

STAR TREK

ROLEPLAYING GAME

Conflict of Interest



A Post-DS9 Adventure
For Starfleet

SHATTERED STARS #12

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and

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(www.seventhfleet.org)



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Introduction

“Conflict of Interest” is an adventure for use with the *Star Trek: Role playing Game* by Decipher. It is suitable for a crew of 2-6 players playing a Starfleet crew during the 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/Klingon border in the year 2389. Players who wish to take part in this adventure should not read any further.

Adventure Synopsis

While exploring a remote star system, the heroes are drawn into a dispute between the Jyn Faisha and the Klingons. Each side accuses the other of unprovoked raids- and both are correct. The heroes must resolve the situation before it devolves into a major diplomatic incident- or worse, a shooting war.

Recommended Date/Season/Stardate:

2388/ Post-Star Trek:Nemesis /SD 65977.5

Setting:

The Iota Thelonis System- A small, unexplored system in the Thelonis Sector.

The Thelonis Sector is an unclaimed area of space along the Federation-Klingon border and lies five light years “below” the galactic plane. Having been surveyed, the area was largely ignored as being too far from the potential conflict zones with the Klingons.

The Thelonis Sector was briefly considered for inclusion in the Organian Neutral Zone, but was never formally added.

The Sector was first charted by Jyn Faisha explorers while much of the Earth was fighting World War II. Federation surveyors first explored the area in 2197.

Background:

Jyn Erain is a major Jyn Faisha clan of just over 20,000 people, mostly headquartered in a city ship of the same name. The Jyn Erain make their living (as do most of their kind) as nomadic merchants and tradesmen- though rumors persist about “free-lance” smuggling and piracy, as well.

Conflicts:

Man vs Man- The heroes are drawn into a conflict between the Jyn Faisha and the Klingons, and may need to use force to enforce their compromise.

Additionally, both sides are arrogant, pig-headed, and stubborn, and will require a contest of wills to bring to the bargaining table.

Man vs Unknown- The heroes must discover the fate of the missing U.S.S. *Brooke*.

Man vs Self- The heroes must resist the urge to simply blast both parties and be done with it.

Table 6.1 Universal Target Numbers

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

ACT ONE

The Distress Call

Open *in media res* with [Handout #1 \(Captain's Log\)](#), [Handout #2 \(Thelonis Sector Profile\)](#), and [Handout #3 Brooke Profile](#).

The Federation has dispatched *Sakarya* to investigate renewed reports of attacks on Federation shipping in the Thelonis Sector- reports made more urgent by a signal from the U.S.S. *Brooke*.

Starfleet Command intercepted a garbled message from *Brooke* indicating she was under attack by an unknown assailant- but the signal was cut-off and the tender has not been heard from since. Unfortunately, Starfleet isn't sure where precisely where in the area *Brooke* was operating- meaning that *Sakarya* might need to search the entire sector for the missing vessel.

Requests for information from the Alpha and Beta Thelonis colonies were answered promptly, but were of little use- neither colony had seen or heard from the errant vessel.

Once the heroes have had a moment to absorb the data and get into character, the Narrator should task either the Ops or Tactical Officer with a TN 10 *System Operations* test. Specializations in *Communications* and/or *Sensors* apply, as do affinity bonuses equal to ½ the character's levels in *Space Science (Astrophysics)*. If successful, the heroes should note that there is a surprising amount of subspace "noise" originating from the Iota Thelonis system ahead, with no obvious source or cause. All *System Operations (Communications)* tests in the area suffer a +10 TN penalty. All *System Operations (Sensors)* tests in the area suffer a +5 TN penalty.

A Superior success (a total of 17 or higher)- or a specific question- will reveal that the noise might very well be deliberate jamming.

A TN 15 *System Operations (Sensors)* test reveals a faint cluster of warp signatures exiting the Iota Thelonis system, on a course roughly perpendicular to *Sakarya*. A Superior success or a subsequent scan will earn the heroes [Handout #4 \(Target Scan\)](#). A separate test will earn the heroes [Handout #5 \(Pursuer Scan\)](#). Each degree of success at either of these tests will allow the heroes to ask one additional specific questions about the three vessel being scanned. If the heroes scan the Klingon vessels (and think to ask) they should be able

to confirm that the Klingons are the source of the jamming.

All three vessels are running right to left (roughly heading 268°) at approximately Warp 8, roughly 1/15th of a light year ahead. One vessel is clearly leading the other two. If she wishes to catch them, *Sakarya* can accelerate to Warp 9 and "cut the corner"- and intercept the chase within forty minutes (she will actually come up just behind the Klingons).

If the heroes wish to attempt circumvent the jamming, a TN 25 *System Operation (Communications)* or TN 15 *System Engineering (Communications)* test will earn the heroes [Handout #6 \(Distress Call\)](#).

The signal is originating from the lead vessel and a TN 10 *System Operation (Communications)* or *Social Science* test will confirm that the distress signal uses Jyn Faisha communications protocols. If the heroes ask, they should receive [Handout #7 \(Political Profile: The Jyn Faisha\)](#).

The vessel under attack is the *Satra*, a Jyn Faisha "courier" (which has just conducted a hit-and-run raid against a Klingon convoy carrying kemocite stolen from the Jyn Faisha. Llydin and her copilot managed to recover a half-ton of the stolen kemocite- sufficient to prove the Klingons have been raiding the Jyn mining operations. Unfortunately, the convoy escorts are determined to punish her temerity.

Optional Scene- Hailing Frequencies

If *Sakarya* manages to punch through the jamming, Llydin will automatically change course toward the Federation vessel, (cutting the intercept time to ten minutes) and attempt to contact them to request asylum. Keeping communications open will require a TN 15 *System Operation (Communications)* test each round- as the Klingons attempt to jam her transmissions.

Llydin will report that she is under attack by pirates (she won't volunteer that the "pirates" are Klingon), that her ship is damaged, and that her co-pilot (actually, her gunner) is severely injured and needs immediate medical attention. She will request Federation protection and assistance. The Klingons (deafened by their own jamming) will not respond to hails until they, *Sakarya*, and *Satra* are all within weapons range.

Jyn Honor

Once *Satra* is either alongside in tow or docked with *Sakarya*, Llydin will agree to be beamed aboard. When she and her copilot materialize, a TN 10 *Observe (Spot)* test will confirm the following details:

The two Jyn who beam aboard are an attractive young woman in her mid to late twenties (think Claudia from Warehouse 13) and a much younger young man- clearly still in his middle teens.

Each Jyn is wearing traditional ship-knit coveralls (essentially, a close-fitting, tear-proof jumpsuit suitable for use inside a spacesuit), and a utility belt with a variety of small equipment items (repair kit, communicator, and PADD). The female is also wearing a leather pilot's jacket, gloves, and a pilot's sidearm (a traditional pistol-shaped weapon functionally equivalent to a 23rd century Type I phaser).

Both Jyn officers reek of smoke, are covered with soot, and in Llydin's case, minor burns. Her co-pilot is in far worse shape, unconscious and covered with third degree burns and oozing wounds.

If asked, Llydin will surrender her sidearm without question, but will balk about surrendering her dagger- stating that Jyn never go anywhere unarmed (and offering an acerbic comment or two about how much of a threat a dagger poses against fully armed and well-trained Federation security officers).

Ultimately, she will surrender the weapon only if she is given no other choice- but Llydin clearly understands that her safety- and Mythas' – hinges on the Federation's goodwill.

Into The Fray

Once all three vessels are within weapons range (or when it becomes apparent that *Sakarya* will offer assistance to the *Satra*- which ever comes first), the starship will be hailed by the Klingon commander, who introduces himself as “Kharn, commanding the Bird of Prey *R'Qla*.” Characters with dealings with the Klingon Empire may attempt a TN 17* *Knowledge- Culture* or *Knowledge-Specific World* test to recognize the name. Those who succeed know that Kharn is the son of K'Raen and heir to the House of the same name. The House of K'Raen is an old one with an

honorable reputation- but has fallen on hard times since the end of the Dominion War, and has been reduced in power and wealth. Kharn is not a military commander- and therefore represents his own House, rather than the Empire.

Almost without preamble, Kharn will accuse the Jyn of piracy against the Klingon Empire (a charge Llydin will hotly deny) and demand that the *Sakarya* surrender the Jyn to the Klingons, as per treaty.

