

STAR TREK
ROLEPLAYING GAME

**STAR
TREK**

**Discovery On
Saldana IV**

**A "Reboot" Era Adventure
For Starfleet**

Written By Roger L. Taylor II

Special Thanks To:

Carl and Erica Stark,
Ken Taylor,
Daniel Derego,
Rex, Justin, and Jeremy Rouviere,
the Seventh Fleet
(seventhfleet.org)

and

the entire crew

at

CONduit 2009

Star Trek © Paramount Pictures,
Star Trek The Role playing Game © Decipher, Inc. All Rights Reserved

Introduction

“Discovery on Saldana IV” is an adventure for use with the *Star Trek: Role playing Game* by Decipher. It is suitable for a crew of 2-7 players playing a Star Fleet crew following the events in J.J. Abram's 2009 film Star Trek. 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 and Star Trek: Narrator's Guide in running this adventure. Pregenerated characters representing the senior officers of the U.S.S. *Enterprise* are available at the end of the mission. Players may substitute their own characters with the approval of the Narrator.

The adventure takes place near the Federation/Klingon border in the year 2259. Players who wish to take part in this adventure should read no further.

Adventure Synopsis

Six months after the adventure depicted in Star Trek, the new crew of the starship *Enterprise* find themselves answering a distress call from a Federation archaeological outpost near the Klingon border.

The researchers have discovered an alien artifact of considerable power- one that has the potential of changing the balance of power in the quadrant. Unfortunately, Klingon agents on the outpost transmitted a copy of their most recent finding to the Klingon Empire- and long-range sensors indicate a Klingon battle cruiser headed for their position. The scientists are taking precautions to safeguard the outpost and protect the find- but it is only a matter of time before the Klingons arrive.

Reacting to the danger, the crew of the *Enterprise* must make a speed run for the outpost, navigate the perils there, decipher the clues left behind by the scientists, and secure the artifact, before the Klingons can do the same.

Recommended Date/Season/Stardate:

2259/ 6 months after ST2009 / SD 2261.4

Setting:

The Saldana System- a star system of five planets orbiting a yellow-white dwarf. Saldana is unstable and has destroyed most of her worlds. A Federation research outpost has been established on Saldana IV to catalog and analyze ruins found there.

Sheep and the Shepherd

Action opens *in media res* with Handout #1- The Captain's Log. Once the Captain has had the chance to explain their orders to the crew, the Gamemaster (GM) is advised to brief the players on the ship's status and poll each character for any advance preparations they plan to make.

The *Enterprise* is currently running at Warp 2- the fastest the other ships in the convoy can handle. Ship and crew are performing admirably- having worked out all of the bugs left over from the last refit and having “settled in” and gotten acquainted as shipmates and as a crew.

Handout #2- Distress Signal should be given to the Communications Officer, or if the Communications Officer is an NPC, the GM should announce the contents of the handout.

If- and only if- the players specifically ask for data on Saldana IV, they should receive Handout #3- Saldana Profile.

Attempts to contact the outpost on Saldana should trigger a Difficult (TN 20) *System Operations (Communications)* test. Failure indicates that there is considerable signal interference- there's a lot of subspace noise. Once communications have been established, Captain Kirk will find himself speaking with Administrator Conway, and they may share one short communications (lasting approximately one round or six seconds). At the end of that time, the Communications Officer must make an additional Challenging (TN 15) *System Operations (Communications)* test. If successful, the captain and the administrator may continue their conversation for another round. If not, the signal breaks up into unrecognizable static. The Science Officer (in this case, Commander Spock) may attempt to assist by making a Challenging (TN 15) *System Engineering (Communications)* test. A marginal success grants the Communications

a +1 bonus to her test. A complete success wins a +2 bonus, and an Extraordinary success grants a +3 bonus, each for two rounds. Should the Communications Officer suffer three consecutive failures, then the signal is too badly degraded to be understood, and no further communications are possible until *Enterprise* is much closer to Saldana IV.

A Routine (TN10) *System Operations (Communications)* or *Space Science-Astrophysics* test will reveal that the signal interference is deliberate jamming. A second test (or an Extraordinary Success on the first) will confirm that the source of the jamming signal is very close to Saldana IV. It seems more than likely that Administrator Conway's fears are justified.

If *Enterprise* alters course without explanation, Captain Weller of the U.S.S. *Revere* will contact Captain Kirk demanding to know what he's doing- *Revere* missed the signal. In any event, Weller will be very unhappy with the idea of *Enterprise* leaving her assigned station on what might very well be a wild goose chase. He will remind Kirk that Starfleet Intelligence has credible evidence placing Orion raiders close to the convoy's route. If the Orions attack, *Enterprise's* firepower might mean the difference between life and death for the ships in the convoy. If pressed, however, Weller will be forced to admit that he can call on the U.S.S. *Retributor* for assistance- though he will grumble that she's "the smallest ship in the Fleet."

At best speed, it will take *Enterprise* eighteen hours to reach Saldana IV, and they can attempt to contact the colony again in nine.

If the Captain wishes to push the engines past Warp Four, *Enterprise* **might** be able cut her travel time down to fifteen hours. Doing so is risky- it requires the engineer (Lieutenant Commander Scott) to make a Difficult (TN 20) *Propulsion Engineering (Warp Drive)* test at the beginning of *Enterprise's* speed run, and again every five hours of travel. Scott should receive a +6 bonus to these tests based upon the inherent soundness of the *Enterprise's* engines. If the engineer fails his test, the warp drive has failed and the ship must slow to sublight to make repairs. The repairs require an extended TN 20 *Propulsion Engineering (Warp Drive)*

test, with each roll accounting for 1/2 hour of time.

It is also possible that the Helmsman and Navigator (Lieutenant Sulu and Ensign Chekov) might plot an extremely accurate "speed course". If the navigator has the "Surfing Space-Time" professional ability, he can attempt to plot a very precise course to minimize travel time. This requires a Difficult (TN 20) *Space Science (Astrogation)* test. Sulu may help by making the same test, but at TN 15. If Sulu succeeds, he gives Chekov a +1 bonus to his *Astrogation* test. If Sulu enjoys a Complete Success, the bonus is +2, and +3 for an Extraordinary success. Commander Spock might also join in this effort, providing additional bonuses under the same conditions.

If Chekov is successful, *Enterprise* arrives at Saldana IV in fifteen hours- just as though she had been traveling at maximum emergency speed (without actually straining the engines). If the engines are pushed to maximum emergency speed and the navigator successfully attempts to surf space-time, *Enterprise* will arrive at Saldana IV in twelve hours, and setting a Starfleet speed record (and granting each of the participating officers an automatic +1 Renown bonus).

Should *Enterprise* attempt to contact Saldana IV beginning at the nine hour mark, there is no answer to her call- but neither is the signal being jammed.

