

STAR TREK ROLEPLAYING GAME

Echoes of a Tattered Past



**A Post-DS9 Adventure
For Starfleet**

SHATTERED STARS #10

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Introduction

“Echoes of a Tattered Past” is an adventure for use with the *Star Trek: Role playing Game* by Decipher. It is the tenth adventure in the “Shattered Stars” campaign and is suitable for a crew of 2-6 players playing a Starfleet crew during the post-DS9/post-Voyager era. With some modification, this adventure could be adapted for other crews and other eras.

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

The adventure takes place near the Federation/Romulan border in the year 2389. Players who wish to take part in this adventure should not read any further.

Adventure Synopsis

Girding for a confrontation with the Romulans, Starfleet has detected a series of faint subspace pulses originating from a nearby system home to a pre-industrial humanoid civilization. Fearing a Romulan listening post in Federation space, Starfleet Command has dispatched the *Defiant* class starship U.S.S. *Sakarya* to investigate.

Surveying the planet and the surrounding system, the starship finds a small network of shore-based subspace transmitters broadcasting into space. Nearby (and approaching fast) is a probe of extremely ancient origin- on the order of 200 thousand years.

Sakarya and her crew must determine the origin of the probe and the transmitters, and their relationship to the planet below.

Recommended Date/ Season/Stardate:

2389/ Post-Star Trek:Nemesis /SD 66803.3

Setting:

Kaimo- An unexplored system in the Otorin Sector. Charted by long range sensors in 2234. Nine planets orbiting a Type A4IV star. Planets IV is Class M, planet V is

Class L and VI are Class H. No known sapient lifeforms.

Background:

Two hundred thousand years ago (give or take) the native population realized that their sun was going to flare and destroy their civilization. Unable to evacuate their population, they designed the probe to wait out the flares and aftermath, and create a temporal pocket to 'shift' their civilization forward to a “safer” period in their planet's history.

Conflicts:

Man vs. Unknown- the heroes must uncover the planets history and the probe purpose and weaknesses in order to triumph.

Man vs. Man- the heroes must defeat the probe and its safeguards in order to triumph.

Man vs. Nature- the planet and its denizens will do their level best to kill the heroes.

Attacks by beasts, plants, and diseases will be made.

Man vs. Self- the heroes must decide whether to sacrifice the 173 million people below or allow the probe to fulfill its mission.

Questions internal to this conflict involve both the Prime Directive and Temporal Prime Directive, the technological balance of power in the sector and the number of lives saved by stopping the probe versus the lives 'saved' by allowing it to complete its work.

Table 6.1 Universal Target Numbers

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

ACT ONE

First Looks

The action opens in media res with Handout #1 (Captain's Log) and *Sakarya's* arrival in the system.

A complete analysis of the system will of course take a great deal of time (several days, in fact) but a TN 10 *System Operation (Sensors)* or *Space Science (Stellar Cartography)* test reveals the basics and will earn the heroes Handout #2 (Kaimo System Profile).

The central star of the Kaimo system is unstable and prone to flares, and over the last several million years has greatly fluctuated in size as its internal reactions changed. The outer system is fairly typical with an extensive Oort Belt and outer cometary rings. The inner system is crowded with debris and high solar winds, creating hundreds of thousands of sensor ghosts and less-than-reliable sensor readings beyond short (planetary) range.

A TN 15 *System Operation (Sensors)* or *(Comm)* test searching specifically for subspace signals indicates a faint signal emanating from Kaimo IV- though there is a lot of radio-frequency and other EM noise in the system.

Kaimo IV

Approached from orbit, Kaimo appears to be a placid, quiet, classic Class M world- glowing blue and green in the sunlight. A TN 10 *System Operation (Sensors)* test reveals no other traffic in orbit, but the higher-than-normal solar winds are playing havoc with the planet's upper atmosphere. Normal transporter operations will be difficult- at best.¹

A TN 10 *Planetary Science (Geology)* or *System Operation (Sensors)* test will earn the heroes Handout #3 (Planetary Scan) and reveals that the planet shows evidence of pronounced geological and tectonic upheaval within the last several thousand years. Background radiation levels are also slightly higher than normal, but not high enough to be dangerous over the short term with adequate medical care.

Plant and animal life on the planet are both verdant and plentiful, and sensors indicate a large number of small villages dotting the area- including one within ten kilometers of the primary subspace signal. Sensors estimate

there are roughly a million stone- or bronze-age inhabitants on Kaimo IV.

Sensors detect four discrete subspace point-sources arrayed in a pyramid shape around the planet. The three secondary sources are feeding data to the primary, which is located at roughly 38° North and 118° west

The area nearest the primary signal-source is a slightly depressed bowl (much like the Lake Bonneville/Salt Lake basin) some 1000 kilometers in diameter. It has mashed potato or dumplings-and-gravy-style topography with small islands formed from calcite, igneous, and sedimentary rock (as per CGI image used for inspiration) surrounded by a high water table. The island chains are covered with lush vegetation and heavy undergrowth.

An Extraordinary test- or a separation TN 15 *Planetary Science (Geology)* or *Social Science (Anthropology)* test- reveals that the topography near the primary signal-source is very regularized- possibly evidence of a planned or organized creation or development.

Leaving the *Sakarya*

The heroes must now decide how they wish to proceed. The Kaimo system is a large place to hide what will very likely be a very small Romulan listening station. On the other hand, the signal sources on the surface must also be investigated. The best plan is for the heroes to send a small party in a shuttlecraft of runabout to investigate Kaimo IV while *Sakarya* continues her search of the system. The nearest clearing large enough to host a shuttle or runabout is 20 kilometers away. The heroes should specify what equipment and personal gear they are taking along in the runabout/shuttle.

Overflight

Flying over the area pipointed as the source of the subspace signal confirms what was detected by *Sakarya's* sensors- a large inland lake basin filled with small islands. A large, ancient mountain rises near the center of the lake, almost precisely on top of the coordinates *Sakarya* discovered. Nothing incriminating is visible from the air- no modern buildings, no Romulans waving disruptor pistols or playing

¹ Day-side transporter operations suffer a +15 TN penalty, and night-side a +10 penalty.

rugby- but both the subspace signal and a large and extensive network of caves can be detected leading into the mountainside.

Welcome to the Jungle

Kaimo IV (especially where the heroes set down) is a warm, humid, and verdant world, and the first smells the characters sense are much like that of fresh-mown grass. The landing site is a rough outcropping of bare rock, surrounded on three sides by the jungle. A hundred meter drop borders the fourth side, leading to hungry waves pounding on the rocks below.

As the noise from the shuttle (or runabout's) passage dies away, a variety of strange hoots, cries, and other noises slowly resume in the surrounding jungle.

A quick scan- a TN 10 *System Operation (Sensors)*, *Medicine*, or *Life Science (Biology)* confirms that there are no immediate threats to the health and welfare of the party- though the surrounding jungle is packed with animal life forms ranging in size from beetles to mastodons. A TN 10 *Planetary Science (Geology)* or *Physical Science (Physics)* test to determine that this area of the planet is seismically stable, and that the planet (overall) was subjected to levels of heat and radiation lethal to most humanoid life. Carbon dating suggests that the damage was done roughly 200,00 years ago.

If the heroes are traveling on foot and at ground level from the landing site to the signal-source, the terrain and topography are considered extremely rough- a maximum of 1 kilometer per hour and must make fatigue tests for Demanding activity.