A TN 10 *Knowledge-Law* test will confirm that while extradition treaties *do* exist between the Federation and the Klingon Empire- the accused has the right to due process of the law and an extradition hearing.

The Federation does not simply hand over prisoners without proof and upon demand. An Extraordinary success on the test will also raise the issue of Kharn's authority to make the demand. Despite being a warrior and commander of a *Bird-of-Prey*, Kharn is a private citizen- not a representative of the Klingon Empire. Pointing this out- however diplomatically- will simply enrage Kharn, worsening his Interaction stance by one.

If asked for proof of his charges, Kharn will point out the cargo of kemocite currently in the *Satra*'s hold- cargo in Klingon shipping containers.

If asked, Llydin will confirm that the cargo boxes are Klingon- but only because the kemocite was stolen from the Jyn to begin with- (a charge that Kharn will also hotly deny). Furthering her point, Llydin will counter that “there are no Klingon kemocite mines anywhere in this sector- so where did it come from? The Targ Fairy?”

If asked, Kharn will bluster, demanding to know if the heroes are calling the Klingons thieves- which will prompt Llydin to retort, “If the shoe fits...”

If cornered and pressed, Kharn will claim to have purchased the kemocite.

And so the stand-off begins.

If *Sakarya* refuses to surrender the Jyn crew to him, Kharn will bluster and threaten, but he

* This Target Number reflects bonuses for Kharn's reputation and the fact that the Federation and Klingon Empire are allies, but does not account for modifiers conferred by the Klingon Honor Species Ability.

isn't foolish enough to engage a Federation starship all on his own.

If the heroes ask, neither Llydin nor Kharn will profess any knowledge of the missing *Brooke*.

Long Range Sensor Contact

If one or more of the heroes remain on the bridge, a TN 10 *System Operation (Sensors)* test will earn the heroes Handout #8 Long Range Sensor Contact- revealing that a Jyn cruiser is rapidly approaching the area- adding to the already tense situation. The vessel will arrive in roughly 70 minutes.

If the heroes are all distracted by their guests, a junior officer will report the information.

With a parting salvo of "this isn't the end of this!" (and a subtle promising of trouble in the future), Kharn and the other Klingon vessel will quickly cloak and depart the area. If the heroes think to track them, the Klingon's course and speed will take them back towards the Iota Thelonis system.

Optional Scene- A Doctor's Care

If the heroes have a medical officer in their midst, this scene covers the diagnosis and treatment of Llydin's co-pilot, Mythas. A TN 10 *First Aid* (or *Medicine*) test reveals that Mythas is suffering from severe plasma burns (both internal and external) and numerous severe bruises and broken bones. A Superior success or better reveals that these injuries are consistent with concussive shock- such as an explosion. An Extraordinary success will confirm that one of the injuries is an exception- a slashing wound consistent with a mek'leth or a bat'leth- suggesting that the Jyn did in fact raid a Klingon vessel.

Mythas will continue to lose 1d6 points of Health until stabilized (a TN 25 *First Aid* test) after which he will lose 1d6 points of Health per hour until properly treated.

Repairing the internal damage will require an EXTENDED TN 60 *Medicine (Surgery)* test, with an interval equal to one hour.

All of the *Medicine* and *First Aid* tests in this scene enjoy a +5 equipment modifier reflecting *Sakarya's* advanced and well-equipped sickbay.

Optional Scene- Mineral Samples

If the heroes decide to analyze the kemocite, they must make an EXTENDED TN 50 *Physical Science (Chemistry)* test with an interval of thirty minutes. Once they've reached the target number, they will learn that the kemocite is 1) partially preprocessed- a practice outside normal Klingon habit- omitting many of the trace elements used to identify its source, and 2) laced with minute traces of Tetracyanite 609, which is used almost exclusively in Jyn Faisha processing plants.

While the evidence at hand is not absolutely damning- it is pretty clear. Llydin's claim that the Klingons were carrying Jyn kemocite is essentially confirmed- though how it got into their holds is less so.

Optional Scene- Mineral Samples

If the heroes decide to search the *Satra*, Llydin will become indignant and demand to know upon what grounds they wish to conduct the search.

A TN 10 *Knowledge (Law)* test will confirm that the Federation has the right to investigate those for whom they are considering sanctuary- but a simple "We saved your ass, we have the right to know for whom we stuck out our necks" will work wonders on her attitude.

An EXTENDED TN 50 *Investigate (Search)* test is necessary to properly survey the ship, and will take ten minutes per roll (or a minimum of an hour). If the crew aren't particularly careful about putting things back the way they found them (or if they just toss the ship looking for contraband), the search takes only a half-hour.

In either case, the search turns up an illegal Federation-surplus phaser rifle, a carton of Romulan ale (twelve 1-liter bottles), and a hardbound copy of "The Count of Monte Christo" and two paper-bound "romance" novels- "Her Eyes Beseeched Him" and "Passion On the Sand".

If asked, Llydin will be far more embarrassed about the latter two titles (she'll actually blush) than about any of the other contraband and will attempt to rationalize them with "I was trying to improve my grasp of the language".

If this were Federation space, the heroes could confiscate the Romulan ale and fine Llydin for possession. As it is not Federation

space, the heroes haven't much to say about the ale, but the rifle is another story. Because the rifle is a deadly weapon, because it was made by the Federation, and because it was never sold legally, the heroes can confiscate it without hesitation.

Llydin's only defense for possessing the weapon is that "this is a dangerous area of space" and that "the Orion who sold it to her assured her it was perfectly legal." No *Savvy* test is required to see through the latter statement.

The heroes might also decide to arrest Llydin for having the rifle in the first place. If found guilty of possession and/or smuggling, she's facing a major fine and perhaps even a short prison term.

The decision about whether or not to proffer such charges lies solely with the commanding officer.

Frank Discussion

If asked, Llydin will frankly admit that she and her partner attacked the Klingon freighter- but will attempt to justify her actions by claiming that she sought proof of the Klingon raids on Jyn mines. Thus far, there have been five separate attacks, but the Klingons haven't left anyone alive to testify.

Arrival

The Jyn Cruiser *Everen* will arrive approximately 45 minutes after the Klingon vessels depart, and hail *Sakarya*. Captain Galon will thank the heroes for their assistance and demand the return of Llydin, her copilot, and their vessel.

The heroes now face a choice- they must either place Llydin under arrest or return her to her people- and thus anger one side of the conflict or the other.

If the topic is raised, Captain Galon will agree that a peaceful solution is preferable- but is less than sanguine that a peaceful outcome is possible. The Jyn city-ship *Erain* is on her way to the area- and the Jyn have already been pushed as far as they can be.

Resuming the Search

Whether with Llydin on board or not, *Sakarya* is now free to resume her search and her course for the Iota Thelonis system, which

she will reach within the next twelve hours.

ACT TWO

Call From the Governor

As *Sakarya* starts her search of the outer Iota Thelonis system, she is contacted by Governor Kras. The governor is incredulous that a Federation starship refused to assist the Klingons in an acknowledged case of piracy. He will demand that *Sakarya* hand Llydin over for trial- and stipulate that *Sakarya* will be expected to honor both treaty and interstellar law in the future.

As she has thus far proved reluctant to do so, however, reinforcements have been requested from the Empire- and will arrive shortly.

If the heroes persist, the Governor will say only that within the next forty-eight hours, the situation will no longer be the Federation's problem.

Raid On the Jyn Outpost

As *Sakarya* moves her search toward the middle of the Iota Thelonis system, a TN 20 *System Operations (Sensors)* test reveals what might be a starship near Iota Thelonis II in the inner system. The heroes should also receive [Handout #9 New Distress Call](#). A Jyn station in high orbit over Iota Thelonis IX is under attack.

By the time *Sakarya* arrives, the raid has ended and the attackers are gone. A cargo of 50 tons of kemocite has been taken. A TN 20 *System Operation (Sensors)* reveals three possible ion trails two leading out of the system, one leading further in. A TN 15 *Propulsion Engineering (Warp Drive)* test suggests that two of the trails are consistent with lithium-fueled anti-matter drives, the third is consistent with deuterium fuel.

A TN 10 *Knowledge-Culture (Klingon)* test or *Propulsion Engineering (Warp Drive)* test confirms that the Klingons fuel their warp drives with lithium. The Federation, the Jyn, and most other warp powers use hydrogen (deuterium).