Arrival

When *Enterprise* arrives in the Saldana system, she is alone. The system's star is clearly unstable, with prominent flare activity and random radiation pulses- though a Routine (TN10) *Space Science (Astrophysics)* test will confirm that these should pose no threat and should not hinder the mission.

Unless otherwise occupied, the Science Officer should begin scanning for other vessels in the area as soon as *Enterprise* slows to sublight, making a series of Routine (TN 10) *System Operations (Sensors)* tests. On an Extraordinary Success (a total of 21 or better), the sensors will detect a small patch of debris clinging to one of the asteroids obscuring Saldana IV. A Routine (TN 10) *Structural Engineering (Spaceframes)* or *Knowledge-*

Culture (Klingon) test will confirm that the debris is Klingon, but that there is insufficient mass to be an entire vessel. A starship was damaged here- but did not die here.

Approaching the planet will be difficult. Two of the planets in the Saldana system were destroyed in an ancient cataclysm- and the debris field now extends deep into the orbit of Planet Four- making any approach to the planet tricky, at best. The asteroids also complicate direct sensor scans (increasing the Target Number by one full category) and block transporter beams entirely.

In order to approach the planet, the Helmsman (Lieutenant Sulu) must make a series of Challenging (TN 15) *System Operation (Helm)* tests. Ensign Chekov may assist in these maneuvers by making a Routine (TN 10) *Space Science (Astrogation)* test to help plot a safe course between the orbiting rocks. If Chekov succeeds, Sulu gains a +1 bonus to his *Helm* test. If Chekov enjoys a Complete Success, the bonus is +2, and +3 for an Extraordinary success. If Sulu fails his *Helm* test, *Enterprise* brushes an asteroid, suffering one d6 damage and reducing the shields by 30% per degree of failure (1d6 for a Failure, 2d6 for a Complete failure, and 3d6 for a Disastrous failure). If Sulu can make a Difficult (TN 20) *Quickness* test, he may halve any damage *Enterprise* suffers from the collision. After the third test (pass or fail), *Enterprise* reaches the null zone proximate to Saldana IV.

Whether *Enterprise* begins hailing at the edge of the system or waits until she is in close orbit, there is no answer to her hail.

One further note: particularly cautious players might decide to leave *Enterprise* outside the asteroid field and proceed to the planet by shuttle craft. This is a bad idea on a number of levels- not the least of which being that a shuttle craft will not be able to deal with the Klingon battle cruiser that might be hiding in close orbit. Leaving *Enterprise* outside the asteroid field also means that the characters will be on their own once they reach the surface and calling for additional equipment or personnel will require extra time. Despite the risk, the safest course of action is to take

Enterprise into orbit where she can do the most good.

If, despite these factors, the crew decides to leave *Enterprise* outside the field and head in by shuttle, the GM should reduce the TN of the *Helm* tests by one full degree, but should also take very specific note of who and what the characters are taking to the surface.

Close Orbit

Once through the asteroid field, *Enterprise* should confirm that there is no Klingon battle cruiser waiting on the other side. A Routine (TN10) *System Operations (Sensors)* test will confirm the presence of a faint ion trail in orbit- somewhere between nine and twenty hours old. There is no other indication of a vessel in orbit.

Having confirmed that she is alone in orbit, *Enterprise* can turn her attention to the planet orbiting peacefully beneath her. The crew is receiving the station's locator beacon loud and clear, but there is still no answer to hails

There and Back Again

Particularly cautious characters might decide to split their forces at this point, taking *Enterprise* back out through the asteroid field to confirm that the Klingon vessel has indeed left, while sending a preliminary party ashore to begin their investigation. They should be permitted to do this if they desire, but they must make the same difficult passage outlined above each time they enter or leave close orbit. Further, the Klingon ion trail will fade out just the other side of the asteroid field- leaving no clue as to her present whereabouts.

A Routine (TN10) *System Operations (Sensors)* test will earn the Science Officer Handout #4- [Saldana Scan](#). Analysis of the sensor data is up to the players, but a synopsis is provided for the GM. There are no unusual radiation signatures, signs of cataclysm, or outward signs of trouble on Saldana IV. Neither are there any clear life form readings- only signs that might be people- but could just as easily be animals or even sensor ghosts. Several low-level power sources- consistent with the station's fusion generator and a

number of pieces of power equipment can be detected- but there is no other sign of habitation.

Beam In

Enterprise can transport up to six people at a time, so the crew will wish to decide carefully who's going in the initial party and what equipment they're taking. The standard landing party usually consists of a science officer, a medical officer, one or two security types, and a number of technical specialists (depending upon the nature of the mission). Kirk's preferred party team is himself, Commander Spock, Doctor McCoy, a security man, and other specialists, as needed. Landing parties are usually fitted out with one phaser and communicator per person, a medical kit for the doctor, tricorder for the science officer, and other tools as needed by any specialists or engineers going along. Should the players go overboard in selecting equipment, the GM should remind them that there is a fully equipped science station on the surface, and that they'll have to tote around all the gear that they're carrying. More to the point, Star Trek is about the human experience rather than collecting every technological toy that the players can amass.

Unless the heroes designate another location, the transporter sets the landing party down in a small clearing adjacent to the main encampment. The atmosphere is dry, sandy, and sooty, and loose sand crunches beneath the heroes boots as they move around. The wind makes a low moan as it whistles through the ruined buildings and piles of fallen stone- and carries with it the scent of something burning in the distance. Vegetation in the encampment is sparse- mostly consisting of stringy, hardy brown grass small, tumble-weed like shrubs. Interspersed among the ancient ruins, and visible from the beam-in point are a large, prefabricated Admin building, a pre-fab tool shed, and several tents. A number of small one- or two-man utility vehicles are also on hand. A Routine (TN 10) *Observe (Spot)* test reveals that several of the columns are pitted and burned by recent phaser blasts. A Challenging (TN 15) *Tactics* test will show that the weapon's fire appears to be defensive in

nature- each shot taken was fired away from the Admin building.

The Encampment

A search of the compound will take about an hour, and will reveal three of the expected six researchers, a large, dark scorch mark and melted canteen, and other, less obvious signs of a firefight. DNA taken from the canteen can be matched to a fourth (missing) researcher with a Challenging (15) *Medicine or Life Sciences (Genetics)* test.

Each of the dead scientists was shot with an energy weapon, and those who make a Simple (TN 5) *Tactics or Ranged Combat- Energy Weapons* test (the latter using the Intellect rather than Dexterity bonus) will recognize the weapon used as a Klingon disruptor.