If the heroes mimic the natives and travel through the trees, they find a series of interconnected branches and pathways that allows them to travel at 2 kilometers per hour- but they fatigue at the same rate.

In either case, each member of the party must make a TN 10 *Athletics (Climb)* test. If this test fails, the character moves only half the normal distance.

Characters with a heavy load move at $\frac{3}{4}$ the normal pace, suffer a +2 TN to their *Athletics* test, and make *Fatigue* checks at a +10 TN. Characters with a Very Heavy Load move at $\frac{1}{2}$ the normal pace, suffer a +5 TN to their *Athletics* test, and suffer a +20 TN penalty to

Fatigue tests.

Within two hours of setting out, however, heroes traveling at ground level find themselves chafed by tree bark, bruised, and abraded by the constant climbing over, under, and around obstacles.

Fatigue Level/Activity Tests

Level	Base Time	Interval
Extreme	10 minutes	5 minutes
Demanding	1 hour	$\frac{1}{2}$ hour
Standard	2 hours	1 hour
Relaxed	4 hours	2 hours

Fatigue Level Penalties/Rest Table

Fatigue Level	Penalty	Rest Required
Normal	N/A	N/A
Winded	-1 to all tests	10 minutes
Tired	-2 to all tests	1 hour
Fatigued	-4 to all tests	2 hours
Exhausted	-8 to all tests	4 hours

Encumbrance Limits By Strength

Strength Score	Light Load	Heavy Load	Very Heavy Load
4	20 kg	40 kg	60 kg
5	25 kg	50 kg	75 kg
6	30 kg	60 kg	90 kg
7	35 kg	70 kg	105 kg
8	40 kg	80 kg	120 kg
9	45 kg	90 kg	135 kg
10	50 kg	100 kg	150 kg
11	55 kg	110 kg	165 kg
12	60 kg	120 kg	180kg
13	65 kg	130 kg	195 kg
14	70 kg	140 kg	210 kg

Trespass

The primary predator in the Kaimo jungle is the Aritári, a predator the size of a brown bear and looking something like a cross between a demon-hound (from *Ghostbusters*) and a flying fox or squirrel. A heavy fold of thick, leathery skin stretches from wrist to ankle to aid in capturing prey. Coloration consists of mottled patches over the entire hide, and changes from

season to season (matching the changing of the native foliage) and aiding the creature in camouflage. The creature has prehensile hands and feet (adapted for climbing) and prefers to grapple its prey for a fatal bite and then dismember it for eating.

As the heroes pause to catch their breath, a Aritári pounces into their midst and begins attacking the party, attempting to drive them away. If the characters were scanning with tricorders, they will receive one round worth of warning about a large life-form moving towards them, fast.

The heroes have unwittingly trespassed into the Aritári's nesting ground (the female is preparing a lair/nest a half-kilometer away. In this instance, the heroes have encountered the male out of a mated pair. The female will continue to stalk the heroes throughout the adventure (though she will not go underground) and, unless killed, will be waiting for the heroes when they emerge from the tunnels.

If the opportunity surfaces for her to attack lone, weak, or wounded characters along the way, she will do so. Her hunting cries will be audible in the distance just to keep the heroes on their toes...

Sakarya- Planet III

Based on the available fossil record and the shattered remnants of atmosphere still clinging to the world, Planet III was originally a Class K world- much like Venus. Caught in one of the solar expansions, Kaimo III is now a dead ball of baked and irradiated carbon.

No lifeforms or evidence of advanced technology are present.

The Crevasse

Roughly half-way to their destination, the heroes come across a large crevasse in the stone, which drops nearly a hundred meters to a rush of white water. Thirty meters above that, however, the heroes detect traces of refined duranium and a (barely) functioning power source.

Should the heroes investigate, they find a small chamber sealed behind the cliff face perhaps forty meters above the high-water mark.

Breaking into the chamber (through several thousand years of accumulated rime and rust,

they find the remains of a small waiting room- couches, a chair, and a desk all made out of plastic and decayed to uselessness. A TN 15 *Physical Science* or *Planetary Science (Geology)* test dates these artifacts as almost two thousand years old.

The power source comes from a barely functioning nano-crystal visual display with a failing power cell. The heroes should receive Handout #4 (Puzzle #1) to attempt to solve at this time.

Rainstorm

As the afternoon wears on, a late-day storm breaks overhead, showering the jungle in a deluge lasting more than a half hour- and dropping nearly three inches of rain. While the characters can proceed through the storm, it would undoubtedly be wiser to wait it out.

All in all, the storm does little more than make the heroes uncomfortably wet, and increase the post-storm humidity levels to the nigh-intolerable. Worse, a variety of mosquito and glob-fly like insects come out in force after the storm, making the trek that much more unpleasant.

Seeking Go Hide

Should the players continue their scans or post sentries, they will detect a pair of humanoid lifeforms lingering just at the edge of visual range. A scan- TN 10 *System Operation (Sensors)* or *Tactics* test- reveals that they are native lifeforms, a little over two meters in height, and are armed with bronze daggers and spears. One of them is armed with an atlatl, essentially a solid-piece sling for throwing arrows or other projectiles with great force.

Unless the heroes confront them, the warriors are content to observe the strangers and leave them in peace.

Sakarya- Planet II

Planet II was originally a Class H world- similar to Mars and habitable with pressure domes and/or environmental suits. Even closer to the flares than Kaimo III, planet two has been thoroughly slagged and its atmosphere entirely burned away. The surface of Kaimo II is a solid shell of melted rock and metals nearly twenty kilometers thick.

Ensnared

As the heroes seek to replenish their water supply, they find a large natural basin in the tree tops where water has pooled following the rains. The basin is two hundred meters across, and looks for all the world like a small lake set in the treetops.

As the heroes cross through the curtain of ivy leaves lying across the path, the tendrils quickly entangle any one within reach.

The Harvesters

At least once on their journey, the heroes should encounter the Harvesters, a massive flock of 2d6 thousand small, sparrow-like birds. The Harvesters attack by flying through an area of the jungle (or the party) and slashing at anything in their path with razor-sharp wing spurs. The creatures then wheel and feast on anything (and nearly everything) that has fallen in their wake. Use the Swarm/Horde rules on page 61 of the [Aliens Guide](#).

Heroes who win the initiative may make a TN 10 *Survival* test to find suitable shelter to avoid the initial attacks, but the best defense against the Harvesters is a phaser set on wide-beam stun or disrupt. If the heroes were scanning at the approach of the Harvesters, they gain one full round of warning before the Harvesters arrive.

Aid and Comfort

This scene should open with [Handout #6 \(Captain's Log, Supplemental\)](#), and then switch immediately to the action on the surface.

As the heroes resume their trek through the jungle, in the wake of yet another torrential downpour, they hear a thunderous crash, and then a distinctly humanoid scream.

Investigating the heroes find a large hole torn in the jungle canopy. The hole is surrounded by reddish yellow leaves (sand-vine), and lying at the bottom is a native, semi-conscious, obviously badly injured, and pinned beneath a large tree branch.

Should the heroes attempt to cross the sand-vine, the apparently sturdy branches will give way beneath their feet. They may attempt a TN 10 *Quickness* test to slow their fall, otherwise they suffer 1d6 damage as they drop to the next level of the jungle strata.

Finding a safe route down requires a TN 10

Athletics (Climbing) test and takes five minutes.