Optional Scene- Pursuit

If the heroes decide to pursue the lithium ion trails, they can quickly overhaul the source of

those trails, but must penetrate the Klingons' cloaking devices and find a way to force them out of cloak in order to prove guilt or innocence.

A TN 15 *System Engineering (Deflector)* test can be used to generate a low-level ionic pulse- which will, in turn, trigger a TN 10 Reliability test against the ship's Shield system. If the check fails, the ship drops its cloaking device until the system can be reset.

The raiders, of course, are Kharn and his compatriots, who will immediately protest their treatment at length.

Kharn will flatly refuse to allow either of his ships to be boarded or searched and will open fire to avoid being taken into custody.

Despite the two to one odds, however, *Sakarya* should be able to batter *R'QIa* into submission. Once *R'QIa* has fallen- and unless the heroes prevent her from doing so- *J'DoQ* will cloak and flee the field of battle (and spread the word to the Klingon fleet of Federation "treachery").

Optional Scene- Shattered

The Jyn colony has been hit hard by the raiders, but fortunately, casualties are relatively light (only eleven wounded and two dead). Part of the south tunnel of the mine collapsed in the attack, but it was unoccupied at the time.

A half-dozen surface structures have been destroyed, along with the outpost's shield generators and defensive systems.

A TN 15 *System Engineering (Weapons)* test reveals that the Jyn station was attacked with disruptors- which are used by the Ferengi, Breen, Romulans, and Klingons.

If the heroes decide to analyze the remaining kemocite, an EXTENDED TN 50 *Physical Science (Chemistry)* test with an interval of thirty minutes will reveal that the kemocite is identical to the samples found earlier aboard Llydin's courier.

The colony administrators will confess that they've beaten off four raids within the last three weeks.

Optional Scene-The Brooke

If the heroes investigate the inner-system contact, they should receive [Handout #10- Brooke Scan](#).

The starship is adrift and lifeless- with

extensive fire damage on the interior surfaces. A TN 15 *System Engineering (Weapons)* test reveals that the *Brooke* was attacked with phasers- which effectively rules out the Klingons. Her lifepods have been launched, but all of her shuttlecraft are accounted for.

The *Brooke's* operation and communications systems are non-functional. A TN 10 *System Engineering (Communications)* test reveals that the comm system appears to have failed on its own (probably due to age) rather than having been disabled by the attack.

Bringing her computer systems online- an EXTENDED TN 100 *Repair or System Engineering* test will reveal that when *Brooke* lost her comm system, she diverted to the Jyn colony at Iota Thelonis IX colony for repairs.

As *Brooke* approached transporter range, however, the Jyn opened fire and *Brooke* over Iota Thelonis IX and veered away after taking heavy damage.

Approximately an hour after she was attacked, the *Brooke's* damage control systems began to fail and the crew abandoned ship shortly thereafter.

A TN 10 *Space Science (Astrogation)* test will allow the heroes to track *Brooke's* course. When her crew abandoned ship, Iota Thelonis IV-b was the nearest habitable planet or moon. The survivors would have shaped a course for the moon if at all possible.

ACT THREE

The Survivors

If and when the heroes investigate Iota Thelonis IV-b, they will find the world covered with thick clouds and a highly-active ionosphere. The *Brooke's* survivors are in a small encampment on the surface, and are well despite their ordeal.

As the situation aboard the *Brooke* became increasingly untenable, LCDR McCarthy managed to evacuate his crew to the moon in good order.

The high-ion content of the upper atmosphere was sufficient to prevent their distress signals from being heard.

The Brewing Battle

As *Sakarya* picks up the pieces, her long-range sensors indicate both a Klingon task

force and a Jyn convoy headed into the Iota Thelonis system.

Governor Kras is leading a Klingon task force consisting of three D-7 cruisers and nine *Birds of Prey*.

The Jyn city ship *Erain* has arrived on scene, with an escort of four cruisers and roughly two dozen Jyn scouts.

Both sides are intent on ending the other's "predations".

Resolution

Depending upon how the heroes handle this situation, any number of outcomes is possible- but the heroes will have to think and act quickly to defuse a ticking bomb.

If the *J'DoQ* was allowed to escape, General Kras has received misleading reports implicating *Sakarya* as being in league with the Jyn.

The Jyn, in turn, are aware that the Federation and Klingon Empire are allies- and are suspicious about whether they will get a fair shake.

In order to avoid the looming bloodbath, the heroes must convince both sides that they are honorable and neutral bearers of the facts- their actions in the adventure thus far should be used to bear out (or undermine) their claims.

Exposing Kharn as having been conducting repeated raids against the Jyn (as both his cargo and his ship's logs will confirm)- and seeing him punished- will be sufficient to mollify the Jyn.

Kras- convinced of Kharn's treachery- will disavow any knowledge of the raids and will execute the renegade out of hand (as is the Klingon way).

The negotiations and discussions should be fairly straightforward, with any *Negotiate*, *Persuade*, or *Influence* tests being modified by good roleplaying and arguments.

Once the matter is resolved and peace restored, the Klingons will return to their own territory and the heroes can ride off into the sunset.

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 render assistance to the <i>Satra</i> and Llydin:	100 exp points
PCs follow Federation law in handling Kharn's loudly stated "extradition request":	100 exp points
PCs analyze the kemocite shipment:	100 exp points
PCS respond to the Jyn outpost's distress signal and render assistance:	100 exp points
PCs determine the weapons used to attack the Jyn outpost:	100 exp points
PCs identify the three ion trails leading from the Jyn outpost:	100 exp points
PCs determine the types of fuel sources used in each of the ion trails:	100 exp points
PCs render aid and assistance to the Jyn colony on Iota Thelonis IX:	100 exp points
PCs track and identify the Klingon vessels which attacked the Jyn outpost:	100 exp points
PCs prove that Kharn is behind the raids on the Jyn:	300 exp points
PCs determine the type of weapon used to attack the <i>Brooke</i> :	100 exp points
PCS locate and recover the U.S.S. <i>Brooke</i> :	200 exp points
PCs check on the <i>Brooke's</i> shuttles:	100 exp points
PCs reactivate the <i>Brooke's</i> computer systems and check her logs:	100 exp points
PCs locate and recover the <i>Brooke's</i> survivors:	200 exp points
PCs create a peaceful resolution to the conflict w/o violating either Jyn or Klingon sovereignty.	500 exp points

the Jyn outpost:	Renown +1
PCs render aid and assistance to the Jyn colony on Iota Thelonis IX:	Renown +1
PCs track and identify the Klingon vessels which attacked the Jyn outpost:	Renown +1
PCs prove that Kharn is behind the raids on the Jyn:	Renown +1
PCS locate and recover the U.S.S. <i>Brooke</i> :	Renown +1
PCs reactivate the <i>Brooke's</i> computer systems and check her logs:	Renown +1
PCs locate and recover the <i>Brooke's</i> survivors:	Renown +1
PCs create a peaceful resolution to the conflict w/o violating either Jyn or Klingon sovereignty.	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).

Renown Awards

PCs render assistance to the <i>Satra</i> and Llydin:	Renown +1
PCs follow Federation law in handling Kharn's loudly stated "extradition request":	Renown +1
PCS respond to the Jyn outpost's distress signal and render assistance:	Renown +1
PCs identify the three ion trails leading from	

(Non-Player Characters)

Astus- Clan Chieftain for Jyn Erain. Astus is an older man, wise- yet stubborn, prideful, and protective of what (and who) are his own.

Astin is a friend of the Federation and has had many honorable dealings with them- but can be pushed only so far before he will resort to a violent solution.

Llydin- Jyn pilot and “warrior”. Beautiful, hot-tempered, and capable, Llydin lost her brother (and very nearly loses her copilot) to a Klingon attack on a Jyn mining vessel- and wants both justice and vengeance.

Mythas- an aspiring Jyn pilot and “warrior”, Mythas is all of sixteen years old. Hot tempered and eager to prove himself, Mythas was foolish enough to ship out with Llydin on her raid, and suffered severe plasma burns and concussion injuries during the battle.

K'Raen, son of Tarcaus-

Head of the House of K'Raen. An old and fierce warrior, K'Raen is honorable by his own lights, and has served the Empire well. He has, nonetheless, been denied glory- and fears he will die in his sleep (rather than with a weapon in hand).