A small hill two kilometers south south west of the main encampment shows signs of a lot of earth being moved recently. A small utility vehicle with a bulldozer attachment has shifted a considerable mound of dirt up against a small hillock, exposing an ancient cobblestone courtyard. The vehicle was left parked near the berm with its motor running, and is now drained. Characters who make a Routine (TN 10) *Observe (Spot)* test will note that the work was apparently done quickly and with little regard for whatever was unearthed- several deep gouges have been scraped into the cobblestones. A number of the stones and small artifacts- including a shattered china cup- have been destroyed outright by the bulldozer. A Simple (TN 5) *Social Science (Archeology)* test- or Routine (TN 10) *Science* test of any kind will confirm that such work violates the most basic precepts of archaeological research. Such carelessness is considered unforgivably sloppy and risks- as shown- the destruction of priceless and irreplaceable artifacts.

The Admin Building is superficially intact, but has been fairly thoroughly ransacked and the computer core accessed. A Simple (TN 5) *Computer Use (Retrieve Data)* test will reveal that the core has been wiped, but with a little time and effort, it might be possible to reconstruct the data.

Taped to the desk of the administrator's desk is a handwritten note "signed" by James Kirk with the following couplet:

*If sailor tales and sailor tunes,
Storm and adventure, heat and cold,
If schooners, islands, and maroons,
And buccaneers and buried gold,
And all the old romance retold,
Exactly in the ancient way,
Can please as me they pleased of old
The wiser youngsters of today,
So be it!*

The senior officer present should receive Handout #5- Note From Kirk. The quote is from Robert Louis Stevenson's novel Treasure Island- a novel Kirk has read and enjoyed many times, but the handwriting is not Kirk's, nor could he have placed it here.

A second small hill- this one about a half kilometer due east of the encampment- is the most interesting. The hill is about twenty or twenty-five feet on a side and almost that tall, and is covered with sand, slate, and sparse vegetation. The upper corners of a pair of doors- apparently sealed and intact- are just visible on the east side, and a portable forcefield generator and independent power supply have been set up to protect the hill. Characters who make a Routine (TN 10) *Tactics* test will understand that once the forcefield was activated, the researchers wouldn't have the means to turn it off. It would remain on until destroyed, the fusion generator failed, or until more competent technical help arrived to aid in breaching the forcefield. The Klingons apparently attempted to do just that, based on the scattering of gear and spent energy packs left behind.

Bypassing the Forcefield

Shorting out or bypassing the forcefield can be accomplished in a number of ways. Doing so in a fashion that does not damage the structure beneath narrows the options somewhat. A brute force approach would be attempting to overload the shields with either shipboard or hand-held weapons fire. This method requires a Difficult (TN 20) *Ranged-Combat Energy Weapons (Phaser)* test. The test will take five minutes of sustained weapons fire (once the equipment is in place) and any degree of success will bring down. Any degree of failure, however, will damage the structure underneath (how badly is up to

the GM) and a Disastrous failure will cause an explosion which destroys the structure entirely. A more subtle approach would involve tuning a hand phaser to the specific frequency of the shield in order to bring it down. This requires a tricorder and a Difficult (TN 20) *System Engineering (Shields)* test, and will take five minutes per test and will only damage the structure on a Catastrophic failure. A final option would be to set up another shield generator and tuning it to cancel out the field. This will require twenty minutes of transport and set up time, but requires only a Routine (TN 10) *System Engineering (Shields)* test and runs no risk of damaging the structure.

Once the shield is down, the crew can begin analyzing the structure itself. As noted earlier, the mound is composed of a thick layer of sand and slate. The doors are buried almost to their top most edges by an undisturbed later of built up detritus and sand. Anyone make a Simple (TN 5) *Investigate* or *Social Science (Archeology)* test will note that this site hasn't been disturbed in at least a millennium.

Opening the tomb will require a bit of brute force (especially if the players are in a hurry), and once inside, they will discover a mausoleum filled with dust and a few bone fragments. Whatever secrets this chamber held have long-since been lost to time and decay.

Reconstructing the Database

Luckily for the crew of the *Enterprise*, the computer cores were erased, rather than physically damaged- meaning a competent operator might recover part or all of the lost data. Recovering the data requires a tricorder, a familiarity with Federation computer technology, and unfettered access to the station's main computer. The actual recovery work is an Extended (TN 150) *Computer Use (Retrieve Data)* test, with each roll accounting for one-half hour of work. Once the reconstruction total has reached 50, heroes attempting to decipher the runes over the foyer entryway should receive Handout #7- Entryway Partial Decrypt.

Unearthing the Foyer

Assuming the crew has figured out the scattered clues left behind, they will focus their efforts on the hastily constructed berm. Scanning with a tricorder (a *System Operation (Sensors)* or *Planetary Sciences (Geology)* test) will indicate a buried structure beneath the berm. In order to actually see what the researchers were desperate to conceal, however, the heroes will need to clear the entryway of dirt and debris. They might do this manually (with shovels) taking four hours or more. The “bulldozer” can do the same job in as little as a half hour- but the power cell has been drained and will take up to six hours to fully recharge. Engineer Scott (or anyone else with the appropriate skills) can attempt to “force” the power cell, and complete the charging faster by making a Challenging (TN 15) *Systems Engineering- EPS* test. A Complete Success charges the power cell in four hours, a Superior success charges it in two, and an Extraordinary Success completes the charge in only one hour.

Once the doorway has been cleared, the heroes find themselves standing in front of a large chamber barred with thick stone doors covered in alien calligraphy. Characters wishing to analyze the calligraphy should receive Handout #6- Entryway Runes.

A Challenging (TN 15) *Strength* test is needed to open the doors (they swing inwards), but every person pushing simultaneously adds his full roll to the total.

Contrary to what the players might expect, the air coming out of the chamber is fresh and clean- it is neither musty nor stale- which is what one would expect from a sealed chamber.

A further surprise is the two bodies crumpled in the foyer.

The Survivor

Of the two bodies discovered in the foyer, only one is still breathing. The dead man is Administrator Conway, the other is listed as Marcus Willowby- one of the team's technical support people. Willowby is critically injured and needs Doctor McCoy's ministrations immediately. Stabilizing Willowby enough to

beam back to the *Enterprise* requires a Challenging (TN 15) *First Aid* or *Medicine (Combat Trauma)* test. On an Extraordinary success on this test, Willowby will briefly regain consciousness, and be able to answer a question or two before gasping out, “*Enterprise?* No!” before lapsing back into unconsciousness. Should McCoy suffer a Complete failure, Willowby goes into cardiac arrest and will die unless McCoy makes a Difficult (TN 20) *Medicine* test. On a Disastrous failure, Willowby goes into arrest and dies despite McCoy's best efforts.

Those who make a Simple (TN 5) *Observe (Spot)* test will notice that there is something unusual about Willowby's wounds. A Simple (TN 5) *Tactics* or *Ranged Combat- Energy Weapons* test (the latter using the *Intellect* rather than *Dexterity* bonus) will recognize that, unlike his fellows, Willowby was shot with a phaser rather than a disruptor.

