

STAR TREK

ROLEPLAYING GAME

Borderline



A Post-DS9 Adventure
for Starfleet

SHATTERED STARS #14

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Special Thanks To:

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Jed Smith,
the U.S.S. *Retributor*,
and

Starfleet Command's Seventh Fleet
(www.seventhfleet.org)



Introduction

"Borderline" 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 in Federation space in the year 2388. Players who wish to take part in this adventure should not read any further.

Adventure Synopsis

Massive tectonic instabilities have led to widespread disaster and chaos on the Nôri homeworld, and Federation disaster relief teams (led by the *T'Varan*) are standing by.

Unfortunately, the Aralî have declared a maritime exclusion zone (a blockade) and are threatening to shoot down any vessel entering the Zone.

The heroes are dispatched to sort out the mess without jeopardizing either the fragile peace or the supply of atromycin.

Recommended Date/Season/Stardate:

2388/ Post-Star Trek:Nemesis /SD 65056.2

Setting:

Nôr-Aralî System- Thirteen worlds orbiting a Type F2 V (Yellow-white dwarf) star. Planets IV, V, and VI are Class M.

Background:

One hundred and twenty years ago, the Nôri conquered and enslaved the nearby planet of Aralî. Within fifty years, the Aralî were fighting a (mostly losing) insurgency, until the Federation intervened and mediated the conflict. The Nôri emancipated the Aralî in exchange for both a cease-fire and Federation trade relations (and were working their way

towards full membership). The Aralî rejected nearly all off-world assistance, but did become the Federation's prime supplier of atromycin.

Conflicts:

Man vs Man- The heroes must overcome Aralî hostility and bloodlust in order to render assistance to the Nôri.

Man vs Nature- The Nôri homeworld is undergoing a period of massive tectonic instability. If the heroes are smart and inventive, they can use *Sakarya's* phasers to ease some of the tension by liquifying critical pressure points. They will, of course, have to be extraordinarily careful and precise to avoid compounding the disaster.

Man vs Unknown- What's going on and why?

Man vs Self- The Nôri are arrogant and condescending, the Aralî are suspicious, paranoid, and hostile- and the heroes must tightly control their tempers in order to accomplish their mission.

Table 6.1 Universal Target Numbers

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

Nôri

Aralî

ACT ONE

The Briefing

Open *in media res* with Handout#1 (Captain's Log) detailing the ship's mission to Nôr-Aralî IV.

The Captain should also receive Handout #2 (Sealed Orders). Should the heroes ask, they should receive Handout#3 (Nôr-Aralî System Profile).

Home to a population of 3.8 billion, the planet has suffered massive tectonic instabilities- which have led to widespread disaster and chaos and casualties in the millions.

Starfleet Command has dispatched Federation disaster relief teams (led by the hospital ship U.S.S. *T'Varan*) to the Nôr-Aralî system. *Sakarya* and the freighter *Nimbus* departed Starbase 153 just over four days ago, having off-loaded all of her shuttles and small craft at Starbase 153, and took on a full load of emergency supplies, medevac shuttles, and a small detachment from the Starfleet Corps of Engineers (led by Lt. Commander Forsythe).

In addition to providing security and protection for the relief forces, *Sakarya* may also be asked to lend man power and her transporters to the relief efforts. The heroes should determine what preparations, if any, they are making prior to arrival.

The Gathering

As *Sakarya* slows to sublight, a TN 10 *System Operation (Sensors, Ops, or Tactical)* test reveals a small gathering of vessels near the orbit of Nôr-Aralî X. A subsequent scan (or a Superior or better success) identifies the vessels as a group of four Federation-registered freighters and the hospital ship *T'Varan*.

If contacted, Captain S'Val explains that they have a problem: the Aralî (native to Nôr-Aralî VI) have declared a maritime exclusion zone (a blockade) of the inner system (extending one A.U. in all directions from Nôr-Aralî IV). The Aralî are threatening to shoot down any vessel entering the Zone.

On scene are the *T'Varan*, the civilian hospital ship *Curie*, and the Federation-registered freighters *Marguerite*, *Anastasia*, *Louisa*, *Anna-Mae*, and *Bob*. (With *Nimbus* and *Sakarya*, a total of nine Federation

vessels).

The Ultimatum

Contacting the Aralî results in a conversation with Defense Minister Ilion. Ilion is polite and efficient, but is absolutely uninterested in doing the Nôrî any favors- even on humanitarian grounds. The Aralî government has made their decision, and that decision stands. A series of three Difficult (TN 20) *Persuade*, *Influence*, or *Negotiate* tests are necessary to gain permission to cross the Exclusion Zone. The Narrator is advised to award circumstance bonuses reflecting sound reasoning, persuasive arguments, and good roleplaying.

Optional Scene- Jitters

Should *Sakarya* order the Task Force across the Exclusion Zone without permission, several of the freighter captains will balk- unwilling to risk their ships and the lives of their passengers and crew. A Challenging (TN 15) *Persuade*, *Influence*, or *Negotiate* tests (with appropriate affinity bonuses from *Enterprise-Administration*) are necessary to convince the freighter captains to proceed. The Narrator is advised to award circumstance bonuses reflecting sound reasoning, persuasive arguments, and good roleplaying.