The House of K'Raen has fallen on hard times since the end of the Dominion War, and has been reduced in power and wealth. While not yet financially insolvent, the K'Raen is perilously close to dishonor- which the plunder from the Eta Thelonis system will help correct.

Kharn, son of K'Raen-

Heir to the House of K'Raen, Kharn is a frustrated warrior living in the shadow of his illustrious father- and is more likely to take the easy path to victory. As a result, Kharn sees pillaging the Jyn Faisha as a quick-and-easy means of solving his family's financial problems- and a means of shaking his father's iron-grip on the throne. Kharn commands the Bird of Prey *R'Qla*.

Lieutenant Commander Richard McCarthy- Commanding Officer, U.S.S. *Brooke*

Young, ambitious, and dashing, McCarthy has his eyes on both higher rank and more prestigious commands. McCarthy managed to evacuate his crew in good order when the *Brooke* was set upon by Jyn raiders and her damage control system failed and fires began to rage out of control.

Bral
Andrinan
Mangan
Galonard
Enains
Gallere
Hueregdigne
Everencus

(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

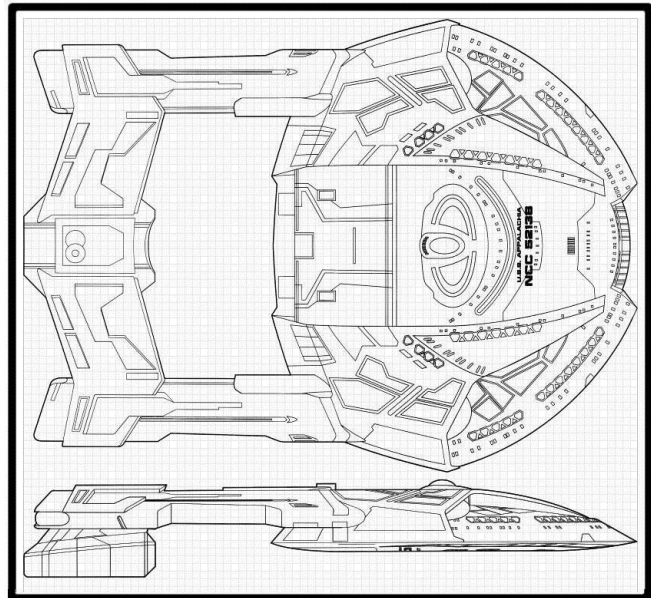
The second of the Perimeter Defense Directive ships, the *Steamrunner*-class heavy frigate was designed with relatively specific mission profiles in mind, including perimeter patrol and defense, long-range threat response, covert operations, and combat support. It's also the first Starfleet vessel to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



USS *Brooke* NCC-3210

Production Data

Origin: United Federation of Planets
 Class and Type: Modified *Daran* Class Frigate
 Year Launched: 2274 Refit: 2312

Hull Data

Structure: 25 Complement: 21
 Size/Decks: 5/16 decks
 Length/Beam/Height: 243.6/141.2/49.6 m

Operational Data

Transporters: 4 standard, emer. cargo
 Cargo Units: 70 Tractor Beams: 1fd, 1av
 Shuttlebay: 2 aft Shuttlecraft: 10 size worth
 Separation Sys: No Sensor System: Class 3(+3/D)
 Operations System: Class 3(D)
 Life Support: Class 3R(DD)

Propulsion Data

Impulse System: SBE (.5c) (D) Warp System: LN-64 Mod 3 (wf 5/7/9.1) (D)

Tactical Data

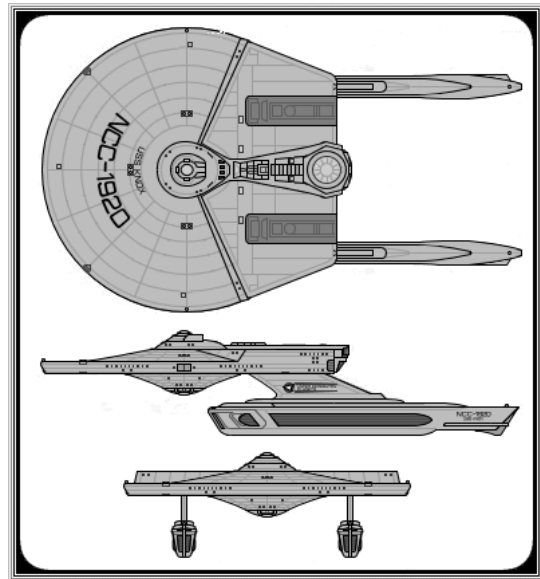
Phaser Banks: Type V (x2/B) (C) Deflector Shield: PFF 3 (B)
 Penetration: 4/3/3/0/0 Protection/Threshold: 14/3

Miscellaneous Data Maneuvering: +1C +1H +0T Traits:

Notes: The *Knox/Daran* family of frigates were lighter, “short-hull” companions to the ubiquitous *Miranda* class- and were used for patrol and convoy escort work throughout the late 23rd century.

Following the signing of the Khitomer Accords and the dismantling of the Klingon Neutral Zone, most of these frigates were retired and either scrapped or destroyed as targets. *Brooke* was one of the fortunate few who found a new lease on life, in her case as a satellite tender.

With her armament and crew complement reduced, *Brooke* had her portside hangar bay replaced with repair shops and extended stores to accommodate her new role as a satellite tender. *Brooke* was assigned to the Starfleet Border Services and put to work maintaining navigational beacons and buoys, as well as serving as a patrol and search-and-rescue vessel.



Satra

Production Data

Origin: Jyn Faisha
Class and Type: Series 6 Courier
Year Launched: 2385

Hull Data

Size: 2, 1 decks
Dimensions: 18 x 22 x 3.65 meters
Structure: 10
Crew: 2
Atmospheric Capable: Yes

Operational Data

Transporters: 1 ea standard,
emerg., and cargo
Cargo Capacity: 4
Tractor Beams: 1av
Sensor Systems Class 4 (+4/E)
Operations Systems Class 1 (B)
Life Support Class 1 (B)

Propulsion Data

Impulse Engines: FIG-2 (.85c)(E)
Warp Drive: LF-12 (Warp 5 /
7 / 9) (D)

Tactical

Phaser Array Type VI (x1/B)
Penetration 3 / 3 / 2 / 0 / 0
Photon Torpedo Mk 50 DF (x1/B)
Penetration 3 / 3 / 3 / 3 / 3
Deflector Shields FSR-2 (B)
Protection/Threshold 13/3

Miscellaneous

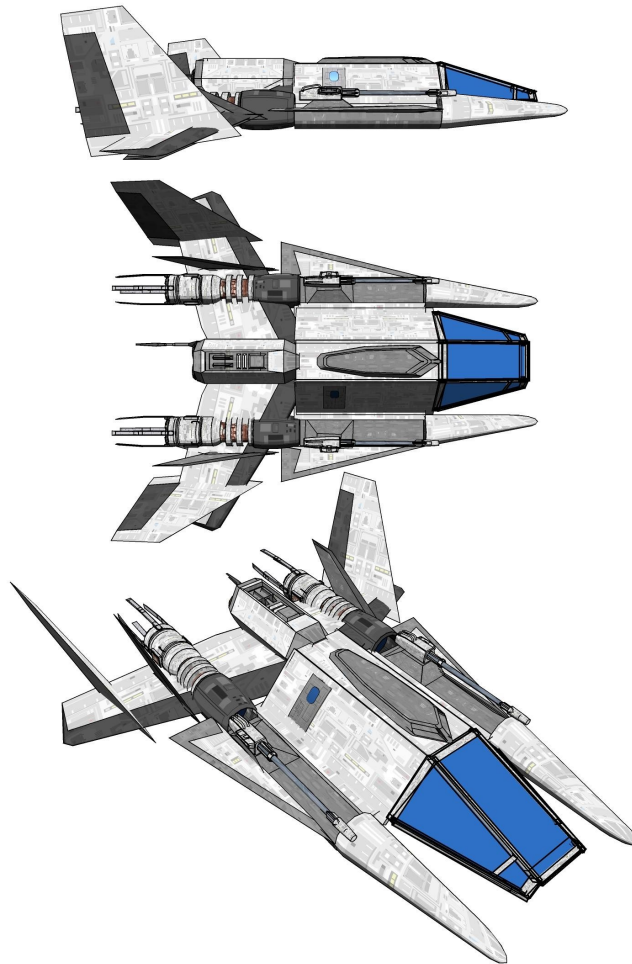
Maneuver Modifiers -2 C, +3 H, +1 T

Traits

Vulnerable System (Impulse)- The impulse engines on the Series 6 courier are vulnerable and prone to damage. For every point of damage they sustain in combat, mark off two boxes on the damage track.