Once aboard the *Enterprise*, Willowby will need emergency surgery- an Extended (TN 50) *Medicine (Surgery)* test to be properly stabilized and begin healing. Each test will account for ten minutes of surgery. Once the surgery is completed, he will need at least four hours of rest before he can be woken safely and questioned.

Into The Temple

Approximately two hundred meters south and downslope from the entryway, the heroes discover a large, apparently natural cavern. A central pillar/platform rises out of a black, bottomless pit and is linked to the rest of the cavern by a pair of wide, rail-less, natural stone bridges. At the center of the pillar/platform is a short stone pedestal capped by a glowing blue crystal the size of a cantaloupe. Six large, equally spaced stone chairs or thrones surround the pedestal.

Empathic or telepathic characters (those actively using those abilities) will find that something in the chamber's construction or configuration serves to dampen telepathic “noise”, inspiring clarity of thought and granting a +1 to all Psionic tests made within the chamber. Such characters will also sense that the crystal serves to focus and amplify psionic energy.

Scans of the crystal (TN 10 *Physical Science (Chemistry)*) tests will reveal a previously unknown carbon crystal matrix similar to diamond and with a specific mass greater than can be accounted for by the crystal alone. The crystal is apparently natural and whole- there are no detectable seams nor any indication that the crystal is hollow. The same test will reveal that despite any apparent external stimuli or input, the crystal is emitting both heat and light and has a small, but distinct magnetic field. A Routine (TN 10) Space Science (Astrophysics) will also reveal that the crystal is also emitting minute, but measurable subspace distortions as well.

Waking the Captive

There is a considerable amount of circumstantial evidence to implicate Mr. Willowby, but unfortunately, it remains circumstantial. Should the characters wish to interrogate Willowby, Doctor McCoy should make a Routine (TN 10) Medicine test- which will reveal that Willowby's condition is too precarious to risk truth forms or other forms of chemical coercion. It is possible that Spock might try to mind-meld with him, but this would be a breach of Vulcan ethics, which strictly prohibits forced melds. Further, if it should be discovered that Willowby is innocent, then Spock will have violated the mind of an innocent man. Nonetheless, if Spock wishes to make the attempt, he must make a Challenging (TN 15) *Mind Meld* test to find the answers they seek.

It's possible that the heroes might devise other methods of ferreting out the information they need to succeed. With a Challenging (TN 15) Medicine test, McCoy can leave his patient slightly confused from the sedation- Willowby would behave as though extremely drunk, granting his interrogators a +5 to all test results. Whatever method of questioning the heroes devise, they should be resolved using *Influence (Intimidate or Fast Talk)*, *Inquiry (Interrogate)* or *Negotiate* tests with a base difficulty of 15.

Under no circumstances should the characters resort to physical violence or torture to get the information they seek.

Ultimately, the facts are thus: Willowby has been in the employ of the Klingon Empire for the last five years, and was recruited when it looked like he might be posted to a major Starfleet repair center. When he was posted instead to Saldana IV, the Klingons essentially forgot him. As his tour of duty at Saldana IV was drawing to a close, Willowby would be returning to the Federation and be forced to deal with massive debts that he had been hiding from. The discovery of the crystal seemed like a chance to make some quick credits and start out fresh- he had no idea the Klingons would massacre the entire outpost. When Willowby found out that *Enterprise* was on her way, he panicked and attempted to erase the communications logs, but Administrator Conway caught him and took him prisoner. Conway ordered both of them sealed into the vault to ensure that Willowby couldn't betray them any further and as a last-ditch defense of the crystal. Willowby discovered a mining implement that had been left in the cavern by mistake and turned it on Conway in an attempt to escape. The last thing he remembers before waking up (either in the cave or in Sickbay) was Conway pointing the phaser at him and pulling the trigger.

Touching Infinity

If a character with psionic abilities attempts to interface with the crystal, he will be able to do so- breaking off the contact is liable to be far more problematic. As soon as contact is achieved, the character (and any other psions on the area) will be overwhelmed with a flood of mental images- different times, different places, different people and choices. The effect is similar to the time stream from the Guardian of Forever, but far more intimate and personal- after all, the Guardian merely displayed images, it didn't pump them straight into your mind).

One of those images is of a group of robed, humanoid adepts using the crystal. A look of shock, dismay, and surprise crosses their faces, and an energy wave of some sort lashes out of the crystal, striking them down. The view expands beyond the temple as the wave expands like a ripple in a pond, striking down

all in its path. After a moment, the scene is brightly, painfully lit- then the buildings and the fallen bodies catch fire and the scene grows dim.

Controlling the flow of images will require a Virtually Impossible (TN 25) *Mind Meld*, *Telepathy*, or *Empathy* test- or a Difficult (TN 20) *Mind Shield* test. Attempting to simply break the link reduces the Target Number by five. In this instance, though, the character's own psionic talent will work against him, as modifiers for increased range, sensitivity, and the like all become minuses to the test result. Other psionic characters in the chamber (but not directly accessing the crystal) are likewise affected, but may only attempt to block the flow (into their own minds), gain a +5 modifier to their test result, and suffer only half damage. Non-psionic characters in the chamber must make a Challenging (TN 15) *Willpower* reaction test or be immobilized by the flood of images, but suffer no physical damage. Only the truly mind-blind (such as Ferengi) will see nothing and thus be unaffected. The data flow will continue until the interfacing character breaks contact, loses consciousness, or the crystal is destroyed.

Destroying the crystal is easy- it can only take 5 points of damage- but each character in telepathic contact with it at the time suffers 1d6 points of damage when it is destroyed.

Once the data flow has ended or been blocked, all affected characters must make a Challenging (TN 15) *Willpower* reaction test or suffer a -2 penalty to all tests for 3d6 minutes.

Emissaries from Quo'nos

Once the characters have had a chance to examine (or better yet, activate) the crystal, the Klingons return. Using the asteroid belt and the bulk of the planet to hide their approach, the *Ev'rakt* skirted the atmosphere, dropped off their landing party, and then ambushed the *Enterprise*. The heroes are embattled both on the surface and in orbit.

The attack was carefully coordinated to offer as little warning as possible, either on the planet or in orbit. The first clue either side should have is either a savage way cry or the rattle of disruptors against the hull.

In the temple itself, the battle is pitched- there are precisely three more Klingons than Starfleet personnel and the heroes should be suffering from the after effects of exposure to the crystal. The Klingons won't be satisfied until they possess the secrets of the chamber- that means this is essentially a fight to the death unless they gain possession of the crystal. Should that happen, the Klingons will signal their starship and attempt to withdraw with it.