Lifting the branch from the character requires a TN 70 *Strength* check (each of the characters may contribute their roll directly to the total, rather than using the traditional rules for Combined tests). Cutting the log into smaller, more manageable pieces is also possible, and the TN should be divided based on the number of pieces in which the log is divided.

If examined, the native will be obviously terrified, but will neither whimper nor cry out (except when the heroes attempt to shift the branch under which he is pinned). A TN 10 *First Aid* test confirms that the native is a youth in his apparent early teens, has minor internal injuries, has a double (but not compound) fracture of the right leg, and is in a considerable amount of pain.

Even if treated by the heroes, there is simply no way the youth will be able to travel under his own power for several days (at least).

The heroes now face the difficult choice of whether to leave the youth, take him with them, or leave him in the hopes that he will be found by one of his own.

If asked, the youth will confess that his name is Akuuta, and that he and several others have been shadowing the heroes, trying to determine what they want. Attempting to get ahead of their line of travel, he foolishly attempted to cross the sand-vine, which collapsed beneath him.

If it has not done so already, the Aritári from trespass above should take this opportunity to attack the heroes.

ACT TWO

Native Help

The Aradí are bronze-age humanoids living in a loose tribal structure, with a tribe of nearly three dozen individuals living within 10km of the primary signal source.

If the heroes are especially beaten up by the hazards they've faced thus far (and if peaceful contact can be made), the natives will take pity on them and escort them to the nearest village for aid and treatment.

If the heroes enter the village bearing Akuuta, the villagers will initially be hostile (spears and other weapons at the ready), but will calm down considerably once the boy confesses his error and explains that the heroes

rescued him.

The village is constructed of carved wood, rough planks, and weavings and bindings of vegetable and animal tissues. A large stone smithy occupies one corner of the village proper, with hunks of raw copper and tin piled inside. A pair of muscular warriors stands guard over the cache.

A TN 10 *Social Science (Sociology or Anthropology)* test will classify the Aradî as Tech Level 0/1 (see page 186 of the Narrator's Guide) and incapable of having produced the artifacts discovered earlier. They are also unquestionably native to the planet.

The Aradî are well-meaning and good-hearted, and will happily provide the heroes with food and shelter for the evening- but some of the foods they offer cannot be eaten by Vulcan or human stomachs (bwaa-haa-hah!)

If the heroes make their intentions clear, the natives try to dissuade the heroes from entering the "temple of thunder and fire", but will not use violence to prevent them. If the heroes are especially persuasive, the natives may even appoint a native guide to get them past the greatest hazards of the jungle.

The Stone Mountain

Whether taken there by native guides or whether they arrived on their own, the heroes finally arrive at the lonely mountain. As detected earlier, a series of cave entrances lead into (and under the mountainside). The subspace signal-source is still detectable, and appears to originate roughly two kilometers beneath the mountain.

The "Temple of Fire and Thunder" as described by the natives appears from the outside to be merely another natural opening in the mountain. Inside, however, the stone is very regular- once smooth and polished, now dull and weathered with the passage of time.

A good tricorder scan- either a TN 10 *System Engineering* or *System Operation (Sensors)* indicates several active power sources within the chamber- two located on either side of the room and one in the ceiling.

As the heroes attempt to enter the Temple, a series of seven tones rings out and then a pinpoint force-field lashes out and slams the lead character to the floor. Before each attack, the same tone will ring out in challenge.

Bypassing the security system requires one of

two approaches. The first requires that the heroes receive and solve Handout #5 (Puzzle #2) and transmit the sequence via tricorder.

The second approach is to simply blast their way through. Each of the three turrets is armored and has a Defense of 20. A solid hit with a phaser set at Setting 8 or above will be sufficient to disable the turret. The Narrator should keep in mind that the sentry system is both interconnected and adaptable- it will target the most serious threats first.

Down Below

The smooth tunnels which marked the temple entrance quickly give way to a series of twisting, winding paths- damp, dank, and dangerous, with treacherous footing and steep drops into bottomless chasms.

New Contact

As the heroes on the planet approach the vault, a TN 10 *System Operation (Sensors)* test allows *Sakarya* to detect a probe entering extended orbit around Kaimo IV. If *Sakarya* is elsewhere in the system, she will detect the probe's transmissions as a new signal-source orbiting the planet.

The Underlier

The heroes must cross a large pool of cold, dark, water (essentially in the dark). Sensors indicate that the path crosses the pool no more than chin deep and is five meters wide, but is surrounded by water considerably deeper (nearly fifty meters deep in places). Characters cannot swim if carrying more than a light load.

Of course, there is a squid/jellyfish-like predator occupying the water that attempts to drag unfortunate characters into deep water, poison, and consume them. Toxin is a fast-acting paralytic (which also causes extreme pain in the victim).

Underwater targets enjoy a +2 TN cover bonus per meter of water between them and the shooter, and phaser ranges are halved. Characters working or struggling underwater suffer a -8 to all tests (except the *Stamina* tests involved to resist drowning or the creature's toxin).

Characters may normally hold their breath for 1 minute plus an additional 30 seconds per +1 *Stamina* bonus. This number is halved if

the character is engaged in strenuous activity (such as struggling with the Underlier). Characters who exceed this number must make Stamina tests as per the table on page 228 of the Narrator's Guide. Characters who succumb to the Underlier's toxin are assumed to begin drowning immediately.

The Lower Levels

As heroes explore lower levels of the cave complex, they find increasing evidence of a vast, technologically advanced civilization. Power cables, fiber optic, and ODN conduits imbedded in the walls, floors, and ceiling suggest that the society was Tech Level 7/8 (comparable to the Federation), but no evidence of spaceports or orbiting artifacts have survived.

The Vault of Tomorrow

Reaching the point source, the heroes discover a sealed vault guarded by diburnium-osmium doors and a computerized sentry terminal*. This challenge is nearly identical to that at the Temple, but more complex. The heroes should receive Handout #7 (Puzzle #3). This puzzle is similar to the earlier challenges, but includes an audio component. The heroes must not only determine the correct sequence, but must also use the proper tonal equivalent (Do, Re, Mi, Fa, So, La, Ti).

Once the heroes bypass the doors, they find a fully automated communication station beyond. The monitors show the feed from the other three stations on the planet, each linking extraordinarily detailed, real-time data about the condition of the planet back to this master terminal, which is then feeding the data into space.

ACT THREE

Approaching The Probe

With the probe on her sensors, *Sakarya* can determine the following:

The target is tear- or seed-shaped, approximately 500 meters in length and 100 meters across and the outer shell appears to be composed of diburnium-osmium. There is extensive weathering, indicating that the probe is of considerable age. Many of the external components appear to be nonfunctional, and

there is considerable heat and blast damage to the entire structure. Sensors indicate extensive long-term radiation exposure.

Backtracking the probe's course and radiation wake, it appears to have been launched from Kaimo IV on an extreme elliptical orbit designed to last through the flares and solar expansion. Materials analysis confirms that the probe was built of indigenous materials.

As *Sakarya* approaches to 300,000 kilometers, she is scanned and then challenged by the probe- Handout #7 (Puzzle #3)². Should the starship close to less than 275,000 kilometers without responding correctly, she is hit by a massive subspace pulse which overloads her power systems and potentially tosses her into atmo. Atmo or not, the ship is temporarily rendered neutral until repairs can be made.

Should the heroes decipher and answer the challenge correctly, *Sakarya* will be allowed to approach and scan the probe, but not interfere with its efforts. An analysis of the probe will earn the heroes Handout #8 (Target Scan).

