against the severe wind storms and blizzards which plague the moon.

Amundsen Station is located on a broad, slightly sheltered plain roughly 25 kilometers across. The valley is located 8° above the moon's equator and fourteen kilometers from the edge of the Shackleton Sea, which remains unfrozen year round.

Amundsen Station was built primarily to monitor and maintain an extensive array of automated sensor stations and instrument pallets arrayed around the central outpost. In order to facilitate remote research and support activities, the outpost is provided with a pair of Type XV-a Mag-cats and a ready supply of spare sensor pallets and instrument packages.

"Summer" temperatures around the research outpost can reach up to the 10-15°C (50 to 59°F), with summer lows averaging -11°C (roughly 12°F). Winter temperatures average between -9°C (about 22°F) and -28°C (roughly -18°F). More extreme temperatures have been observed closer to the moon's polar caps.

Amundsen Map Key/Description

Common Area- The station's common area is a roughly 8 x 12 meter area built from four large cargo modules, and fitted with four large bay windows along the south-west wall. The room is fitted for a variety of activities- everything from a holographic games table (pool, dom-jot, and others) to a small, but complete galley. The room boasts several large tables, comfortable furniture (including a pair of couches) and a pair of large replicators. Additional cots can be rigged to convert the common area into expanded guest quarters.

Infirmary- The infirmary module is small, and compact, and has only a single bio-bed. While more than sufficient for routine medical care, this facility is more a rough-and-ready dispensary instead of a full sickbay. *Medicine* and *First Aid* tests for routine care using this facility should be treated as "adequately equipped", but more invasive procedures (such as major surgery) suffer a +5 TN penalty.

Living Quarters (4)- A compact, 2-person cabin, this facility boasts two bunk-beds, a small writing desk, a small replicator, and a single shower/lavatory module. Storage takes the form of an under-bed tray and two stand-up lockers. One of these cabins is typically reserved for the sole use of the Expedition Leader.

Stores Module- These stores modules contain a variety of ready small-parts, tools, and materials such as PADDs, tricorders, cold-weather gear, portable heaters, and so-on. Bulk storage (such as water, and replicator food-stock) are stored in sealed bunkers buried beneath the Snow-cat Garage.

Generator Modules (2)- Each of these generator modules contains two self-contained and hermetically-sealed fusion generators. Each generator provides sufficient power to operate the facility under normal circumstances. Because these units are self-contained and sealed, they

are seldom serviced in the field, but are more often returned to a starbase of manufacturing plant for maintenance or repair. Each unit is rated for twenty years of service between overhaul.

Sensor/Telemetry Module- This module contains the outpost's computer core, sensor array, and primary communications array. This room is crowded with electronics and equipment, and this is only barely habitable.

Atrium- This section serves as a small "airlock" to protect the station as a whole from temperature changes caused by people moving in and out of the station.

Ops Center- This module contains two operation/computer stations and three chairs. It is used primarily to monitor the outpost's sensor and communications arrays. It also contains a small, back-up computer core and secondary communications array. The Ops Center also contains the outpost's small-arms locker: three Type II phasers, a single Type III phaser rifle, five small seismic charges, and grapnel gun with 100 meters of cable.

Laboratory Module- This module contains a small science laboratory, independent power supply, workbench, and a stasis locker for biological samples. Compact and crowded, the lab is optimized for geophysical, and ecological research.

Snow-cat Garage- The snow-cat garage consists of a plas-steel hut over a work/parking area set just over a meter below ground level. Both entrances are force-screened to keep out snow and wind.

The snow-cat garage is (marginally) heated, and provides bare, but adequate maintenance facilities for the outpost's mag-cats and additional storage for containerized samples.

Handout #3: Cold-Weather Gear Cheat Sheet

Cold Weather Suit- Insulated trousers, undershirt, hooded parka, gloves, boots, and a one-piece, polarized face shield with built-in thermal regulator. Looks like a cross between the landing party outer jackets (from Star Trek II: The Wrath of Khan and Star Trek III: The Search For Spock) and Han Solo's cold-weather gear in The Empire Strikes Back. Face shield can be switched out with goggles and/or mask at wearer's preference.

Rules: Characters suffer a -2 penalty to most Physical tests while wearing the cold-weather suit (Narrator's discretion). The Suit-trained edge obviates this penalty. The Cold Weather suit is considered "adequate" gear for normal day-time use on Ilaron IX-b.

Weight: 19.6 kg **Endurance:** Effectively unlimited

Weapon	Parry Mod	Damage
Ice Axe	-1	2d6+1
Ice Knife	-2	1d6+2



Type XV-a Mag-cat

Designed to provide reliable transportation in extreme environments, the Type XV Mag-cat is a self-contained, all-terrain vehicle whose design emphasizes utility and reliability rather than comfort.

Easy to pilot and maintain, the Mag-Cat is driven by two self-contained linear-induction motor treads powered by four sealed fusion-power modules in the craft's undercarriage. Depending upon terrain and weather conditions, the standard cat has a maximum rated speed of 48 kilometers/hr.

The craft's wide stance and track propulsion allow skilled operators to navigate inclines up to 35°. The sealed cabin and propulsion systems allow the craft to traverse short distances submerged, though this is not recommended.

Three personnel hatches (one on each side and one atop the vehicle) allow crew and passenger access while cargo can be loaded through fold-down hatches running the length of the cargo section sides.