The battle in orbit is less lopsided- *Enterprise* is a match for the Klingon cruiser, and despite getting in the first shot, the Klingons are more intent on preventing *Enterprise* from assisting her landing party than in destroying her. Not that they wouldn't mind, of course...



Resolution

Resolving this adventure will depend largely upon the choices the characters make. Ideally, they should drive the Klingons off and retain control of the crystal with a minimum number of casualties. The worst possible outcome, of course, is the loss of the crystal, death of the landing party, and destruction of the *Enterprise*. There are slightly less disastrous outcomes between those two extremes.



Damage

Stun: 1+ Unconscious for 1d6X 10 min.

Kill: 5d6+16

Rewards:

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

Experience Awards

PCs retain the Saldana crystal:

1000 exp. points

PCs restore the archives from the Saldana computer:

500 exp. points

PCs decipher the runes: 200 exp. points

PCs defeat the *Ev'rakt* (either destroying or driving the Klingon vessel away):

250 exp. points

PCs capture the *Ev'rakt* (in addition to the reward above):

250 exp. points

PCs arrive at Saldana in less than 15 hours

100 exp. points

Per ten points of structural damage suffered by *Enterprise*:

-50 exp. points

Renown Awards

PCs retain the Saldana crystal:

Renown +7

PCs restore the archives from the Saldana computer:

Renown +1

PCs decipher the runes:

Renown +1

PCs defeat the *Ev'rakt* (either

destroying or driving the Klingon vessel away):

Renown +1

PCs capture the *Ev'rakt* (in addition to the reward above):

Renown +1

Per ten points of structural damage suffered by *Enterprise*:

Renown -1

Per senior officer killed

Renown -2

Per NPC killed

Renown -1

Optional Renown Results (per Officer):

-6 or less Officer is court-martialed, Infamy Flaw possible (GM's discretion).

-3 to -5 Inquiry by Starfleet Command, possible reprimand.

0 or -2 Nasty message from Starfleet Command

1 Acknowledgment from Starfleet Command, next assignment.

2 to 4 Acknowledgment from Starfleet Command, well done.

5 or better Commendation from Starfleet Command (Commendation 1 edge).

(Non-Player Characters) Imperial Klingon Cruiser *Ev'Rakt*

Imperial Klingon Cruiser *Ev'Rakt*

Production Data

Origin: Klingon Empire
Class and Type: *K'T'inga* Class Heavy
Cruiser
Size: 6 Year Launched: 2267

Hull Data

Structure: 40 Length: 390 m Crew: 347
Atmospheric Capable: No

Operational Data

Transporters: 3 standard, 3 emergency
Cargo Units: 60
Shuttlebay: 1 AD
Shuttlecraft: 6 size worth
Tractor Beams: 1 FV, 1ad
Separation System: Emergency only
Cloaking Device: Class 2 (18) Sensor System: Class 2 (+2/C)
Operations System: Class 3 (D) Life Support: Class 3 (D)

Propulsion Data

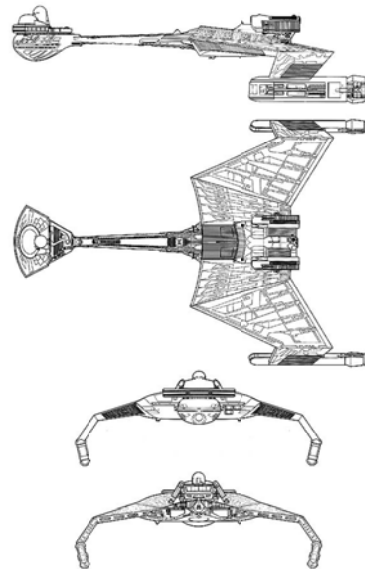
Impulse System: K-HEU-4 (0.6c) (C)
Warp System: STN-5 (warp 3/4) (B)

Tactical Data

<u>Phaser Banks</u> <u>KGDM-4 (x3/B)</u>	<u>Photon Torpedoes</u> <u>KP-5 (x2/B)</u>
Penetration: 4 / 4 / 4 / 0 / 0	Penetration: 3 / 3 / 3 / 3 / 3
<u>Deflector Shields</u> <u>KPFF-2a (B)</u>	
Protection/Threshold: 13 / 2	

Miscellaneous

Maneuver Modifiers + 1 C, + 0 H, + 3 T **Traits** Battle tested



Koros, son of Moktahn- Captain, Imperial Klingon Cruiser *Ev'rakt*. A competent warrior with an eye on post with the High Command, Koros took command of the *Ev'Rakt* by defeating the previous commander in single combat. Koros is eager to do battle with the Federation- both to remove a stumbling block to the Empire's expansion, but also to accumulate accolades and propel himself and his House to greatness.

Koros and the *Ev'Rakt* were on routine patrol along the Federation border when they intercepted a signal from a Klingon agent alerting them to the find. Koros and his men are determined to either seize the prize for the Empire or destroy it.

Age 35 **Species:** Klingon **Gender:** Male **Eyes:** Brown **Hair:** Black

Courage: 3 **Advancements:** 11 **Renown:** 18

Str 10 (+2) **Agl** 7 (+0)* **Int** 9 (+1) **Vit** 10 (+2) **Prs** 10 (+2)* **Per** 9 (+1)

Quickness +2 **Savvy** +2 **Stamina** +2 **Willpower** +2* **Defense:** 7

Skills: *Armed Combat (Traditional Klingon Weapons)* 6, *Enterprise-Administration* 4, *Culture (Klingon)*

3,

History (Klingon) 3 *Specific World (Quo'nos)* 3, *Language- Klingon* 3, *Language- Federation Standard* 3, *Computer Use (Retrieve)* 4, *Inquire* 3, *Influence (intimidate)* 3, *Law (Interstellar)* 3, *Persuade (Propaganda)* 3, *System Operations (Command, Tactical)* 6, *Ranged Combat (Disruptor Pistol)* 5, *Tactics (Romulan, Federation)* 5, *Repairs* 3, *System Engineering (Tactical)* 4, *Unarmed Combat (Mok'bara)* 3

Professional Abilities: Starship Duty, Starship Tactics, Command, Fighting Captain

Species Abilities: High Pain Threshold, Brak'lul, Ferocity, Honor

Edges/ Flaws: Command 2, Promotion 5

Klingon Soldier: a warrior hand-picked by Kadur for his loyalty, ferocity, and aggressiveness.