The probe actually consists of a central core assembly surrounded by five shield-shaped panels in a flower-and-petal arrangement which is 70 meters in length and 600 meters in diameter when opened.

The central core appears to be powered by an efficient, but low-powered fusion generator, and the entire assembly is covered with bonded-molecular armor, and appears to have an advanced and powerful shield grid.

If the heroes do not interfere, the probe begins emitting a series of high-energy, multi-spectral scans of the planet.

Tampering

Should the heroes attempt to tamper with any of the systems in the vault, they should be unsuccessful (at this point in the process, the probe is now the primary control for the operation). They will, however, trigger a holographic "welcoming committee", a group of three humanoid women of surpassing beauty. A TN 10 Savvy test confirms their aristocratic bearing and obvious intelligence as

² This isn't a mistake, but rather a subtle hint, using identical tests to indicate that the probe and the vault were built by the same purpose.

they begin explaining.

If the heroes solved the earlier puzzles, then the Universal Translator has no difficulty in rendering their words into Federation Standard. If not, the first part of the message is garbled.

Two hundred thousand years ago (give or take) the native population of this Kaimo IV realized that their sun was entering a dangerous period of flares and expansion- and would destroy their civilization. Unable to prevent the catastrophe and unwilling to either be annihilated as a people or evacuate their population, the Kaimo designed the probe to wait out the flares and aftermath. Once the period of instability had passed, the probe would create a temporal pocket to 'shift' their civilization forward to this new, "safer" period in their planet's history.

The End of the Beginning

As the heroes fit the pieces together, the probe activates what appears to be a zero-point reactor system and begins emitting a powerful chroniton pulse towards the planet, purpose unknown, but causing massive tectonic displacement and temporal shifts on the surface.

Whether on the surface (or doing visual scans from orbit), the heroes can observe a series of flashes (similar to those on Devidia III). During the flashes, the jungle landscape is replaced with a modern (and advanced) cityscape, only to return to normal when the flash ends. Those observing from *Sakarya* can determine that these "changes" are planet wide, rather than merely local.

As the probe continues its work, the flashes become longer and longer, and more "substantive". During the transition, the heroes suffer waves of nausea and headache-like pain. Those who participated in the episode "Feedback" may recognize the symptoms of incipient temporal narcosis.

The heroes must now decide if/how to stop the probe from carrying out its work.

If the heroes decide not to stop the temporal shift, the primary question becomes one of how to evacuate the away party trapped nearly two kilometers below the surface.

Boarding The Probe

If the heroes solved Puzzle #3, then boarding the probe will not be difficult. Once

aboard, the heroes will find architecture and systems similar to those in the subsurface vault, but will not be allowed to tamper with any of the probe's systems.

Tampering (without solving [Handout #9 \(Puzzle #4\)](#)) will trigger a sharp, immediate response. The probe will encase the offender in an immobilizing forcefield and leave him or her to suffocate. The target can be freed by making a TN 20 *System Engineering (Deflector)* test and either a gravitic calliper or a phaser on at least Setting 7. Each attempt is a full-round action during which no other actions can be attempted.

Puzzle #4 is a snippet of song from the Rodgers and Hammerstein musical, [The Sound of Music](#). The correct sequence is "Do, So, Fa, La, Mi, Do, Re."

Brute Force

Firing on the probe (or otherwise attempting to interfere with its mission) will produce an immediate (and moderately violent) response- but may be the only way to prevent the device from carrying out its work.

If fired upon, the probe will emit a high-energy distortion wave which triggers a sympathetic reaction in *Sakarya's* EPS grid. *Sakarya* must make a TN 15 Reliability test against her Impulse engines or lose all internal power. Restarting the systems requires an EXTENDED TN 200 *System Engineering (EPS Grid)* test, with each test taking one round. Once the weapon has been revealed, *Sakarya's* shields can be modified to protect against it by making a TN 15 *System Engineering (Deflector)* test and five minutes' work.

Once the probe's primary weapons have been neutralized, it will rely on contained ion bolts to do the dirty work.

Optional Scene- The Stand Down Code

Deciphering the probe's stand-down signal requires the heroes solve [Handout #10 \(Puzzle #5\)](#). This should be the above-and-beyond resolution to the adventure. The code may be transmitted from the subsurface vault, from within the probe itself, or from *Sakarya*.

Unfortunately, once the zero-point reactor has been started it cannot be "safely" shut down. Even if the temporal transfer sequence

is interrupted, the probe will implode as part of the reactor's life cycle. This was the trade-off the designers made in order to maximize the power that could be generated and ensure their people's survival.

Puzzle #5 is a quote from Virgil, "Data fata secutus", which translates as "Doing that decreed by fate" a fitting theme for the end of the adventure.

Special Victory Conditions

The standard Starfleet Rules of Engagement and the Prime Directive apply to this mission- meaning that the Sakarya away party must behave in such a way that does not contaminate the Kaimo natives with knowledge of extraterrestrial life or advanced technology. Specifically, the heroes should avoid (as much as is practically possible) using advanced technology in front of the natives and cannot reveal their true identities, natures, or mission on Kaimo.

In making First Contact with any natives, the crew can take considerable liberties with the truth- but they should avoid cultural contamination as much as possible.

They should also avoid (wherever possible) taking innocent (sentient) life.

If, at any point in the scenario, *Sakarya* or her away party explicitly violate these restrictions, the crew automatically loses the scenario, and would likely face a court-martial upon their return to Starfleet.

Of course, the way the scenario is written, the heroes are faced with a violation of the Prime Directive no matter what they do...

Arguably, stopping the probe in order to preserve the Aradî is itself a violation of the Prime Directive, but will not be considered a punishable offense in this instance.

Only deliberate violations which "contaminate" the Aradî culture will be considered an automatic loss for the players.

Resolution, Aftermath, and Debrief

There are several possible resolutions to this adventure: *Sakarya* may have destroyed the probe or forced it to stand-down, saving the Aradî or she may have allowed the return of the ancient Kaimo.

It is also remotely possible that *Sakarya* herself has been destroyed, either tumbling into atmo or by the probe's weapons fire.

If the Kaimo have returned, the odds are that the away team on the surface is also dead.

Once the screaming, shouting, weeping, swearing, and gnashing of teeth has settled to a dull roar, the Narrator is advised to hold an informal conversation about the moral imperatives involved in this mission, and the reasoning behind the decisions the players made, and the questions raised by the Ancient Kaimo's attempt to survive.

The Narrator should be cautious about the tone and tenor of the conversation- it is meant to explore the full ramifications of the heroes' reasoning and the ethics of the situation, and should not be allowed to turn into a second-guessing or blame casting situation.

One question the Narrator himself should raise, however, is whether the heroes stopped the probe because it was the right thing to do, or because their shipmates were in danger.