The Jyn Faisha Series 6 courier is a small, robust vessel designed to serve as a combination small transport, fighter, and scout and can be found moving small cargoes and personnel throughout the Jyn Faisha's area of influence (essentially, anywhere in the Alpha and much of the Beta Quadrant). Nimble and forgiving, the Series 6 is easy to maintain and to modify, and is well-armed for its size-but is also cramped and austere. Individual owners/operators frequently customize their vessels in an attempt to improve habitability.

Satra is a Jyn Faisha Series 6 courier belonging to the Jyn Erain, and serves double duty as a small transport, fighter, and scout.



Klingon Bird of Prey

Production Data

Origin: Klingon Empire
 Class and Type: Type D-12d *Bird of Prey* variant
B'Rel Class Mod
 Year Launched: 2361

Hull Data

Size: 4, 2 decks
 Length: 110m
 Structure: 20
 Crew: 12
 Atmospheric Capable: Yes

Operational Data

Transporters: 1 standard/emergency
 Cargo Capacity: 40
 Tractor Beams: 1av
 Cloaking Device: Class 3 (Rating: 18)
 Sensor Systems: Class 2 (+2/B)
 Operations Systems: Class 3 (D)
 Life Support: Class 3 (D)

Propulsion Data

Impulse Engines: K-HEU-4 (.6c)(C)
 Warp Drive: STN-6 (Warp 5 / 6 / 8) (BB)

Tactical

Disruptor Cannon K-GDM-3 (x2/A)
 Penetration 3 / 2 / 2 / 0 / 0
Photon Torpedo 1 x KP-5 (A)
 Penetration 2 / 2 / 2 / 2 / 0
Deflector Shields KPF-1a (B)
 Protection/Threshold 12/1

Miscellaneous

Maneuver Modifiers +0 C, +1 H, +1 T

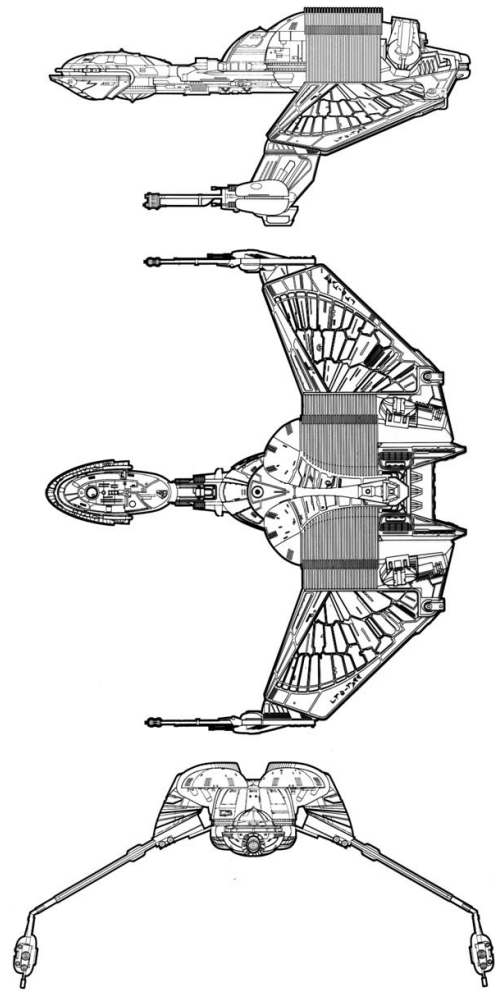
Traits

Battle Tested- The *R'Qla* and *J'DoQ* have extensive combat experience and gain a +2 to all Tactical maneuvers.

Flawed System (Cloaking Device)- The cloaking devices on the Type-D-12d are flawed and suffer a -2 rating.

The Type D-12d is a modified variant of the standard *B'Rel* class *Bird of Prey* in service since the early 2280's. These variants were modified during the Dominion War with improved shielding and a heavier disruptor battery.

The *R'Qla* and *J'DoQ* are in service with the House of K'Raen.



Erain

Production Data

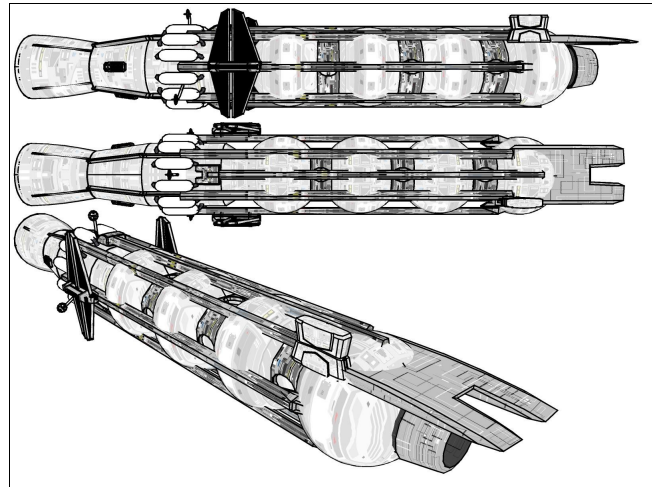
Origin: Jyn Faisha
Class and Type: City Ship
Year Launched: Unknown

Hull Data

Size: 4225 meters, 188 decks
Structure: 80
Crew: 19,102
Atmospheric Capable: No

Operational Data

Transporters: 10 ea, standard, emergency, cargo
Cargo Capacity: 750
Tractor Beams: 1av, 1 fd
Sensor Systems Class 4 (+4/E)



Life Support Class 4 (E)
Operations Systems Class 3 (D)

Propulsion Data

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

Warp Drive: LF-6 Mod (Warp 3 / 4 / 5)(D)

Tactical

Phaser Array: Type II Phasers (x20/D)
Penetration 7 / 7 / 6 / 0 / 0
Deflector Shields FSR-2 (B)
Protection/Threshold 17/5

Photon Torpedoes Mk40 DF (x10/D)
Penetration 9 / 9 / 9 / 9 / 9

Miscellaneous

Maneuver Modifiers +4 C, -1 H, +4 T

Traits

Ablative Armor: *Erain* is fitted with a Jyn-produced ablative armor, granting her a +5 bonus to her Structure.

Erain is a custom-built Jyn Faisha city ship of indeterminate age. One of the smaller city-ships, *Erain* is home to 19,000 people, and the seat of Clan Erain. As of 2389, she was known to be operating in the Thelonis Sector.

Like other city-ships, *Erain* is the centerpiece of a clan convoy, and is nearly always surrounded by a small fleet of allied vessels. This fact, coupled with the ship's formidable defensive weaponry, ablative armor, and excellent shielding, making Erain a very difficult target.

Handouts:

Handout #1: Captain's Log

Captain's Log: Stardate 65977.5:

"U.S.S. Sakarya has been dispatched to the Thelonis Sector to investigate attacks on Federation shipping and the disappearance of the satellite tender U.S.S. Brooke.

Starfleet Command intercepted a garbled message from the Brooke indicating she was under attack by an unknown assailant- but the signal was cut-off and Brooke has not been heard from since. Requests for information from the Alpha and Beta Thelonis colonies likewise produced no leads.

We are on course and speed to search the Iota Thelonis system. Long-range scans have thus far provided no information on the fate of the Brooke."

Handout #6: Distress Signal

Your sensors are detecting the following voice-only transmission on frequencies normally reserved for distress signals:

"This.... Satra. We are attack My severely injured and primary systems are Request immediate Repeating..."

The signal is badly garbled- possibly deliberately jammed- and repeats twice more before being cut off.

The signal is originating from a small vessel- less than 30 meters long- emerging from a dust cloud roughly a quarter-light year ahead.