Str 8 (+1)* **Agl** 10 (+2)* **Int** 5 (+0) **Vit** 9 (+1) **Prs** 6 (+0) **Per** 7 (+0)

Quickness +2 **Savvy** +0 **Stamina** +3 **Willpower** +1 **Defense:** 9

Skills: *Athletics (Climbing)* +2, *Armed Combat (Klingon Traditional Weapons)* +4, *Observe*

(Spot) +2, Ranged Combat- Energy Weapons (Disruptor Rifle) +4, Stealth +3, Survival +2, Tactics +2, Unarmed Combat (Mok'bara) +3

Professional Abilities: Battle Hardened

Species Abilities: Brak'lul, High Pain Threshold, Honor, Ferocity, Klingon Traditional Weapons

Edges/ Flaws: Dodge, Blood lust

Handouts:

Handout #1: Captain's Log

Captain's Log: Stardate 2261.4:

"USS Enterprise on patrol, escorting a Tellarite relief convoy headed for the Vulcan colony on Tau Ceti VI.

Ship and crew are serving admirably, though a not-so friendly rivalry has sprung up with the other escort vessel- the scout ship U.S.S. Revere. Captain Weller has expressed his dissatisfaction with the operation of the convoy on several occasions, and has issued several blistering critiques to a pair of freighter captains who failed to exercise proper station keeping.

Per Starfleet orders, I am in nominal command of the convoy, but Captain Weller is, in fact, the senior officer present and has the potential to create trouble if rubbed the wrong way.

Starfleet Intelligence has stated that it has credible reports indicating the presence of at least three Orion marauders operating in this area, and subsequently dispatched the U.S.S. Retributor to patrol the area and assist as necessary.

Enterprise is proceeding on course at Warp Factor 2, ETA to Tau Ceti VI 12 hrs."

Handout #2: Distress Signal

The Enterprise is currently receiving the following message on Subspace Channel 98.8. It is flagged Code 4- Planetary Distress.

"This is Administrator Conway of the Federation Research Outpost on Saldana IV. Four days ago, my team and I discovered a powerful alien artifact like nothing we've seen before. It requires further analysis, but our preliminary analysis suggests that this artifact might alter the balance of power in the sector.

This morning, I discovered what appeared to be an encrypted signal originating from the surface of Saldana IV, and directed toward the Klingon Empire. Our long range sensors indicate what appears to be a Klingon battle cruiser headed directly for us. My crew and I are taking precautions to safeguard the outpost and protect the find- but it is only a matter of time before the Klingons arrive. We request assistance from any available Federation starship..."

Handout #3: Saldana Profile

Saldana IV

Affiliation:	United Federation of Planets
Class:	M
Year Colonized:	2252
Population:	7
Local Day:	23.3 hrs
Orbital Period:	252.7 days

Saldana is a "failed" binary system of five planets orbiting an unstable Type F2-V primary (a yellow-white dwarf star slightly brighter than Sol). Saldana I is Class F, with lakes of molten lead on it's surface. Little is known about planets 2 and 3. as they have been long-since shattered into asteroid belts., with sections of the debris field extending into the orbit of Saldana IV.

Saldana IV is home to a Federation research outpost established to investigate evidence of an alien civilization which once existed on that planet approximately 20,000 years ago. Initial analysis of the ruins suggest possible Fabrini or even Iconian origins- though there are significant differences.

The outpost was established in 2252 by the U.S.S. *Truman* and has received periodic visits from supply vessels and passing starships- averaging a visit every eight months.

Saldana V is a Class J superjovian (a gas world such as Jupiter, but many times larger). Sensor data and heavy metal contamination in the upper atmosphere indicate that Saldana V has undergone at least three failed ignition sequences within the last 20,000 years (possibly ignited by extraordinary solar flares from the unstable primary, but unsustainable due to insufficient mass).

Starfleet Advisories:

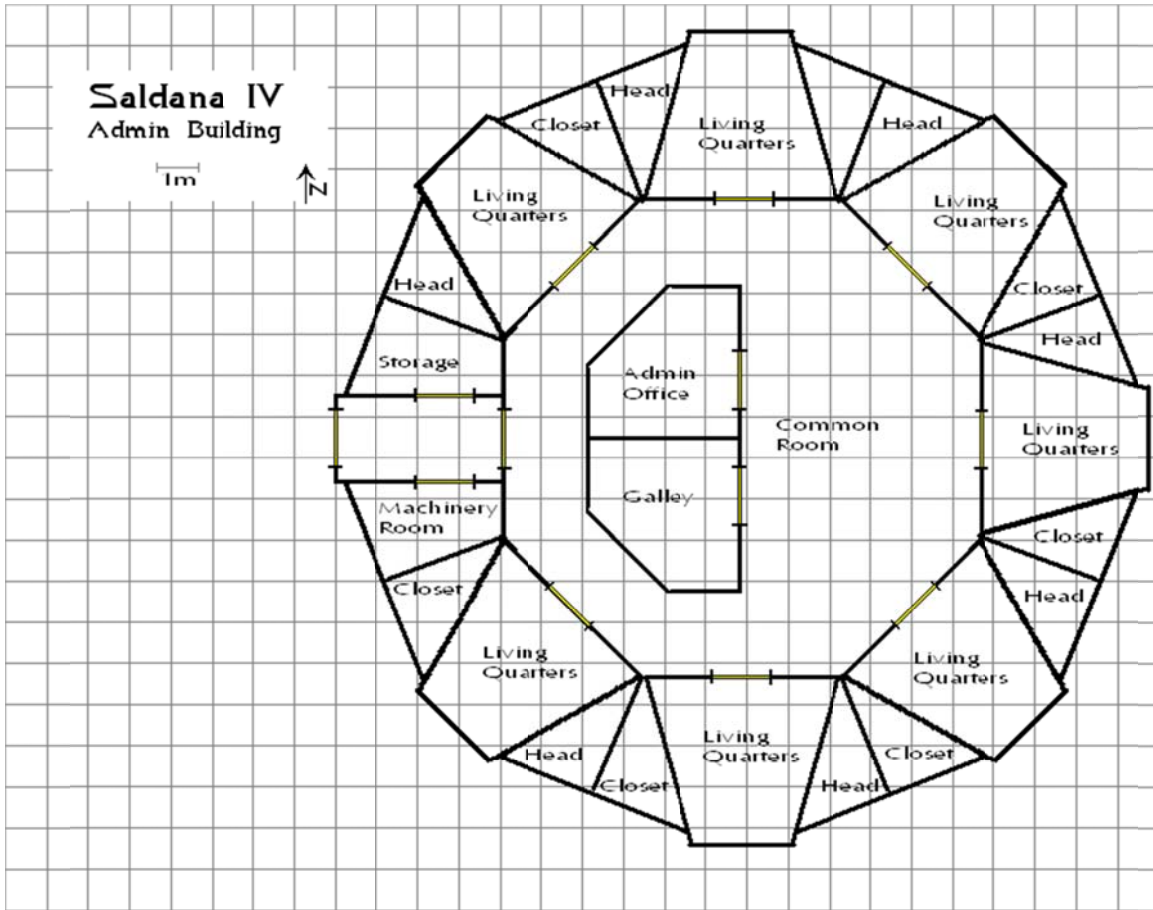
Warning: Debris fields intruding into the orbit of Saldana IV pose a significant hazard to navigation. Starships are advised to approach Saldana IV with extreme caution.