The Type XV features a standard 3-person crew cab and a customizable cargo area, which can be configured from a variety of cargo, construction, or passenger duties. A central hard-mounting allows for heavy equipment- from cranes to weapons mountings to be fitted. A variety of towing rigs is also available.

The Mag-cats assigned to Amundsen Station are specially insulated and fitted with internal heaters, survival gear, extended stores, and a special sensor suite- and can carry up to nine passengers or five tons of cargo. They are also fitted with a low-grade (non-combat rated), shield generator designed to protect the cat from extreme weather conditions.

The mag cats are fitted with an armored locker containing two Type II phasers, five small seismic charges, and grapnel gun with 100 meters of cable.

Type XV-a Mag-cat

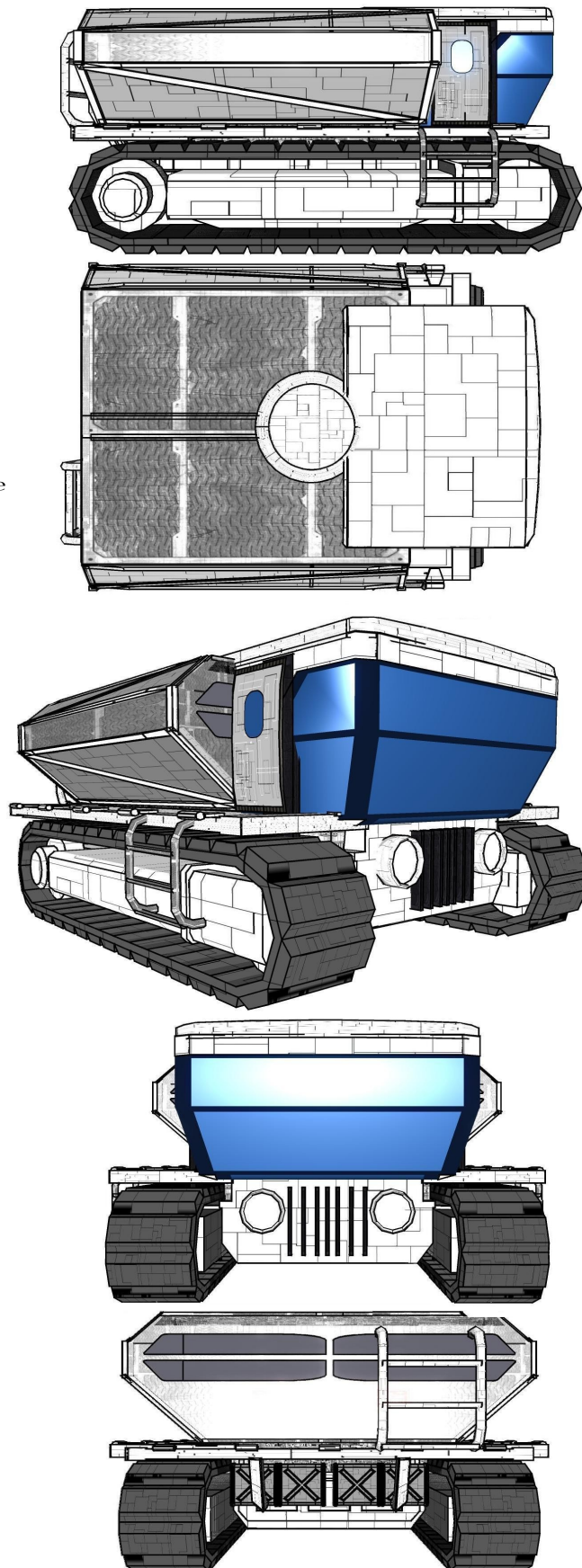
Length: 25 feet **Width:** 21 feet

Height: 12 feet **Crew:** 1 driver

Passengers: 2 to 8 or up to 5 tons of cargo.

Maximum Emergency Speed: 85 km/hr

Power Source: 4 sealed fusion-power cells (90 days endurance).



USS Sakarya Senior Staff

Position	Name	Species	Rank
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.

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).

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 $\frac{1}{2}$ her level in the appropriate skill level.

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

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

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

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

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

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

Species Abilities:

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

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

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

Psionic: T'Var has telepathic mental abilities.

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

Edges/ Flaws:

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

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

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

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

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

Starfleet Bureau of Personnel

Starfleet Command

Thrax

Age: 28
Species: Human
Homeworld: Earth
Gender: Male
Eyes: Grey
Hair: Salt and Pepper (Grey and Black)
Rank: Lieutenant, Junior Grade
Current Assignment:
 Conn Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

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

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

Psychological Profile:

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

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

Attributes

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

Miscellaneous Scores

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

Defense: 9
Initiative: +2

Skills:

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

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

Professional Abilities:

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

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

Surfing Space-Time: By making a TN 20 *Space Science (Astrogation)* test, Thrax can plot an exceptionally tight course which allows *Sakarya* to arrive at her destination as though she had been 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.

Starfleet Bureau of Personnel Starfleet Command

Paul Featherstone, MD

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

Profile/History:

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

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

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

Psychological Profile:

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

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

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

Attributes

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

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

Miscellaneous Scores

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

Defense: 8
Initiative: +2

Skills:

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

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

Professional Abilities:

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

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

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

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

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

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

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

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

Species Abilities:

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

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

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

Edges/ Flaws:

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

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

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