ACT TWO

Optional Scene- Confrontation

Should *Sakarya*- or any other vessel- attempt to enter the Aralî Exclusion Zone without permission- she will be intercepted by a trio of Aralî destroyers which open fire after a single warning. The Aralî are in deadly earnest, and though small and outgunned, are committed believers. If necessary (and if out of other options), the Aralî commanders are prepared to ram the *Sakarya* in order to maintain the blockade.

Optional Scene- Challenge

Should the task group reach Nôr-Aralî IV without other incident, a Nôrî destroyer will intercept and challenge them- pompously demanding to know who they are and what they want (this despite the fact that the Nôrî have asked for the help and that each of the

Federation vessels is running standard identification and navigational beacons).

The destroyer commander will make a great show of “verifying their story with his headquarters” (this despite the fact that no transmissions are sent from his vessel) before allowing them to pass with a warning about respecting Nôri custom and law.

Optional Scene- The Shadow

Even should the task group receive permission to cross the Exclusion Zone, the Aralî will still attempt to use the situation to their advantage by slipping one of their own in with the Federation task group.

As the heroes cross the system, they may attempt up to three TN 15 *System Operation (Tactical or Sensors)* tests. Any success will indicate an anomaly- an unusual theta wave signal- but it will prove impossible to pinpoint precisely. A Superior success (a result of 21 or more) – will reveal a small Aralî vessel (roughly the size of a Federation runabout and with a crew of twelve) concealed within the wake of the freighter *Louisa*.

If challenged, the Aralî vessel will acknowledge the Federation signal and then return to Aralî space.

Untimely Rescue

If *Sakarya* (or any of the rescue vessels) are pursued past the orbit of Planet V, vessels from the Nôri will intercept and provide escorts against the marauding Aralî. Their presence will be enough to balance the odds, but will cost them three of their own number and threaten to reignite the war between the two planetary powers.

High Orbit

As *Sakarya* makes orbit over IV, a TN 15 *System Operation (Ops or Sensors)* test will reveal a half dozen vessels in orbit, and a like number of small orbital outposts. All are (comparatively) well armed. An analysis of communications from the surface (a TN 15 *System Operations* test) reveal that all of the planet's major urban areas have been hit by earthquakes and tremblors of varying magnitude. The earthquakes have seriously disrupted the planetary infrastructure- particularly power generation and

transportation) and all but halted coordinated planetary relief efforts.

As *Sakarya* and the task group make orbit, they will be contacted by Minister Agant, who invites the heroes to beam down.

On the Surface

Once the heroes join him, Agant shows them into an elegantly appointed and air conditioned briefing room. Several uniformed stewards/servitors are waiting with a selection of wines, teas, sweetmeats (candies), and other refreshments. Even in the face of planetary catastrophe, the Nôri leadership apparently enjoy their comforts. A simple tricorder scan will confirm that most of the city outside is without electrical power, but Agant and the Council seem determined to convince the heroes of their comfort and sophistication.

As the rest of the Council assembles, Agant will explain that emergency rules have temporarily superceded the normal rule of law. As Internal Security Minister, Agant normally defers to the planetary Prime Minister Sond, but the crisis has (temporarily) elevated him to preeminence. He still answers to the Planetary Council as a whole, and takes pride in introducing each of the thirteen members as they arrive.

Should the heroes object to the display of relative pageantry, Agant will appear nonplussed, and perhaps even offended, before reluctantly agreeing to their objection. Overall, Agant is supercilious, but courteous, and in a bit of a bind. On the one hand, he believes in the innate cultural and intellectual superiority of the Nôri, but on the other, he desperately needs the help the Federation is offering.

Once everyone is assembled, the Nôri will lay out their plan: insisting that the manpower and materiel provided by the Federation should be stockpiled at the Nôri capital and be further distributed from there.*

* This is a mistake, given that it is the Nôri ability to coordinate relief efforts and move supplies that have been the hardest hit. A wiser plan would be to have each relief vessel (including the *Sakarya*) establish a regional depot and triage center- working with local medical and civil authorities to get the help where it's needed most.

Optional Scenes- Disaster Relief

Should the heroes insist on going out among the Nôri survivors, the Narrator is encouraged to *ad lib* scenes and tests to reflect what the heroes will likely encounter.

While the buildings are largely intact, the infrastructure vital to large cities have been disrupted. Electrical power, food, and even clean water are in short supply in most areas, and real, effective leadership is equally scarce.

The Nôri are scared, increasingly desperate, and have begun rioting in urban areas. They remain a civilized people, but it will take very little to push them into large scale rioting and mob justice.

As needed, the Narrator can improvise scenes involving rioting when supplies of food, water, or medicine run short.

Buildings might be in danger of toppling, or might need to be toppled. Hospitals might need electrical power or other vital supplies restored. Fire and flooding might be looming. The heroes might need to assist in rescuing individuals or small groups trapped in or beneath fallen buildings or trapped in subway tunnels.

Given the widespread nature of the disaster, nearly anything is possible.

ACT THREE

Pressure Points

An EXTENDED TN 50 *Planetary Science (Geology)* test reveals that the tectonic instability is being caused by widespread pressure build-up in the planetary mantle. Each test requires ten minutes of analysis. A Superior success (or better) or a subsequent TN 15 test reveals that the culprit is likely Nôri terraforming efforts. In an effort to maintain stability and prosperity, the Nôri have been ruthlessly suppressing tremblors large and small- and the stresses have built up.