Warning: The Saldana System lies approximately twelve hours from the Klingon border. Federation and Starfleet starship personnel are advised to consider Klingon incursion (and thus, hostilities) in and around the Saldana System as likely.

Research Staff, Saldana IV Outpost

<u>Position</u>	<u>Name</u>	<u>Species</u>
Administrator	Richard Conway	Human
Lead Archaeologist	K'Murr	Human
Second Archaeologist	Peth	Vulcan
Lead Xenopaleontologist	Dana Kavic	Centauran
Lead Engineer	William Goldwyn	Human
Technician	Marcus Willowby	Human

Handout #4- Saldana Scan/Admin Building.

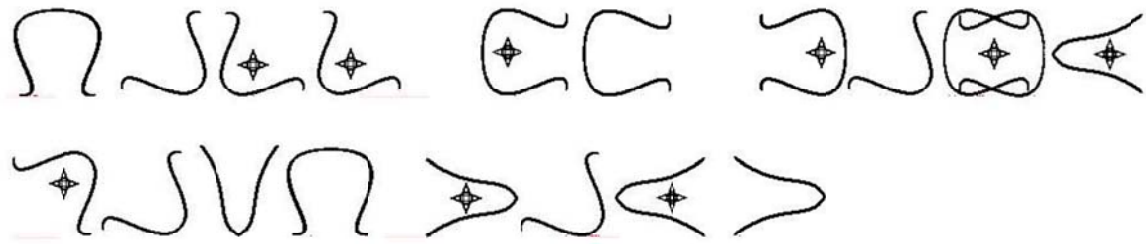


Saldana IV Admin Building

Handout #5: Note From Kirk

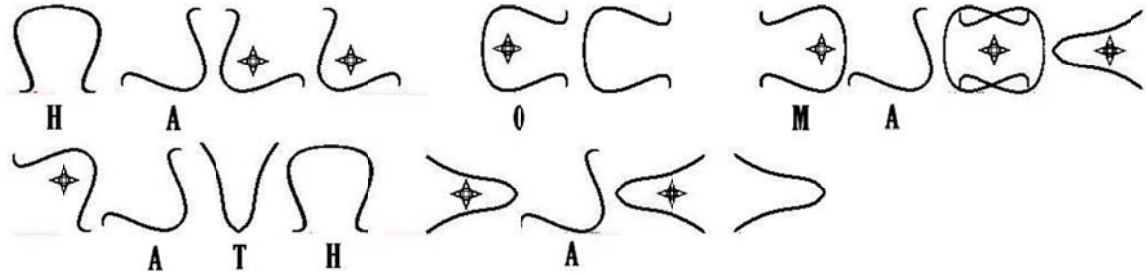
If sailor tales and sailor tunes,
Storm and adventure, heat and cold,
If schooners, islands, and maroons,
And buccaneers and buried gold,
And all the old romance retold,
Exactly in the ancient way,
Can please as me they pleased of old
The wiser youngsters of today,
So be it!

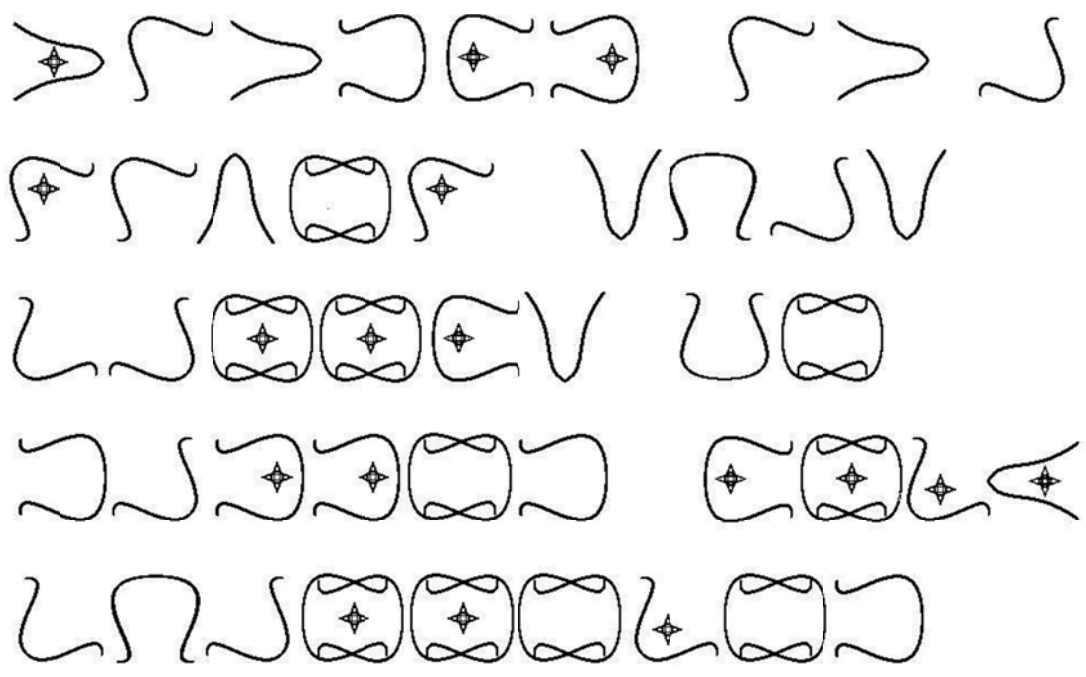
James Kirk



Handout #6: Entryway Runes

Handout #7: Entryway Runes- Partial Decrypt





Handout #8 Temple Runes

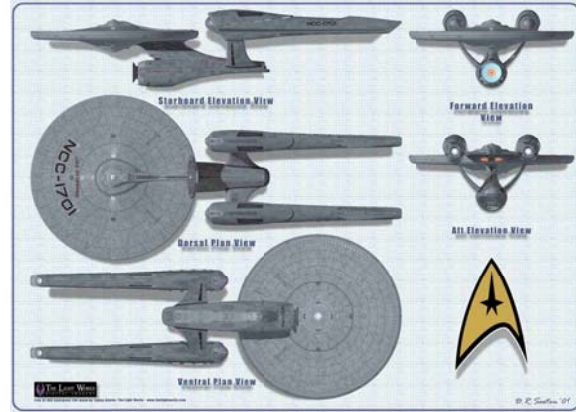
USS *Enterprise* NCC-1701

"...to boldly go where no man has gone before."