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

Handout #2: Thelonis Sector Profile

The Thelonis Sector is an unclaimed area of space along the Federation-Klingon border and lies five light years "below" the galactic plane. The area was first explored by Jyn Faisha surveyors (while much of Earth was fighting World War II). The sector came to the attention of the Federation during a cultural and data exchange with the Jyn, but was largely ignored as being too far from the potential conflict zones with the Klingons. Federation surveyors finally explored the area in 2197.

The primary landmarks in the Thelonis Sector are the Alpha, Beta, and Gamma Thelonis systems- a small rosette of stars all orbiting within six light years of one another.

Alpha and Beta Thelonis are roughly identical- each hosting seven planets around a Type G2-IV star. Alpha Thelonis IV and Beta Thelonis III are Class M, and each is a comparatively rich, fertile world. Both systems have fairly rich dilithium and other mineral deposits. Each system has a Class J giant rich in deuterium and other trace elements. Additionally, Beta Thelonis VI is Class L and has extensive kemocite fields.

In 2389, Delta Thelonis A and B collided, and have begun coalescing into a single large star. The shockwave produced by the collision resulted in the near-total destruction of their attendant star system.

Five other small systems round out the sector. Zeta Thelonis V is home to a pre-industrial humanoid civilization, and Epsilon Thelonis is home to a pre-warp flight society. Electromagnetic signals intercepts are audio or data telemetry only, and the universal translator has had little success decrypting the signals.

The Thelonis Sector is considered neutral territory- belonging to neither the Federation nor the Klingon Empire- though the individual planetary systems retain their political affiliation and are considered the territory of their parent political power. For legal purposes, each planetary system's border is considered to extend for 1 A.U. beyond the orbit of the system's Kuiper Belt.

The Thelonis Deep Space Observatory was placed in the Sector in 2358 to conduct long-range subspace observation of the galactic core, and was destroyed by a rogue soliton wave in 2388.

History

The signing of the Khitomer Accords led to a renewed wave of colonization by both Federation and Klingon citizens and resulted in the Alpha and Beta Thelonis colonies, both settled in 2296- Alpha Thelonis by the Federation and Beta Thelonis by the Klingons. The third system, Gamma Thelonis was designated by treaty as the future site for a joint settlement- which has yet to materialize.

Relations between the Alpha and Beta Thelonis systems have (until recently) been quite good- with semi-regular trade between the two systems. The Federation colonists assisted their neighbors with reconstruction in the wake of the Klingon Civil War, and the Klingons provided technical advice and combat vessels during a series of abortive Orion raids in the late 2370's.

The Beta Thelonis colony is the province of the House of J'Daq- and is well regarded within the Empire. The House of J'Daq supplies nearly 1% of the Empire's dilithium and kemocite, as well as other valuable metals and minerals.

The Beta Thelonis system sided with the forces of Gowron during the Klingon Civil War, and suffered a series of raids from Duras-loyalists as a result. The Federation colony on Alpha Thelonis assisted in the recovery, providing food, medical supplies, and labor to aid in rebuilding.

The soliton shockwave in 2388 destroyed a Klingon convoy and several other vessels, leading to a series of confrontations between the Klingon and Federation interests. U.S.S. *Caledonia* was able to discover the true source of the destruction and soothe over the tensions in the area before they escalated into open warfare.

Handout #3: Brooke Profile

USS *Brooke* NCC-3210

Production Data

Origin: United Federation of Planets
Class and Type: Modified *Daran* Class Frigate
Year Launched: 2274 Refit: 2312

Hull Data

Structure: 25 Complement: 21
Size/Decks: 5/16 decks
Length/Beam/Height: 243.6/141.2/49.6 m

Operational Data

Transporters: 4 standard, emer. cargo
Cargo Units: 70 Tractor Beams: 1fd, 1av
Shuttlebay: 2 aft Shuttlecraft: 10 size worth
Separation Sys: No Sensor System: Class 3(+3/D)
Operations System: Class 3(D)
Life Support: Class 3R(DD)

Propulsion Data

Impulse System: SBE (.5c) (D)

Warp System: LN-64 Mod 3 (wf 5/7/9.1) (D)

Tactical Data

Phaser Banks: Type V (x2/B) {(C)}

Deflector Shield: PFF 3 (B)

Penetration: 4/3/3/0/0

Protection/Threshold: 14/3

Miscellaneous Data

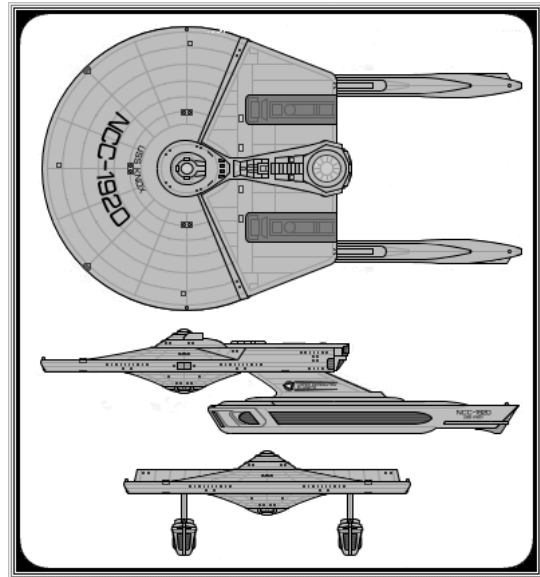
Maneuvering: +1C +1H +0T

Traits:

Notes: The *Knox/Daran* family of light frigates were lighter, “short-hull” companions to the ubiquitous *Miranda* class- and were used for patrol and convoy escort work throughout the late 23rd century.

Following the signing of the Khitomer Accords and the dismantling of the Klingon Neutral Zone, most of these frigates were retired and either scrapped or destroyed as targets. *Brooke* was one of the fortunate few who found a new lease on life, in her case as a satellite tender.

With her armament and crew complement reduced, *Brooke* had her portside hangar bay replaced with repair shops and extended stores to accommodate her new role as a satellite tender. *Brooke* was assigned to the Starfleet Border Services and put to work maintaining navigational beacons and buoys, as well as serving as a patrol and search-and-rescue vessel.



Handout #7: Political Profile: The Jyn Faisha

Author: Devoras Ral, Federation Undersecretary for Interspecies Relations

A nomadic, relatively peaceful people, the Jyn Faisha are a species of traders and merchants who wander the starlanes in search of goods and opportunities. While generally peaceful, the various Jyn clans have taken part in epic feuds spanning entire star systems. The Jyn are very ritual and etiquette motivated, and honor is of paramount concern. Loyalty to one's clan is a driving force for the Jyn, but once these conditions are met, the Jyn are notoriously independent.

Skilled as tinkers and pilots as well as traders, the Jyn generally bring a cheerful zest for life to any situation, although this is by no means always the case. Although normally exuberant and feisty, the Jyn can also be deadly serious when wronged- and the Jyn are never unarmed.

The Jyn are a fun-loving, cheerful people, who live life for the adventure as much as for anything else, and rarely decline a challenge. They have practices similar to counting coup, and the hero who charges into the maw of death (laughing), is one of their most revered. Beyond this, the Jyn have a love for craftsmen and craftsmanship that borders on idolatry. This explains, in a measure, the longevity and sturdiness of their vessels.

Physiology: A humanoid species, the Jyn Faisha (or Jyn) tend to be compact and small, but are otherwise nearly indistinguishable from human stock. Skin and hair colors run the same gamut as Terran human, but tend toward dusky olive or light purple. One interesting note about Jyn physiology- each clan or major family division has its own unique eye color, which is adopted as more or less the clan tartan.

Homeworld: The Jyn Faisha have no home planet of their own, save in ancient myth. In modern times, they wander the vast expanses of the galaxy, carrying their people in massive, (generally ancient) warp-capable city ships. These space-going leviathans are capable of speeds in excess of Warp Four, and carry tens of thousands of people, and are for the most part self-contained, with extensive manufacturing and repair capabilities. Defending such massive vessels is a challenge, even for people born to space, and so the Jyn maintain a vast support fleet of small runabout-style starcraft and fighters. The city-ships in themselves boast a staggering variety and number of defensive armaments.

Societal Structure: Jyn Faisha society is divided up along clan lines- generally with one clan per city-ship, and have few class or caste distinctions. The Jyn tend to intermarry between clans in order to formalize (or at least codify) alliances and trade relations. Jyn clan friendships border on legendary in their depth and commitment- but their feuds and enmity cross the line into epic.