This is analogous to the lack of controlled burns in national forests in the late 20th century. With smaller fires prevented, fuel build-up and other factors led to more widespread, calamitous fires when the situation could no longer be contained.

At this point, the Nôri are in serious trouble- if the stresses are released in an uncontrolled calamity (the "big one" is likely only months away) they will lay waste to most of the

planet's urban areas.

A TN 15 *Planetary Science (Geology)* test reveals that it might be possible to release the stresses under controlled conditions by using *Sakarya's* phasers to selectively vaporize magma pockets and stress points. The margin for error in this operation would be practically nonexistent, but it is possible. If successful, the procedure will ease the tectonic activity back to sustainable levels, but will add carbon monoxide, carbon dioxide, and ash to the planet's upper atmosphere.

Calculating the correct firing points requires an EXTENDED TN 100 *Planetary Science (Geology)* test, with a period of one hour.

Spreading the Madness

Convincing the Nôri of the danger to their planet will be a difficult task. The Nôri are (almost by default) arrogant and condescending. A Challenging (TN 15) *Persuade*, *Influence*, or *Negotiate* tests and the testimony of the appropriate scientific experts is necessary to convince them of the danger.

Even once they are convinced of the problem, getting the Nôri to swallow the solution will be even more difficult. A TN 20 *Persuade*, *Influence*, or *Negotiate* tests (again, with appropriate expert testimony) is needed- and even then the Nôri leadership will be bitterly divided.

The Narrator is advised to award circumstance bonuses reflecting sound reasoning, persuasive arguments, and good roleplaying.

Modifying the Phasers

In order to successfully release the tension in the planetary mantle, *Sakarya's* phasers must be modified to fire on specific frequencies and durations. Determining the frequency and duration is a TN 15 *Physical Science (Physics)* and *Planetary Science (Geology)* test. Each test requires one hour of work. Modifying the phasers requires an EXTENDED 100 *System Engineering (Phasers)* test with a period of ½ hour. A failure to either of the former two tests or any roll less than 5 on the *System Engineering* test results in the phasers being mistuned- and doubles the number added to the planet's Ash Total.

Desperate Obstruction

As *Sakarya* prepares to open fire on the planet, a Nôri destroyer will break ranks and attempt to cripple the Federation starship. The attack is the result of dissension within the Nôri ranks about the plan- and of justifiable fear.

With her phasers retuned for the delicate work ahead, *Sakarya* suffers a -2 Penetration to her phaser array for the duration of combat.

Once the conflict is resolved, however, Minister Agant states simply that the matter is one of internal security and has been dealt with- and what is *Sakarya* waiting for?

Easing the Tensions

An EXTENDED TN 100 *System Operations (Tactical)* test is required to vaporize the magma pockets and release the tension in the planetary mantle. Each test requires five minutes of work. Any result less than 15 adds +1 to the planet's Ash Total (except as modified above). If the Ash Total reaches 10, the planet will face a period of global cooling (comparable to a mild nuclear winter) and will require additional infrastructure support in order to weather and recover from the disaster.

After each salvo, a TN 15 *Planetary Science (Meteorology)* test can be made to analyze the ash fall. If successful, this test will reveal whether or not the rock is being vaporized properly. Additionally, a successfully TN 15 *Planetary Science (Geology)* test can track the progress towards easing the tension in the planetary mantle.

Optional Scene- Clearing the Air

Should the planetary ash fall levels grow too high, *Sakarya* can attempt to clean up the mess by retuning her phasers (yet again) and first flashing the ash to plasma and then polarizing her deflectors to attract the plasma and vent it into space. As with so much else on this mission, the margin for error is virtually non-existent. Should they fail, they could potentially ignite the planet's atmosphere and kill everyone and everything on the surface.

Modifying the phasers requires an EXTENDED 50 *System Engineering (Phasers)* test. Modifying the deflectors requires an EXTENDED 50 *System Engineering (Deflector)* test. Each test has a period of ½ hour.

Finally, a TN 25 *System Operation (Tactical)* test and a TN 20 *Planetary Science (Meteorology)* test are required to complete the burn-off and venting. A failure to either of the tests will result in damage to the planet- but a Disastrous Failure (a failure by more than 11 points) will result in catastrophe.

Successful or not, the plasma venting will automatically trigger a TN 20 Reliability test against *Sakarya's* shield grid and Deflectors. Any failure will result in 1d6 blocks of damage to Operations and to the Shields.

Resolution

Depending upon how the heroes handle the obstacles and challenges of this adventure, several outcomes are possible.

Ideally, *Sakarya* has managed to ease the tectonic stresses on Nôr-Aralî IV (though she has undoubtedly opened another can of worms for the beleaguered Nôri). In a perfect world, she has also preserved the Federation's tenuous relations with the Aralî.

Should an attempt to clear excessive ash totals go disastrously wrong, the surviving Nôri ships and outposts will be frantic with rage and grief and will do their level best to destroy the Federation task group.

Special Victory Conditions

The standard Starfleet Rules of Engagement mean that the *Sakarya* may only fire in defense of herself or of the lives of others.

If, at any point in the scenario, *Sakarya* opens fire on the Aralî (without the Aralî having fired first), she has violated the Rules of Engagement and committed an act of war. .