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 land on Kaimo IV:	100 exp points
PCs take appropriate caution to avoid Prime Directive violations:	200 exp points
PCs defeat the Aritári:	500 exp points
PCs defeat/avoid the Harvesters:	200 exp points
PCs defeat the Tangle-vine:	200 exp points
PCs detect and decrypt Puzzle #1:	200 exp points
PCs detect and decrypt Puzzle #2:	200 exp points
PCs assist Akuuta:	500 exp points
PCs bypass the lobby guard :	200 exp points
PCs defeat the Underlier:	200 exp points
PCs bypass the security doors:	100 exp points
PCs solve Puzzle #3:	200 exp points
PCs board the probe:	100 exp points
PCs solve Puzzle #4:	200 exp points
PCs destroy the probe :	800 exp points
PCs solve Puzzle #5:	200 exp points
PCs force the Probe to stand-down:	1000 exp points
PCs can make a reasonable argument justifying their decision vis-a-vis the Temporal Prime Directive and Prime Directive.	500 exp points

Renown Awards

PC survived	Renown +1
PCs take appropriate caution to avoid Prime Directive violations:	Renown +1
PCs defeat the Aritári:	Renown +1
PCs defeat/avoid the Harvesters:	Renown +1
PCs detect and decrypt Puzzle #1:	Renown +1
PCs detect and decrypt Puzzle #2:	Renown +1
PCs assist Akuuta:	Renown +1
PCs bypass the lobby guard :	Renown +1
PCs defeat the Underlier:	Renown +1
PCs bypass the security doors:	Renown +1
PCs solve Puzzle #3:	Renown +1
PCs board the probe:	Renown +1
PCs solve Puzzle #4:	Renown +1
PCs destroy the probe :	Renown +1
PCs solve Puzzle #5:	Renown +1
PCs force the Probe to stand-down:	Renown +1
PCs can make a reasonable argument justifying their decision vis-a-vis the Temporal Prime	

Directive and Prime Directive: Renown +1

Optional Renown Results (per Officer):

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

(Non-Player Characters)

Federation Consul T'Sav

T'Sav is a small Vulcan woman in her 80's (middle aged for a Vulcan). Despite her small stature, T'Sav radiates competence and intensity, and has proven herself a formidable presence in the diplomatic field. She has three grown children.

Age 80 **Species:** Vulcan **Gender:** Female **Eyes:** Hazel **Hair:** Black

Courage: 3 **Advancements:** 15 **Renown:** 23

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

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

Skills: *Appraise* 5, *Computer Use (Retrieve)* 6, *Enterprise- Business* 5, *Enterprise- Administration* 5, *Influence* 5, *Inquire (Fraternize)* 3, *Knowledge-Culture (Vulcan)* 9, *Knowledge-Politics (Interstellar Relations)* 6, *Knowledge-Specific World (Vulcan)* 6, *Knowledge:History (Vulcan)* 5, *Language- Federation Standard* 4, *Language- Ferengi* 3, *Language- Kolari (Orion)* 4, *Language- Vulcan* 4, *Law* 5, *Negotiate (Mediate)* 5, *Persuade* 5, *Social Science (Economics, Political Science)* 5

Professional Abilities: Bluff, Diplomatic Immunity, Embassy, Gain Trust, Insight, Magnanimous, Master Negotiator, Power Player

Species Abilities: *Enhanced Healing*, *Mind Meld*, *Nerve Pinch*, *Bonus Edge:Psionic*

Edges/ Flaws: *Contacts (Free Traders- Streetwise)*, *Meticulous*, *Promotion* 4, *Skill Focus(Keen Hearing)*,

TangleVine-

Tanglevine is a carnivorous plant that looks like a curtain of ivy leaves lying across the path, but quickly entangles and strangles any prey that gets caught in its grip. The plant attacks by grappling its target by making an *Unarmed Combat* test against the target, who must then succeed in an *Opposed Strength* test with the vines. If the plant wins, the target is entangled and suffers both 1d6+2 constriction/suffocation damage and exposure to the plant's paralytic toxin. Once the target is dead or immobilized, the plant pulls the target up into a tightly cocooned ball. Leaves and tendrils then pierce and digest the corpse, discarding any remains once the victim is completely desiccated.

Form: Plant **Sustenance:** Carnivorous (Bodily fluids and soft tissues) **Size:** Large (3 meters)

Feeding Habits: Pouncer

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

Quickness +3 **Savvy** -1 **Stamina** +2 **Willpower** -1 **Defense:** 7

Health: 6 6 wound levels (2 Healthy)

Movement: N/A

Skills: *Unarmed Combat (Entangle)* +6

Special Abilities: Immobile, Natural Weapons (Constriction, 1d6+2), Invulnerable Paralytic Toxin, Toxin (Paralytic), Vulnerability (Fire, Corrosives)

Tangle Vine Paralytic

Type: Contact **Onset:** 1d6 rounds **Potency:** +3 **Treatment:** +0

Effect: -1 Agility **Secondary Effect:** None **Stages:** 10

The Aritári-

The primary predator in the Kaimo jungle is the size of a brown bear and looks like a cross between a demon-hound (from Ghostbusters) and a flying fox or squirrel. A heavy fold of thick, leathery skin stretches from wrist to ankle to aid in capturing prey.

Coloration changes from season to season (matching the changing of the native foliage) and aiding the creature in camouflage. The creature has prehensile hands and feet (adapted for climbing) and prefers to grapple its prey for a fatal bite and then dismember it for eating.

Devil cats mate for life and are most often found in mated pairs (plus 1d3 kits in a nearby lair).

Devil cats are known for their ill-tempered natures and their near-legendary penchant

for holding a grudge. Native legends tell of a Aritári that avenged the loss of its mate on a hunter's family by hunting down and destroying each of his children one at a time over a period of thirty years.

Form: Animal **Sustenance:** Carnivorous **Size:** Large (5 meters)

Feeding Habits: Pouncer

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

Quickness +3 **Savvy** -1 **Stamina** +2 **Willpower** +7 **Defense:** 7

Health: 10 6 wound levels (2 Healthy)

Movement: 9 meters/round (careful), 60 meters/rnd (charge)

Skills: *Athletics (Climb)* +6, *Observe (Track)* +5, *Stealth* +9, *Survival* +3, *Unarmed Combat (Natural Weapons)* +8

Special Abilities:

Camouflage- All *Observe (Spot)* or *Perception* tests relying upon vision to detect the Aritári suffer a -3 penalty.

Cunning- The devil-cats are cunning hunters- especially when toying with prey or settling grudges.

When taking action specifically toward that end, the Aritári gains either a +3 *Savvy* or +3 *Intellect* modifier, whichever is appropriate.

Deterrent- Creatures confronted with the Aritári's roar must make a TN 7 *Willpower* test to approach the creature. Most nonsentients will flee.

Extraordinary Sense (Smell)- Devil cats can track prey up to 8 kilometers away by smell alone
Natural Weapons (Claws and Bite, 1d6+2)

Prehensile Appendage (Feet)- The Aritári has prehensile feet in addition to its forepaws, and gains two additional move actions per round.

Underlier-

The Underlier is a massive jellyfish-like predator that inhabits underground lakes and aquifers on Kaimo IV. Underliers are solitary hunters reproducing by cellular division.

The Underlier attacks by grappling prey with a pseudopod and dragging them underwater to drown before being absorbed into the creature's maw.

In order to grapple with its prey, the Underlier must spend a full round extruding a pseudopod and then make an *Unarmed Combat* test against the target, which must then succeed in an Opposed *Strength* test. If the Underlier wins, the target is entangled and automatically exposed to the creature's paralytic toxin, and will soon be dragged underwater. Once the target is dead or immobilized, the Underlier absorbs the unfortunate creature into a central stomach chamber to be digested.

Targets struggling with the Underlier underwater suffer a -8 to all tests (except *Stamina* tests made to resist drowning and the creature's toxin), and halve the amount of time they can normally hold their breath. Once the victim has succumbed to the Underlier's paralytic toxin, he or she is assumed to suffer asphyxiation damage immediately.