Starfleet Intelligence estimates that there are fourteen major clans, and upwards of three hundred lesser clans- though the Jyn have neither confirmed nor denied these numbers- all with various degrees of allegiance, loyalty, and debts of honor.

Within the clans, leadership tends to be determined by age and experience, as well as raw talent and accomplishment. While formal votes are rare, charismatic voices that sway the people tend to be heard loudly- regardless of age or position.

Jyn Faisha justice systems vary from clan to clan- but tend to be harsh and final. The most heinous punishments (reserved for their worst offenders) are death and exile. Given the Jyn's psychological emphasis on clan loyalty, the two are roughly synonymous.

Government Structure: The Jyn Faisha are a loose Confederation of clans bound by trade agreements, tradition, common law, and species loyalty, and have no central authority as such. Pressing business affecting the Jyn Faisha as a whole are debated (either in person or via subspace) by the various clan leaders until a consensus is achieved. Absent a consensus, each Jyn clan is free to act as they see fit- within the limits of inter-clan law.

Interstellar Relations: The Jyn Faisha enjoy an extensive trade network spanning the

Alpha and Beta Quadrants. They trade primarily among themselves, but also with the Federation and with others who will meet their standards of honor. For the most part, they despise the Ferengi, and refuse to trade with them. By contrast, however, the Jyn will trade with the Orions, considering them a necessary evil.

Jyn relations with the Romulans and the Klingons are known to have been turbulent, and the Jyn appear in those territories only rarely.

The Jyn were known to have traded goods and materials with the Cardassians prior to the Dominion War, but cut off all ties when the Dominion seized control of the Cardassian government.

In large-scale relations with other species (especially those whom they don't know), the Jyn tend to be clannish and guarded. Aliens and other non-Jyn tend to be held "at arm's length"- but Jyn Faisha also make loyal friends and steady trading partners.

Technological Summary: Jyn Faisha technological *theory* is Tech Level 6/7- comparable to Federation standard in most respects. The actual tech level of the *equipment* in use can vary wildly- the Jyn are loathe to throw away anything of use.

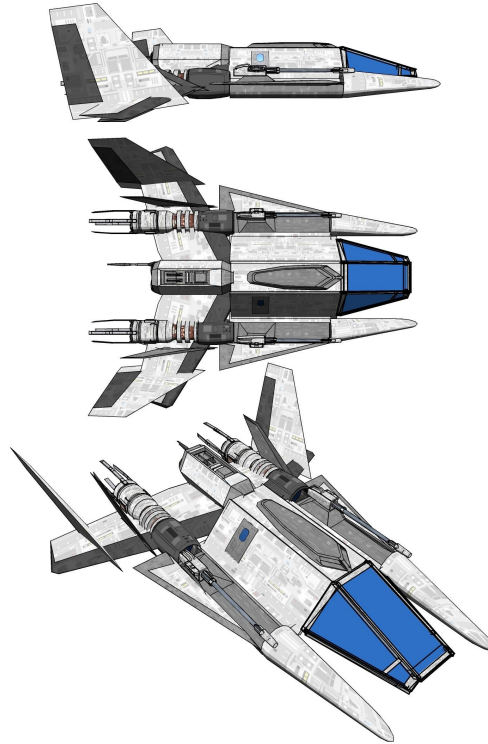
Projections: Starfleet Intelligence and the Federation Diplomatic Corps expect little change in Federation-Jyn Faisha relations over the short term. All offers of membership and alliance between the two powers have been summarily rejected by the Jyn Faisha.

Jyn Faisha clan leaders continue to push various trade and cultural exchange projects with various foreign powers, but these are not expected to produce significant technological developments in the near future.

Handout #4: Target Scan

Sensor Scan:

Object Number S-486721



Physical Dimensions: 35 x 12 x 8 meters

General Composition: Outer shell composed primarily of duranium and tritium compounds.

Atmosphere: Oxygen-Nitrogen, ~16 psi (Roughly Terrestrial Standard)

Hydrosphere: N/A

Internal Temperature: 15.627^o Celsius

Internal Humidity: 19 %

Life Signs: 2

Organic Matter: Numerous Discrete traces

Power Sources: Numerous Discrete traces, isotolium ampule power systems likely
Matter/Anti-matter warp propulsion system
Deuterium Fusion secondary propulsion composition.

Anomaly: Power levels appear to exceed safe operation constraints.

Emission Signatures: Low-level RF/Subspace emissions consistent with damaged M/ARA system in shutdown/inoperative mode.

RF/Subspace transmissions on distress frequency bands.

Anomaly: Unusual radiation levels detected in cargo hold.

Anomaly: Small atmospheric and EPS leaks consistent with combat damage

Specific Mass: Approximately twenty thousand metric tons

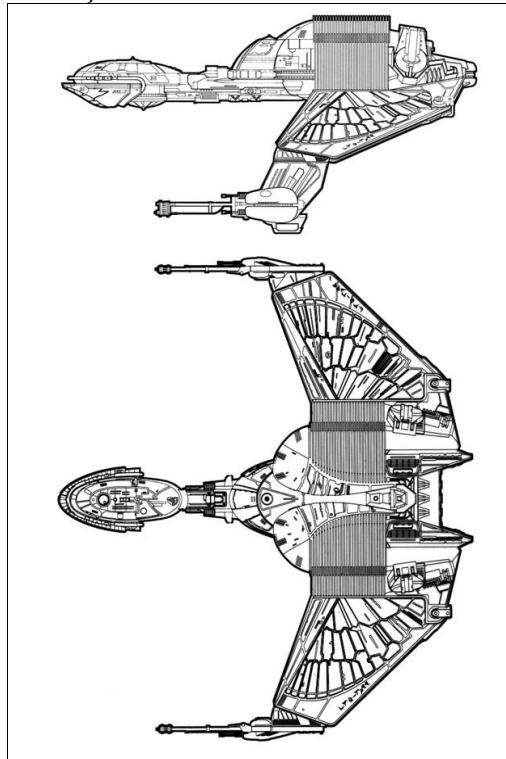
Classification: Unidentified Starship

Systems Analysis:	Structural Integrity:	Estimated 40% nominal
	Weapons Systems:	Online/Armed
	Shields:	Online- Failing
	Propulsion Systems:	Online
	Sensors:	Online
	Life Support:	Online

Handout #5: Pursuit Scan

Sensor Scan:

Object Number S-486722 and S-486723



Physical Dimensions: 110 meters

General Composition: Outer shell composed primarily of duranium and tritium compounds.

Atmosphere: Klingon Terrestrial Standard

Hydrosphere: N/A

Internal Temperature: 29.444^o Celsius

Internal Humidity: 21 %

Life Signs: 12 Life-signs on Vessel 1, 14 lifesigns on Vessel 2

Organic Matter: Numerous Discrete traces

Power Sources: Numerous Discrete traces, antimatter ampule power systems likely
Lithium Matter/Anti-matter warp propulsion system
Deuterium Fusion secondary propulsion composition.

Emission Signatures: Low-level RF/Subspace emissions consistent with damaged M/ARA system in shutdown/inoperative mode.

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

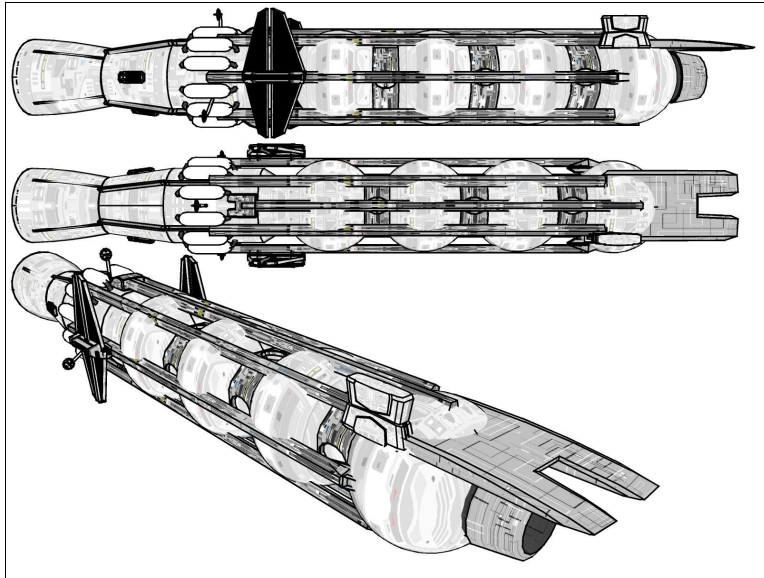
Specific Mass: Approximately 250 thousand metric tons

Classification: **Unidentified Klingon Starships**

Systems Analysis:	Structural Integrity:	Nominal
	Weapons Systems:	Online/Armed
	Shields:	Online- Failing
	Propulsion Systems:	Online
	Sensors:	Online
	Life Support:	Online

Handout #7: Starship Scan

Sensor Scan: Object Number S-486813



Physical Dimensions: 4225 meters in length

General Composition: Outer shell composed primarily of duranium and titanium compounds.