By committing such an act, the crew automatically loses the scenario, and will likely face a court-martial upon their return to Starfleet.

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 receive Aralî permission to cross the Exclusion Zone:	500 exp points
PCs battle the Aralî destroyers:	500 exp points
PCs detect the Aralî spy ship:	100 exp points
The Task group successfully renders aid to the Nôrî :	500 exp points
PCs determine that the earthquakes are being Nôrî terraforming efforts:	100 exp points
PCs deduce that a calamitous earthquake “the big one” is only months away.	200 exp points
PCs convince the Nôrî to go along with their mad scheme to save the planet.	200 exp points
PCs successfully retune <i>Sakarya's</i> phasers:	200 exp points
PCs disable, rather than destroy the attacking Nôrî destroyer:	200 exp points
PCs successfully ease the tensions in Nôr-Aralî IV's planetary mantle:	1000 exp points
PCs devise and successfully implement a means of cleaning the ash fall:	500 exp points

PCs successfully ease the tensions in Nôr-Aralî IV's planetary mantle:	Renown +1
Planetary Ash Total reaches or exceeds 10, triggering a mild nuclear winter.	Renown -3
PCs devise and successfully implement a means of cleaning the ash fall:	Renown +1
PCs destroy all life on Nôr-Aralî IV:	Renown -20

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 receive Aralî permission to cross the Exclusion Zone:	Renown +1
PCs use lethal force (or open fire upon) the Aralî destroyers:	Renown -3
The Federation Task Group escapes with less than 5 points of total damage:	Renown +1
PCs detect the Aralî spy ship:	Renown +1
PCs fire upon the Aralî spy ship:	Renown -3
PCs convince the Nôrî to establish a regional depots and triage centers.	Renown +1
PCs determine that the earthquakes are being Nôrî terraforming efforts:	Renown +1
PCs deduce that a calamitous earthquake “the big one” is only months away:	Renown +1
PCs convince the Nôrî to go along with their mad scheme to save the planet:	Renown +1
PCs successfully retune <i>Sakarya's</i> phasers:	Renown +1
PCs disable, rather than destroy the attacking Nôrî destroyer:	Renown +1

(Non-Player Characters)

S'Val- Captain, U.S.S. *T'Varan*.

Captain S'Val commands the only Federation hospital ship in the Otorin Sector, and has been engaged in humanitarian relief operations on both sides of the Neutral Zone.

Despite his reputation for dedication to duty and personal integrity, Captain S'Val was accused of complicity and coverup involving a terrorist attack on the Romulan world of Bathân in 2389.

Despite the lack of evidence and classified testimony by both Captain Rouviere and Emil Patterson, considerable political pressure was brought to bear in an attempt to relieve Captain S'Val of his command- an effort which ultimately failed, but has nonetheless left a cloud over this officer's career.

Forsythe, Evan— Lieutenant Commander, Starfleet Corps of Engineers Team Four-Seven.

Crisp, efficient, and primly British, LCDR Forsythe is tall, whip-thin, and supremely confident. Forsythe affects a dashing, adventurous (and marginally roguish) air, lacking only an eye patch to complete his piratical image.

(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

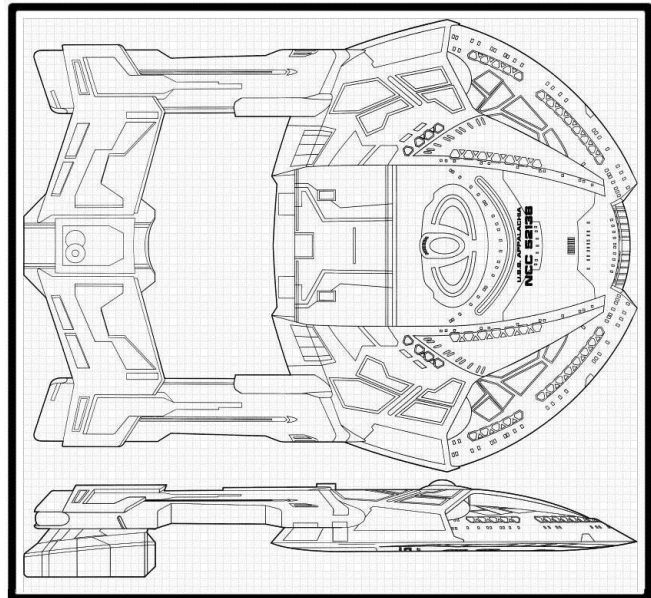
The second of the Perimeter Defense Directive ships, the *Steamrunner*-class heavy frigate was designed with relatively specific mission profiles in mind, including perimeter patrol and defense, long-range threat response, covert operations, and combat support. It's also the first Starfleet vessel to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

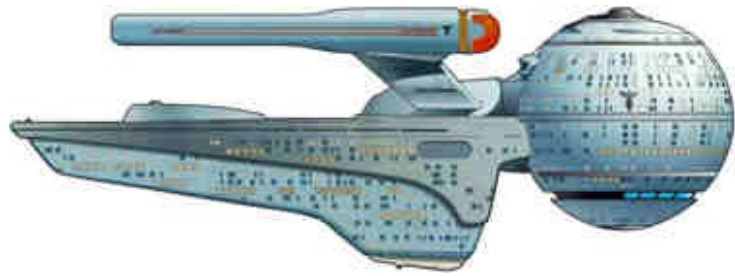
Sakarya is currently carrying the following small craft:

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 *T'Varan* NCC-75233



Production Data

Origin: United Federation of Planets
Class and Type: *Olympic* Class
Medical Ship
Year Launched: 2361

Hull Data

Size: 6, 27 decks	Length: 331m	Structure: 25
Crew: 305 (crew)	Passengers: 900 (patients)	
Cargo Capacity: 80	Atmospheric Capable: No	

Operational Data

Sensor Systems	<u>Class 3 (+3/D)</u>	Operations Systems	<u>Class 3 (D)</u>
Life Support:	<u>Class 5 (F)</u>	Tractor Beams:	1fv, 1ad
Transporters: 6 ea,	personnel, cargo, emergency		
Shuttlebays: 2a	Shuttles: 12 size worth		

Propulsion Data

Impulse Engines: FIG-4 (.9c) (D) Warp Drive: Type LF-44 (Warp 6 / 9.5 / 9.7) (C)

Tactical

<u>Phaser Banks: Type VI (x1/A)</u>	<u>Photon Torpedoes: None</u>
Penetration: 3/3/2/0/0	Penetration: N/A
<u>Deflector Shield: CIDSS-3 (C)</u>	
Protection/Threshold: 15/3	

Miscellaneous

Maneuver Modifiers +1 C, +1 H, +0 T Traits: Medical Facility (110 Cargo Units worth)

Equipped with the Federation's most advanced medical technology and best-trained doctors, *Olympic*-class medical vessels bring much-needed medical relief to planets and regions devastated by plagues, disasters and war.

A throwback to the old *Daedalus*-class starships of the mid-to-late 22nd Century, the *Olympic*'s medical facilities are designed to be modular, allowing Starfleet to quickly customize a ship for a variety of medical missions.

Although most medical vessels are unarmed, the *T'Varan* is standing into a potential war zone, and has been fitted with a single Type VI phaser mount for self-defense. Critics paint this mounting as worse than useless- arming the *T'Varan* classifies her as a combatant (and therefore a legitimate target), but the weapon lacks the offensive punch to deter would-be attackers.

Controversy aside, the presence of the *T'Varan* in the Otorin Sector represents a clear and considerable commitment by the Federation to humanitarian relief operations on both sides of the border.

Nôr-Aralî Destroyer

Hull Data

Structure: 25 Size: 5, 5 decks Separation Systems: None
Length: 180m Crew: 128 Atmospheric Capable: Yes

Operational Data

Transporters: None
Cargo Capacity: 50 Tractor Beams: 1a Sensor Systems Class 2 (+2/C)
Operations Systems Class 2 (C) Life Support Class 2 (C)

Propulsion Data

Impulse Engines: Class 5 (.95c) (E) Warp Drive: TN-5 (Warp 5 / 7 / 8) (C)

Tactical

<u>Phaser Cannon</u>	<u>3 x TDM-2 (B)</u>	<u>Torpedoes</u>	<u>3 x Tk2IDE</u>
Penetration	4 / 3 / 3 / 0 / 0	Penetration	4 / 4 / 4 / 4 / 0
<u>Deflector Shields</u>	<u>CIDSS-3(C)</u>		
Protection/Threshold	13/3		

Miscellaneous

Maneuver Modifiers +1 C, +3 H, +1 T **Traits** Particle Vulnerability (Verterons).

A destroyer-sized warship used by both sides of the Nôr-Aralî conflict. Obsolete, but effective by modern standards, these vessels are armed with first generation phasers and photon torpedoes, and are capable of extended patrols.

Handouts:

Handout #1: Captain's Log

Captain's Log: Stardate 65056.2:

"All is well. Federation starship U.S.S. Sakarya is on course and speed for Nôr-Aralî IV, on a humanitarian mission.

Nôr-Aralî IV is home to a sapient species called the Nôrî, with a population of 3.8 billion.

According to distress signals picked up by Starfleet, the planet has suffered massive tectonic instabilities- which have led to widespread disaster and chaos and casualties in the millions. Starfleet Command has dispatched Federation disaster relief teams (led by the hospital ship U.S.S. T'Varan) to the Nôr-Aralî system.

Sakarya departed Starbase 153 just over four days ago, escorting the freighter Nimbus. Both vessels are heavily loaded with emergency supplies, and we have off-loaded all of our small craft to make room. The Nimbus is also carrying medevac shuttles, and a small detachment from the Starfleet Corps of Engineers.

We are now approaching the edge of the Nôr-Aralî system, and tensions among the crew are rising in anticipation of the effort to come.

Handout #2: Sealed Orders

From: Commanding Officer, U.S.S. Sakarya NCC-74214

From: Commander, Otorin Sector Forces, Starbase 153

Re: Current Mission

Captain,

Upon receipt of these orders, you are requested and required to escort the freighter *Nimbus* to the Nôr-Aralî system, and upon arrival, to take whatever actions are necessary (in accordance with Federation law and Starfleet Regulations) to aid in relief operations on Nôr-Aralî IV.

If necessary, you are authorized to assume command of all operations as designated Senior Officer Present, and to assume the temporary field-grade of Commodore.

The situation in the Nôr-Aralî system is both tenuous and strained, with lingering resentments between the planets despite the recent years of relative peace.