Form: Animal **Sustenance:** Carnivorous **Size:** Mammoth (8 meters)

Feeding Habits: Pouncer

Str 12(+3) **Agl** 3(-1) **Int** 3(-1) **Vit** 10(+2) **Prs** 0(-6) **Per** 3(-1)

Quickness +3 **Savvy** -1 **Stamina** +2 **Willpower** -1 **Defense:** 7

Health: 13 7 wound levels (3 Healthy)

Movement: 6 meters/round (careful), 20 meters/round (charge)

Skills: *Athletics* +2, *Stealth* +4, *Survival* +3, *Unarmed Combat (Natural Weapons)* +3

Special Abilities: Amorphous, Anaerobic Respiration, Ganglia, Invulnerable (Paralytic Toxin), Natural Weapons (Constriction, 1d6+3), Toxin (Paralytic), Vulnerability (Fire, Corrosives, Toxins)

Harvesters-

Singly, a harvester is a small bird roughly the size of a hummingbird or small sparrow. In a flock or large group, however, harvesters are a dangerous menace to any living thing in their path. The Harvesters are brightly colored with feathers ranging from metallic blue to a bright copper-red, and have a shrill, distinctive cry- especially when traveling in

numbers.

The Harvesters attack by flying (actually, charging in large numbers) through an area of the jungle (or the party) and slashing at anything in their path with razor-sharp wing spurs. The creatures then wheel and feast on anything (and nearly everything) that has fallen in their wake- plant or animal. For most creatures, the only defense against Harvesters is to go to ground, seek shelter, and wait out the deluge.

Harvesters use the Swarm/Horde rules on page 61 of the Aliens Guide.

Str 1(-3) **Agl** 4(+0) **Int** 1(-3) **Vit** 4(+0) **Prs** 0(-6) **Per** 3(-1)

Quickness +3 **Savvy** -1 **Stamina** +2 **Willpower** -1 **Defense**: 7

Health: 1 2 levels

Movement: 7.5 m/rnd (careful), 18m/rnd (charge)

Skills: *Athletics (Fly)* +2, *Survival* +1, *Unarmed Combat (Natural Weapons)* +3

Special Abilities: Flying (3 upgrades), Natural Weapons (wing spurs, bite, 1d3),

Harvester Swarm (uses the Swarm/Horde rules on page 61 of the Aliens Guide).

Str 1(-3) **Agl** 4(+0) **Int** 1(-3) **Vit** 4(+0) **Prs** 0(-6) **Per** 3(-1)

Quickness +3 **Savvy** -1 **Stamina** +2 **Willpower** -1 **Defense**: 3

Health: 7 3 levels

Movement: 7.5 m/rnd (careful), 18m/rnd (charge)

Skills: *Athletics (Fly)* +2, *Survival* +1, *Unarmed Combat (Natural Weapons)* +11

Special Abilities: Flying (3 upgrades), Natural Weapons (wing spurs, bite, 3d6)

Swarms may attack all creatures within the swarm (but each character will only be attacked once per turn).

(Starships)

USS *Sakarya* NCC-52143

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

Production Data

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

Hull Data

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

Operational Data

Transporters: 3 ea personnel, cargo,
emergency
Sensor Systems Class 4 (+4/E)
Operations Systems Class 3 (D)
Life Support Class 4 (E)
Masking System: Monoreflective Plating (14)
Shuttlebays: 1 aft saucer Shuttles: 6 size worth
Tractor Beams: 1 fd, 1av, 1ad

Propulsion Data

Impulse Engines: FIG-5 (.92c) (D) Warp Drive: LF-41 (wf 6/9.2/9.6) (D)

Tactical

Phaser Banks Type IX (x4/D) Photon Torpedoes Mk 95 (x1/C)
Penetration 6 / 5 / 5 / 0 / 0 Photon Penetration 4 / 4 / 4 / 4 / 4
Quantum Penetration 5 / 5 / 5 / 5 / 5

Deflector Shields FSR (E)

Protection/Threshold 17 / 4

Miscellaneous

Maneuver Modifiers +2 C, +1 H, +1 T
Traits: Ablative Armor (+5 Structure) , Monorefractive Plating

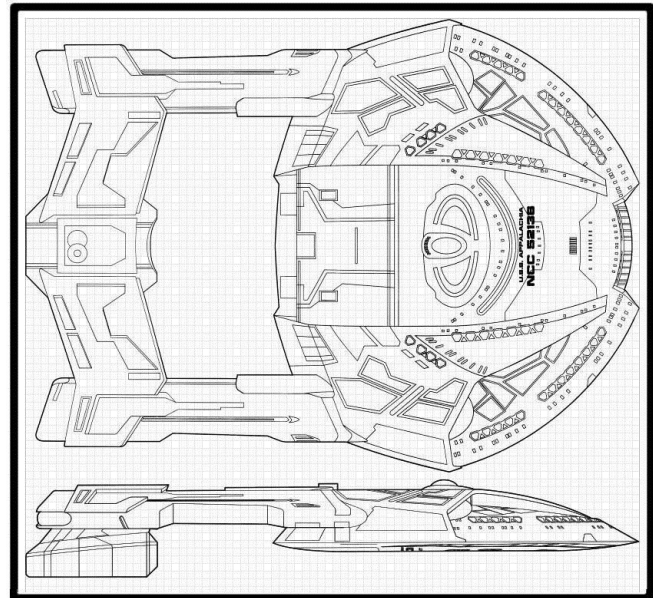
The second of the Perimeter Defense Directive ships, the *Steamrunner*-class heavy frigate was designed with relatively specific mission profiles in mind, including perimeter patrol and defense, long-range threat response, covert operations, and combat support. It's also the first Starfleet vessel to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

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

Sakarya is currently carrying the following small craft:

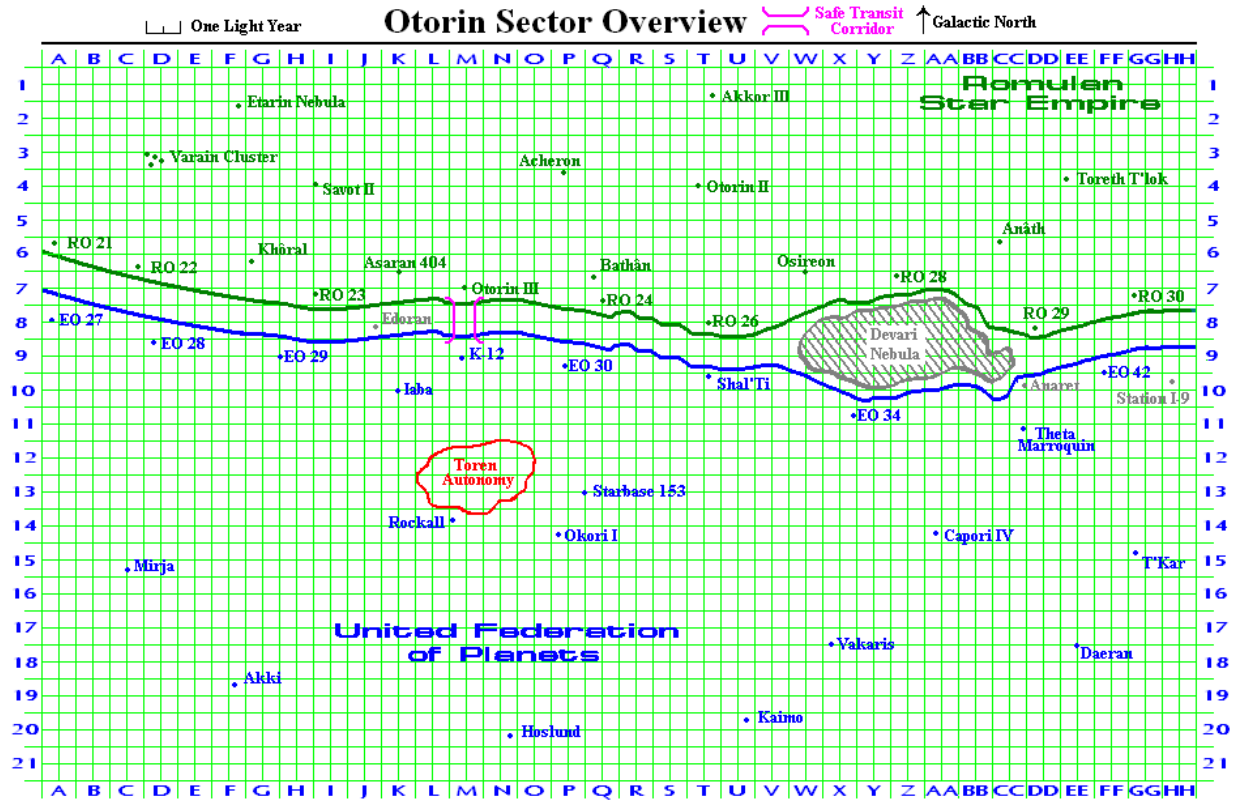
U.S.S. *Tarsus* NCC-76410 *Danube* Class Runabout
Lake Tuz NCC-52143-1 Type 12 Shuttlecraft
Lake Van NCC-52143-2 Type 8 shuttlecraft

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



Maps:

Map #1 Otorin Sector Map



Speed	1 LY	Speed	1 LY
Standard Orbit	112,499 years	Warp 7	13.37 hours
Full Impulse	4.00 years	Warp 8	8.56 hours
Warp 1	1.00 years	Warp 9	5.78 hours
Warp 2	36.53 days	Warp 9.2	5.32 hours
Warp 3	9.37 days	Warp 9.6	4.59 hours
Warp 4	3.58 days	Warp 9.9	2.87 hours
Warp 5	1.71 days	Warp 9.99	1.11 hours
Warp 6	22.37 hours	Warp 9.9999	2.64 minutes

1	A	9	I	17	Q	25	Y
2	B	10	J	18	R	26	Z
3	C	11	K	19	S		
4	D	12	L	20	T		
5	E	13	M	21	U		
6	F	14	N	22	V		
7	G	15	O	23	W		
8	H	16	P	24	X		

Handouts:

Handout #1: Captain's Log

Captain's Log: Stardate 66803.3:

"As preparations continue for a possible conflict with the Romulans, Starfleet has detected a series of faint subspace pulses originating from an unexplored system deep in Federation space and close to Starbase 153. Fearing a Romulan listening post in Federation space, Starfleet Command has dispatched the Sakarya to investigate. Our orders are to survey the system, determine the source of the signal, and ensure that no Romulan activity is taking place in the area. "

Handout #2: Kaimo System Profile

Kaimo- An unexplored system in the Otorin Sector. Charted by long range sensors in 2234. Nine planets orbiting a Type A4-IV star. No known sapient lifeforms.

An unstable white subgiant star, Kaimo is roughly half as bright as Sol, and is prone to extremely powerful flares and periods of radically increased solar emissions.

Planet I is Class F, a Mercury-like world of molten rock.

Planet II- Class H world. Similar to Mars. Habitable with pressure domes and/or environmental suits. No known sapient lifeforms.

Planet III- Class K world. Similar to Venus. Habitable with pressure domes and/or environmental suits. No known sapient lifeforms.

Planet IV is Class M, comparable to Earth. No known sapient lifeforms.

Planet V is Class L. Extremely dry and lacking animal forms, though plant life is possible. Habitable with a proper water supply and adequate equipment/supplies. No known sapient lifeforms.

Planet VI is Class D. A rocky, barren world similar to Earth's moon. Extremely thin atmosphere, though habitable with pressure domes and/or environmental suits.

No known sapient lifeforms.

Planet VII is Class J. A "failed star" gas giant that generates internal heat. Comparable to Neptune.

Planet VIII is Class T. Similar to Saturn. A gas giant with a series of rings.

Planet IX is Class G. Similar to Pluto. Covered with sludges of ammonia and methane.

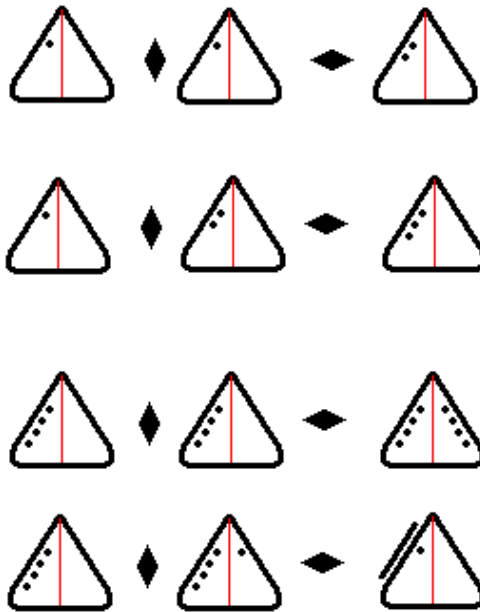
Handout #3: Planetary Scan

Physical Dimensions:	12, 820 km
General Composition:	Various carbon silicates and metals
	Anomaly: Background radiation levels slightly higher than normal.
	Not considered to exceed danger levels over short term.
System Data	2 small Class D moons
Year and Day	866 days / 23 hrs
Gravity	.992 G
Atmosphere:	Oxygen-Nitrogen, 12.26 psi (83.4% Standard)
	Anomaly: Higher-than-normal solar winds creating dangerous EM levels in upper atmosphere. Transporter use NOT recommended.
Hydrosphere:	81%
Climate	Warm Temperate (average Surface Temperature 27.7°C)
Biosphere:	Lush/Verdant. 60% of planetary landmass covered by jungle.
<u>Sapient Species</u>	Unknown. Sensors detect numerous small collections of dwellings and evidence of early agriculture.
Power Sources:	Indeterminate
Emission Signatures:	Anomaly: Low-level RF/Subspace emissions consistent with encrypted communications network. Primary signal-source located at roughly 38° North and 118° west. 3 secondary sources located at equidistant positions around planet.
Tech Level	Indeterminate
Classification:	Class M planet

Handout #4: Puzzle #1

This program fragment has been formatted into a pattern that you should be able to recognize. While it of course is not the actual coding of the program, it does reflect a logical progression similar to what a Star Fleet officer skilled with computers might recognize.