Anomaly: Extremely High Radiation Levels On Outer Hull

Atmosphere: Oxygen-Nitrogen, ~16 psi (Roughly Terrestrial Standard)

Hydrosphere: N/A

Internal Temperature: 15.627° Celsius

Internal Humidity: 19 %

Life Signs: ~19,000

Organic Matter: Numerous Discrete traces

Power Sources: Numerous Discrete traces

Matter/Anti-matter warp propulsion system

Deuterium Fusion secondary propulsion composition.

Emission Signatures: Low-level RF/Subspace emissions consistent with M/ARA system

Low-level RF/Subspace emissions consistent with deuterium fusion

Impulse propulsion array.

Specific Mass: Approximately 500 million metric tons

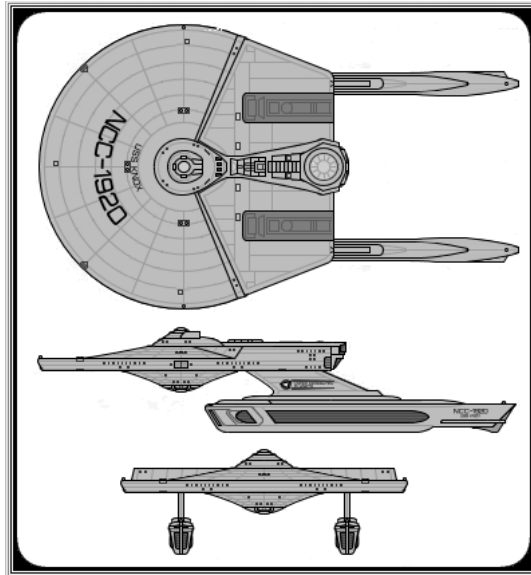
Classification: **Jyn Faisha City-ship**

Systems Analysis:	Structural Integrity:	Nominal
	Weapons Systems:	Online/Armed
	Shields:	Online- Failing
	Propulsion Systems:	Online
	Sensors:	Online
	Life Support:	Online

Handout #10: Starship Scan

Sensor Scan:

Object Number S-486942



Physical Dimensions: 243.6 x 141.2 x 49.6 m

General Composition: Outer shell composed primarily of duranium and titanium compounds.

Atmosphere: Oxygen-Nitrogen, ~14 psi (Roughly Terrestrial Standard)

Anomaly: Extremely High Carbon Monoxide Levels

Hydrosphere: N/A

Internal Temperature: 8.43^o Celsius

Internal Humidity: 21 %

Life Signs: None

Organic Matter: Numerous Discrete traces

Power Sources: Numerous Discrete traces

Matter/Anti-matter warp propulsion system

Deuterium Fusion secondary propulsion composition.

Emission Signatures: Low-level RF/Subspace emissions consistent with M/ARA system in shutdown/standby mode.

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

Specific Mass: Approximately 500 million metric tons

Classification: Federation Starship

Systems Analysis:	Structural Integrity:	76% Nominal
	Weapons Systems:	Offline
	Shields:	Offline
	Propulsion Systems:	Offline
	Sensors:	Offline
	Life Support:	Offline

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).

Starfleet Bureau of Personnel

Starfleet Command

Aydin ab Reis

Age: 42 **Gender:** Male
Species: Human **Eyes:** Grey
Homeworld: Antalya Colony **Hair:** Black

Rank: Captain
Current Assignment:
 Commanding Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

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

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

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

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

Psychological Profile:

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

Aydin ab Reis is usually plain spoken and sometimes blunt, preferring the unvarnished truth to diplomatic equivocation. On the other hand, he seldom shares his mind with others and plays his cards very close to the vest. He can be very warm and approving when he chooses- and conversely, does not need words to make his disapproval and disappointment plain. He demands the very best from his officers- and they work hard not to disappoint his trust in them. Of all his officers, Captain ab Reis is closest to Commander Loch- he knows her and trusts her- and knows he can depend upon her more than anyone else aboard.

Attributes

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

Miscellaneous Scores

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

Defense: 7
Initiative: +0

Skills:

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

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

Professional Abilities:

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

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

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

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

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

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

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Captain ab Reis a +2 bonus to his *Willpower* reaction.

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

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

Edges/ Flaws:

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

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

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

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

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

Starfleet Bureau of Personnel

Starfleet Command

Victoria Loch

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

Rank: Commander

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

Profile/History:

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

Psychological Profile:

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

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

Attributes

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

Miscellaneous Scores

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

Defense: 7
Initiative: +4

Skills:

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

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

Professional Abilities:

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

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

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

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

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

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

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

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Commander Loch a +2 bonus to her *Quickness* reaction.

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

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

Edges/ Flaws:

Command 2: Loch is assigned as the Executive Officer of a starship, and is fully qualified for command.

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

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

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

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

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

Starfleet Bureau of Personnel

Starfleet Command

Prin Ajan "A.J."

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

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

Profile/History:

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

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

Psychological Profile:

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

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

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

Attributes

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

Miscellaneous Scores

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

Defense: 8
Initiative: +3

Skills:

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

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

Professional Abilities:

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

Physically Fit: Prin has driven himself to the peak of human physical perfection- whenever he makes a *Strength* or *Vitality* attribute test or an *Athletics* skill test, he doubles the bonus conferred by the key attribute (to +4). When he received this ability, Prin also increased his *Stamina* reaction by +1.

Responsive: Prin has learned to respond faster than normal officers to various threats- during combat actions, he may take one additional combat action per turn (a total of three actions) without suffering the multiple action penalties.

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

Species Abilities:

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

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

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

Edges/ Flaws:

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

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

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

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

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

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

Starfleet Bureau of Personnel

Starfleet Command

Choda

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

Rank: Lieutenant

Current Assignment:

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

Profile/History:

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

Psychological Profile:

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

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

Attributes

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

Miscellaneous Scores

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

Defense: 8
Initiative: +1

Skills:

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

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

Professional Abilities:

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

Fix-It: Having spent many hours tearing apart the 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

“Conflict of Interest”

Benchmark	Bonus	Achieved
PCs render assistance to the <i>Satra</i> and Llydin:	+1	0
PCs follow Federation law in handling Kharn's loudly stated “extradition: request”.	+1	0
PCs analyze the kemocite shipment:	+1	0
PCS respond to the Jyn outpost's distress signal and render assistance:	+1	0
PCs determine the weapons used to attack the Jyn outpost:	+1	0
PCs identify the three ion trails leading from the Jyn outpost:	+1	0
PCs determine the types of fuel sources used in each of the ion trails:	+1	0
PCs track and identify the Klingon vessels which attacked the Jyn outpost:	+1	0
PCs prove that Kharn is behind the raids on the Jyn:	+1	0
PCs determine the type of weapon used to attack the <i>Brooke</i> :	+1	0
PCS locate and recover the U.S.S. <i>Brooke</i> :	+1	0
PCs check on the <i>Brooke</i> 's shuttles:	+1	0
PCs reactivate the <i>Brooke</i> 's computer systems and check her logs:	+1	0
PCs locate and recover the <i>Brooke</i> 's survivors:	+1	0
PCs create a peaceful resolution to the conflict w/o violating either : Jyn or Klingon sovereignty.	+1	0
	___/ 15	

Proctors Notes:

Proctor: _____ Date Played: _____

Crew: USS _____ Final Score: ___ / 15

Officers Present: _____

Total XP Award: _____ Individual XP Awarded: _____ Individual Renown Awarded: _____

Reviewed By: _____
Commanding Officer Fleet Commander