In addition to the moral and ethical considerations of the humanitarian relief operations, both Nôr-Aralî IV and VI are considered important Federation trade partners, and possible strategic partners in the event of conflict with the Romulan Empire. It is imperative that you maintain good diplomatic relations with both parties.

If necessary, Sakarya will be relieved on station by U.S.S. *Kelly*, NLT Stardate 67129.2.

Good Luck and Good Hunting.

Thol,
Starbase 153, Commanding

Handout #3: Nôr-Aralî System Profile

One hundred and twenty years ago, the Nôrî (conquered and enslaved the nearby planet of Aralî. Within fifty years, the Aralî were fighting a (mostly losing) insurgency, until the Federation intervened and mediated the conflict. The Nôrî emancipated the Aralî in exchange for both a cease-fire and Federation trade relations (and were slowly working their way towards full membership). The Aralî rejected nearly all off-world assistance, but did become the Federation's prime supplier of atromycin.

Physiology: The Nôr-Aralî tend to be slightly taller and thinner than human norm, but run the same gamut of hair, eye, and skin colors. The skull has a prominent V-shape, with temples wider than the chin. The Nôr-Aralî bear prominent facial markings (usually a dusky brown or red in color), most often in a fan-shaped pattern. Similar markings are found on the hands and feet. With the exception of minor variations in facial structure and dermal marking, the Nôr-Aralî are biologically and genetically identical- despite having originated on two different planets within their system.

Nôr-Aralî biochemistry is incompatible with humans (and most other species) due to differences in cellular oxidation methods and certain blood factors.

Homeworld: A humanoid species, the Nôr-Aralî are either a textbook example of parallel evolution or yet another species "seeded" by the Preservers. The Nôrî are native to Nôr-Aralî IV, while the Aralî are native to Nôr-Aralî VI. Archaeological surveys of both worlds confirm these origins, and have failed to turn up any evidence of a common parent society.

Nôrî (Nôr-Aralî IV) is heavily urbanized and has a well-developed industrial base, with a population of 3.8 billion. Aralî (Nôr-Aralî VI) has several large urbanized areas (each roughly the size and density of Great Britain on Earth), but is still largely undeveloped, and has a less robust infrastructure. Aralî has a population of 1.2 billion people. Nôr-Aralî V is considered a "joint" colony, although access and planetary government are carefully restricted by the cease-fire treaty.

Government/Societal Structure: Both Nôrî and Aralî societies are centered on the nuclear family structure, with political divisions structured on the regional and nation-state level.

Each world has a central planetary government based on a participatory democracy, with basic civil rights guaranteed by law. Participation is open to legally competent adults regardless of gender.

The Nôrî have adopted a somewhat isolationist stance, a reaction to their disastrous attempt to colonize (and "civilize") the slightly less-advanced Aralî. Having wasted nearly a century on an increasingly acrimonious and costly (both in terms of lives and resources) attempt at colonial imperialism, the Nôrî have little taste for off-world entanglements.

The Aralî government retains a somewhat more decentralized and martial stance- a remnant of the guerrilla/cell organization adopted in the wake of the Nôrî conquest of their world. Like the Nôrî, the Aralî have little use for offworlders, though they have accepted limited trade relations with the Federation- and are the Federation's primary source for atromycin (a rare and expensive neuro-regenerative).

Interstellar Relations: The Nôr-Aralî maintain an isolationist stance- and almost "armed camp" mentality. Both have limited trade relations with the Federation, and maintain a hostile, wary vigilance against their in-system neighbors.

Technological Summary: The Nôr-Aralî technological *theory* is Tech Level 5/6- roughly comparable to Earth in the late 21st or early 22nd century.

Projections: Starfleet Intelligence and the Federation Diplomatic Corps expect little change in Federation-Nôr-Aralî relations over the short term. Despite their similarities and common origins, the Nôr-Aralî remain divided and hostile.

USS Sakarya Senior Staff

<u>Position</u>	<u>Name</u>	<u>Species</u>	<u>Rank</u>
Commanding Officer	Aydin ab Reis	Human	<i>Captain</i>
Executive Officer	Victoria Loch	Human	<i>Commander</i>
Tactical Actions Officer	Prin Ajan "A.J."	Bajoran	<i>Lt. Commander</i>
Chief Engineer	Choda	Tellarite	<i>Lieutenant</i>
Chief Science/Ops Officer	T'Var	Vulcan	<i>Lieutenant</i>
Conn Officer	Thrax	Denobulan	<i>Lieutenant, JG</i>
Chief Medical Officer	Dr. Paul Featherstone	Human	<i>Lieutenant</i>

Captain Aydin ab Reis

C.O., U.S.S. *Sakarya*- a captain of eight years experience, ab Reis is still a young and enterprising officer, but is also highly self-disciplined. He carries himself with both reserve and dignity- not with arrogance at his lofty position, but with a keen awareness of the duties and responsibilities he bears. His code of honor can be best described as noblesse oblige- "noble ancestry constrains to honorable behavior; privilege entails to responsibility".

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

Aydin ab Reis is descended from nobility on his home colony (hence the ab Reis honorific) and grew up with rigid standards of honor and conduct. On the one hand, ab Reis is plain spoken and sometimes blunt, preferring the unvarnished truth to diplomatic equivocation. On the other, he seldom shares his mind with others and plays his cards very close to the vest. He can be very warm and approving when he chooses to be- and conversely, does not need words to make his disapproval and disappointment plain. He demands the very best from his officers- and they work hard not to disappoint his trust in them.