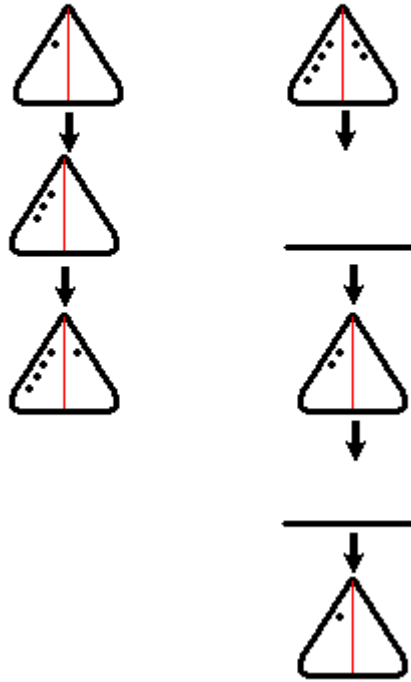
Puzzle 1



Handout #5: Puzzle #2

This program fragment has been formatted into a pattern that you should be able to recognize. While it of course is not the actual coding of the program, it does reflect a logical progression similar to what a Star Fleet officer skilled with computers might recognize.

Puzzle 2



Handout #6: Captain's Log, Supplemental

Captain's Log: Stardate 66803.3:

"It has been twelve hours since Sakarya landed her search party on Kaimo IV, and we've heard nothing from them since they confirmed their safe arrival.

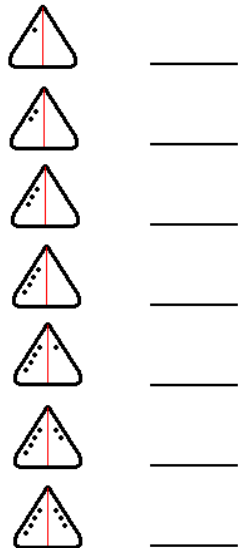
Sakarya herself is continuing to sweep the outer system for evidence of a Romulan listening post, but with all of the noise and debris in the system, the search is taking far longer than it should.

I only hope our landing party are having a better time of it. "

Handout #7: Puzzle 3

This program fragment has been formatted into a pattern that you should be able to recognize. While it of course is not the actual coding of the program, it does reflect a logical progression similar to what a Star Fleet officer skilled with computers might recognize.

Puzzle #3



In this challenge, each of these figures represents a single tonal scale.

The heroes must determine the solfege/syllabic component corresponding to each tone.

Handout #8: Target Profile

Sensor Scan: Object Number S-548632

Physical Dimensions: 500 x 100 x 100 meters

General Composition: Outer shell composed primarily of diburnium-osmium alloy. Inner structures comprised of various duranium and tritanium compounds.

Target comprised of central core assembly surrounded by five shield-shaped panels in a flower-and-petal arrangement. Target length 70 meters, diameter 600 meters when deployed.

Target is covered with bonded molecular armor, and appears to have an advanced and powerful shield grid.

Anomaly: Extremely High Radiation Levels On Outer Hull

Atmosphere: Oxygen-Nitrogen, Terrestrial Standard pressure

Hydrosphere: N/A

Internal Temperature: 23.888^o Celsius

Internal Humidity: 21 %

Life Signs: **None**

Organic Matter: Numerous Discrete traces

Power Sources: Numerous Discrete traces, unknown composition.

Anomaly: Extremely low power levels consistent with stand-by/cold-iron operation.

Emission Signatures: Low-level RF/Subspace emissions consistent with deuterium fusion
Impulse propulsion array.

Low-level RF/Subspace emissions consistent with encrypted communications array.

Specific Mass: Approximately 250 thousand metric tons

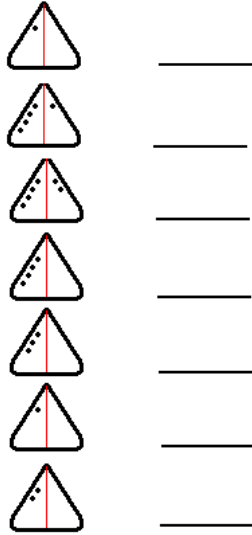
Classification: **Unidentified Probe**

Systems Analysis:	Structural Integrity:	Estimated 94% nominal
	Weapons Systems:	Indeterminate
	Shields:	Indeterminate
	Propulsion Systems:	Sublight Only
	Sensors:	Indeterminate
	Life Support:	Indeterminate

Handout #9: Tamper Code

This program fragment has been formatted into a pattern that you should be able to recognize. While it of course is not the actual coding of the program, it does reflect a logical progression similar to what a Star Fleet officer skilled with computers might recognize.

Puzzle # 4



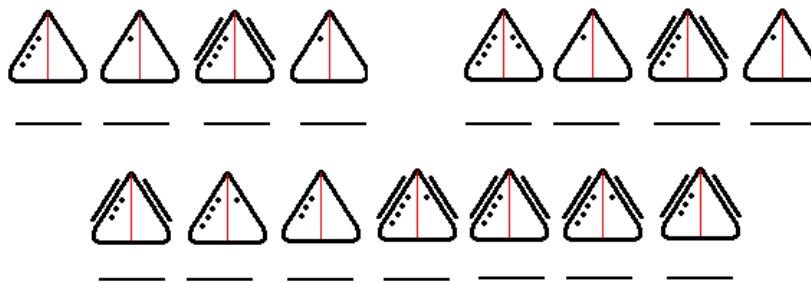
In this challenge, the figures represent a tonal note (as determined in Puzzle #3).

The heroes must determine the tonal sequence and its cultural significance*

Handout #10: Stand-down Code

This program fragment has been formatted into a pattern that you should be able to recognize. While it of course is not the actual coding of the program, it does reflect a logical progression similar to what a Star Fleet officer skilled with computers might recognize.

Puzzle 5



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 ½ her level in the appropriate skill level.

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

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

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

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

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

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

Species Abilities:

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

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

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

Psionic: T'Var has telepathic mental abilities.

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

Edges/ Flaws:

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

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

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

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

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

Starfleet Bureau of Personnel

Starfleet Command

Thrax

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

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

Profile/History:

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

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

Psychological Profile:

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

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

Attributes

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

Miscellaneous Scores

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

Defense: 9
Initiative: +2

Skills:

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

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

Professional Abilities:

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

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

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

Species Abilities:

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

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

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

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

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

Edges/ Flaws:

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

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

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

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

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

Professional Abilities:

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

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

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

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

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

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

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

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

Species Abilities:

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

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

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

Edges/ Flaws:

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

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

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

7TH FLEET SCORING SHEET

“Echoes of a Tattered Past”

Benchmark	Bonus	Achieved
PCs land on Kaimo IV:	+1	0
PCs take appropriate caution to avoid Prime Directive violations:	+1	0
PCs defeat the Aritári:	+1	0
PCs defeat/avoid the Harvesters:	+1	0
PCs defeat the Tangle-vine:	+1	0
PCs detect and decrypt Puzzle # 1:	+1	0
PCs detect and decrypt Puzzle # 2:	+1	0
PCs assist Akuuta:	+1	0
PCs bypass the lobby guard :	+1	0
PCs defeat the Underlier:	+1	0
PCs bypass the security doors:	+1	0
PCs solve Puzzle # 3:	+1	0
PCs board the probe:	+1	0
PCs solve Puzzle # 4:	+1	0
PCs destroy the probe :	+1	0
PCs solve Puzzle # 5:	+1	0
PCs force the Probe to stand-down through other means:	+1	0
PCs can make a reasonable argument justifying their decision vis-a-vis : the Temporal Prime Directive and Prime Directive.	+1	0

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Proctors Notes:

Proctor: _____

Crew: USS _____

Final Score: ___ / 18

Officers Present: _____

Reviewed By: _____

Commanding Officer

Fleet Commander