Of all his officers, Captain ab Reis is closest to Commander Loch- he knows her and trusts her- and knows he can depend upon her more than anyone else aboard.

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

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

Renown: 26 (-5) **TN:** 10 **Note:** ab Reis is noted as being formal, even stand-offish, and occasionally arrogant.

Commander Victoria Loch

X.O., U.S.S. *Sakarya*- Commander Victoria Loch is- hands down- one of the brightest individuals aboard the *Sakarya*- a fact not lost on her captain. Loch came up in Operations, and has an Eidetic memory. She also has a keen sense of spatial awareness and can keep track of a thousand tiny details- an essential talent in operating and managing a starship.

Loch's job as Executive Officer is to keep the ship and crew operating at peak capacity in order to allow the Captain to concentrate on the mission at hand. If she were permitted, Loch would be both quiet and introspective- luxuries her duties do not normally permit her. Loch trusts Captain ab Reis completely- though she occasionally curses his name for keeping his own counsel and "drafting" her as his Executive Officer.

Lieutenant Commander Prin Ajan

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

Although he saw little fighting of his own, Ajan "A.J." learned watchful wariness, self-reliance, and a deep suspicion of outsiders at his elders' knees. At age 14, Ajan shipped out with one of the few traders who supplied Cosas III- though he turned out to be more pirate and mercenary than merchant. After several trips running the blockades between Cardassian Space, Deep Space Nine, and the Gamma Quadrant, their luck finally ran out- Prin and his shipmates were brought down by a Jem'Hadar patrol in 237X and rescued by the U.S.S. *Copeland*. As Prin's injuries healed, the *Copeland*'s CO saw potential in the young man and sponsored him for Starfleet Academy.

Lieutenant Choda

Chief Engineering Officer, U.S.S. *Sakarya*. Short, portly, cheerful, loud, and occasionally obnoxious, Choda runs her engineroom with clock-work regularity and precision. Despite being a perfectionist and occasionally a driven taskmaster, Choda loves puzzles and equipment and despises the unknown with a passion. While Choda can be argumentative on a point of engineering process and procedure, she is more prone to loud and friendly banter than to serious disagreement.

Lieutenant T'Var

Chief Science Officer/Ops Officer, U.S.S. *Sakarya*. T'Var is a typical Vulcan- calm, rational, logical, and dedicated. Believing that her scientific career lacked diversity and field experience, the logical course of action was clear. T'Var joined Starfleet and after commissioning shipped out on the Starship *Ilan Ramon*. After her second deep-space tour, Captain ab Reis tapped her to become his Chief of Operations aboard the *Sakarya*.

Even absent her Vulcan conditioning, T'Var tends to be quiet and introspective- especially when working to solve a scientific puzzle. According to ship's legend, Thrax timed T'Var and discovered that she did not say a word to a single person for 56.4 hours straight. T'Var herself has no comment, save that "idle banter is illogical".

Despite her stoic exterior, T'Var is deeply devoted both to Starfleet and her shipmates. If pressed, T'Var will, of course, deny any emotional connection whatsoever- but she has turned down three transfer offers- including a position with the Daystrom Institute.

Lieutenant Junior Grade Thrax

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

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

Doctor Paul Featherstone

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

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

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

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

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

Professional Abilities:

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

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

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

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

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

Will To Survive: When Captain ab Reis makes a Survival test on a planetary surface, he gains a +3 bonus (equal to $\frac{1}{2}$ his Athletics skill level).

Species Abilities:

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

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

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

Edges/ Flaws:

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

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

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

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

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

Starfleet Bureau of Personnel

Starfleet Command

Victoria Loch

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

Rank: Commander

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

Profile/History:

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

Psychological Profile:

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

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

Attributes

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

Miscellaneous Scores

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

Defense: 7
Initiative: +4

Skills:

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

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

Professional Abilities:

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

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

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

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

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

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

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

Species Abilities:

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

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

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

Edges/ Flaws:

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

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

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

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

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

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

Starfleet Bureau of Personnel

Starfleet Command

Prin Ajan "A.J."

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

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

Profile/History:

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

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

Psychological Profile:

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

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

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

Attributes

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

Miscellaneous Scores

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

Defense: 8
Initiative: +3

Skills:

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

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

Professional Abilities:

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

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

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

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

Species Abilities:

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

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

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

Edges/ Flaws:

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

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

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

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

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

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

Starfleet Bureau of Personnel

Starfleet Command

Choda

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

Rank: Lieutenant
Current Assignment:
 Chief Engineering Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

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

Psychological Profile:

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

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

Attributes

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

Miscellaneous Scores

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

Defense: 8
Initiative: +1

Skills:

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

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

Professional Abilities:

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

Fix-It: Having spent many hours tearing apart the Sakarya's systems, Choda has learned how to repair them as well. She now knows all of the *Repair* skill specializations.

Miracle Worker- Propulsion Engineering: When making a *Propulsion Engineering* check (including Extended tests) Choda may take the action in half the base time.

Starship Duty: Lieutenant Choda meets all the prerequisites for her post aboard *Sakarya*.

Species Abilities:

Bonus Edge: Exceptional Fortitude: Tellarites suffer Fatigue-related test penalties as though they were one level less fatigued than they actually are.

Bonus Edge: Meticulous: Tellarites gain a cumulative +1 per round in extended tests.

Bonus Edge: Skill Focus (Exhaustive): Tellarites gain a +2 species bonus to *Inquire* and *Persuade (Debate)* tests.

Pig-Headed: Tellarites single-mindedness often makes them seem indifferent or difficult. They suffer a -2 to *Influence* tests.

Poison Resistance: Tellarites gain a +4 *Stamina* reaction to resist the effects of poisons.

Stubborn: Tellarites tend to be single-minded to a fault. A Tellarite who enters an argument favoring a particular position must spend a Courage point to back down from that position.

Edges/ Flaws:

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

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

Promotion 2: Choda holds the rank of Lieutenant in Starfleet.

Skill Focus (Craftsman): Choda gains +1 each to *Construct* and *Repair* tests.

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

Thinker: Choda receives a +1 to all *Academic* tests.

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

Starfleet Bureau of Personnel

Starfleet Command

T'Var

Age: 40
Species: Vulcan
Homeworld: Vulcan
Gender: Female
Eyes: Brown
Hair: Black

Rank: Lieutenant
Current Assignment:

Chief Operations/Science Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

T'Var spent ten researchs as a researcher with the Vulcan Science Academy. Believing that her scientific career lacked diversity and field experience, the logical course of action was clear. T'Var joined Starfleet and after commissioning, shipped out on the U.S.S. *Ilan Ramon*. After her second deep-space tour, Captain ab Reis tapped her to become his Chief of Operations aboard the *Sakarya*.

Psychological Profile:

T'Var is a typical Vulcan- calm, rational, logical, and dedicated. Even absent her Vulcan conditioning, T'Var tends to be quiet and introspective- especially when working to solve a scientific puzzle. According to ship's legend, Thrax timed T'Var and discovered that she did not say a word to a single person for 56.4 hours straight. T'Var herself has no comment, save that "idle banter is illogical".

Despite her stoic exterior, T'Var is deeply devoted both to Starfleet and her shipmates. If pressed, T'Var will, of course, deny any emotional connection whatsoever- but she has turned down three transfer offers- including a position with the Daystrom Institute.

Attributes

Str 8 (+1) **Agl** 7 (+0) **Int** 11 (+2)* **Vit** 9 (+1) **Prs** 7(+0) **Per** 10 (+2) **Psi** 4 (+0)*
Quickness +2 **Savvy** +2 **Stamina** +1* **Willpower** +2

Miscellaneous Scores

Courage: 3 **Health:** 10 **Renown:** 10 **Advancements:** 15

Defense: 7
Initiative: +2

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+1	+3	+1	+5	(Climbing)
Computer Use	INT	+2	+5	+1	+8	(Retrieve)
Enterprise-Administration	INT	+2	+3	+1	+6	(Starbase)
Influence	PRS	+2	+3		+5	
Investigate	PER	+2	+5	+1	+8	
Knowledge: Culture	INT	+2	+4	+1	+7	(Vulcan)
Knowledge: History	INT	+2	+4	+1	+7	(Vulcan)
Knowledge: Religion	INT	+2	+2	+1	+5	(Vulcan)
Knowledge: Specific World	INT	+2	+3	+1	+6	(Earth, Vulcan)
Language- Fed Standard	INT	+2	+3	+1	+6	

Language- Vulcan	INT	+2	+4	+1	+7	
Life Science	INT	+2	+5	+1	+8	(Biology)
Mind Meld	PSI	+0	+4		+4	
Negotiate	INT	+2	+2		+4	
Observe	PER	+2	+3	+1	+6	(Listen)
Persuade	PRS	+0	+3		+3	
Physical Science	INT	+2	+5	+1	+8	(Physics)
Planetary Science	INT	+2	+5	+1	+8	(Geology)
Ranged Combat:Energy	AGL	+1	+5	+1	+7	(Phaser)
Repair	INT	+2	+5	+1	+8	
Space Science	INT	+2	+6	+1	+9	(Astrophysics)
System Engineering	INT	+2	+4	+1	+7	(EPS Grid)
System Operation	INT	+2	+6	+1	+9	(Ops, Sensors)
Unarmed Combat	AGL	+1	+3	+1	+5	(Starfleet Martial Arts)

Professional Abilities:

Cross-Trained: When performing the professional skill of another officer, T'Var may add +2 (her *Intellect* modifier) to the test. For *Intellect*-based tests, this amounts to doubling the modifier.

Journeyman: Lieutenant T'Var can use all the *Science* group skills untrained.

Field Research: When making an *Investigate* test to explore a new phenomenon, T'Var gains an affinity bonus equal to $\frac{1}{2}$ her level in the appropriate skill level.

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

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

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

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

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

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

Species Abilities:

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

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

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

Psionic: T'Var has telepathic mental abilities.

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

Edges/ Flaws:

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

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

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

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

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

Starfleet Bureau of Personnel

Starfleet Command

Thrax

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

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

Profile/History:

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

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

Psychological Profile:

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

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

Attributes

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

Miscellaneous Scores

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

Defense: 9
Initiative: +2

Skills:

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

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

Professional Abilities:

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

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

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

Species Abilities:

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

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

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

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

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

Edges/ Flaws:

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

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

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

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

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.