Constitution Class Starship

Production Data

Origin: United Federation of Planets
Class and Type : *Constitution Class Heavy Cruiser*
Year Launched: 2258



Hull Data

Size: 6, 28 decks Length: 304m
Structure: 40 Crew: 435
Cargo Capacity: 70 Atmospheric Capable: No

Operational Data

Sensor Systems Class 3 (+3/D) Operations Systems Class 4 (E)
Life Support Class 4 (E) Shuttles: 6 size worth
Tractor Beams: 1 fd, 1av Shuttle bays: 1a
Transporters: 6 ea, personnel, cargo, emergency

Propulsion Data

Impulse Engines: RSM (.75c) (D) Warp Drive: LN-60 Mod 3 (Warp 3 / 4) (D)

Tactical

Phaser Banks: RIM-12c (Type V) (x6/C) Photon Torpedoes Mk 6 DF (x2/C)

Penetration 5 / 5 / 4 / 0 / 0

Penetration: 4 / 4 / 4 / 4 / 4

Deflector Shields PFF-2a (B)

Protection/Threshold: 13 / 3

Miscellaneous

Maneuver Modifiers +2 C, +0 H, +3 T Traits: Prototype System: (+1 Missile)

The newest starship in the Fleet in 2258, *Enterprise* hadn't even been christened when she was dispatched to assist during the Vulcan Crisis. Like the rest of the *Farragut* Task Force, *Enterprise* fell into a Romulan trap, but unlike her sister vessels, managed to survive the attack and was later instrumental in the defense of Earth and the destruction of the renegade vessel *Narada*.

Following an extensive refit and formal commissioning ceremony, *Enterprise* was assigned a five year mission under Captain James Kirk.

USS *Enterprise* Senior Staff

<u>Position</u>	<u>Name</u>	<u>Species</u>	<u>Rank</u>
Commanding Officer	James T. Kirk	Human	<i>Captain</i>
Executive/Science Officer	Spock	Vulcan	<i>Commander</i>
Chief Engineer	Montgomery Scott	Human	<i>Lt. Commander</i>
Helm Officer	Hikaru Sulu	Human	<i>Lieutenant</i>
Navigator	Pavel Chekov	Human	<i>Ensign</i>
Communications Officer	Nyota Uhura	Human	<i>Lieutenant, JG</i>
Chief Medical Officer	Dr. Leonard McCoy	Human	<i>Lt. Commander</i>



Starfleet Office of Personnel Management

Starfleet Command

James Tiberius Kirk

Age: 26
Species: Human
Homeworld: Iowa, Earth
Gender: Male
Hair: Blond
Eyes: Hazel

Rank: Captain

Current Assignment:

Commanding Officer, U.S.S. *Enterprise* NCC-1701



Profile/History:

The current commanding officer of the U.S.S. *Enterprise* is the youngest captain in Starfleet history- quite an achievement, considering his troubled past and turbulent background.

Named for his grandfathers, James Tiberius Kirk is the only son of Lieutenant George Kirk, the tactical officer and final captain of the U.S.S. *Kelvin*, destroyed in an unprovoked attack in 2233. George Kirk spent twelve minutes in command of the *Kelvin*, and sacrificed himself and his ship to save more than 800 lives- including those of his wife and infant son.

Deprived of his father and the strong, disciplined role model he represented, Jim Kirk grew up aimless and rebellious, and earned a fairly extensive record for criminal mischief and destruction of private property.

Shortly before Kirk enlisted in Starfleet, he was involved in a brawl with several Starfleet personnel outside the Riverside Shipyard and soundly beaten. Only the timely intervention of Captain Christopher Pike saved Kirk from a hospital stay- and changed the course of the young man's life. Pike confronted Kirk and challenged him to follow in his father's footsteps, to become more than a dissolute brawler- and to fulfill his destiny. Kirk was on a shuttle to the Academy the following day, and quickly impressed his instructors with his innovation, talent, and drive. Kirk simultaneously dismayed his superiors with his lascivious tendencies (it's been said on campus that Kirk will chase skirts, pants, or anything else with a woman in it) and his willingness to bend the rules.

It was that tendency to bend the rules (and his insatiable need to triumph) that led Cadet Kirk to take the Kobayashi *Maru* test three times- and on the third time, to reprogram the simulator to allow for victory. By cheating, Kirk violated the Academy's Honor Code- and faced suspension and even dismissal from the Academy. Kirk was placed on academic suspension while the Starfleet Academy Board of Supervisors investigated the charges, and as a result, was not assigned starship duty during the Vulcan Crisis in 2258.

During the emergency, Kirk was eventually smuggled aboard the U.S.S. *Enterprise* by another cadet (his lifelong friend Leonard McCoy). This was fortunate, as Kirk was able to piece together the disparate clues and managed to warn Captain Pike of the immediate threat posed by Nero and the *Narada*- and thus saved *Enterprise* from the fate of the other ships in the Starfleet task group sent to assist Vulcan.

Forced to surrender himself to save the ship, Captain Pike placed Commander Spock in command of the *Enterprise*, and anointed Jim Kirk as Executive Officer. Following the destruction of Vulcan, Spock resigned command, allowing Kirk to succeed him as acting Captain of the *Enterprise*.

Following the destruction of the intruder vessel and the rescue of Captain Pike, Starfleet Command decorated Kirk for heroism and confirmed his appointment as Captain of the *Enterprise*. Following refit, Kirk and his crew were assigned a five year mission- to explore strange new worlds, to seek out new life and new civilizations, and to boldly go where no man has gone before.

Psychological Profile: Kirk thrives on challenge- and is constantly pushing himself to do better. He is an intense competitor, striving to be the best at whatever he tries to do. Kirk's sense of duty and concern for his men drives Kirk to "lead from the front", leading landing parties and sharing the risk with the men and women he orders into Harm's way. Kirk is also driven by a sense of destiny- to live up to the ideals of his father and Starfleet.

Attributes

Str 7 (+0) **Agl** 8 (+1) **Int** 11 (+2)* **Vit** 12 (+3) **Prs** 12 (+3)* **Per** 7 (+0)

Quickness +1 Savvy +3 Stamina +3 Willpower +5* Defense: 7
Miscellaneous Scores

Courage: 4 Defense: 8 Health: 12 Renown: 12

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+0	+2		+2	
Computer Use	INT	+2	+5		+7	(Retrieve, Hacking)
Enterprise:Administration	INT	+2	+2		+4	
Enterprise:Streetwise	INT	+2	+2		+4	
Influence	PRS	+3	+2		+5	
Inquire	PRS	+3	+2		+5	
Knowledge:Culture	INT	+2	+4		+6	(Human)
Knowledge:History	INT	+2	+4		+6	(Human)
Knowledge:Law	INT	+2	+2		+4	(Federation)
Knowledge:Politics	INT	+2	+4		+6	(Federation)
Knowledge:Specific World	INT	+2	+4		+6	(Earth)
Knowledge:Trivia	INT	+2	+1		+3	((Classical Literature)
Language- Fed Standard	INT	+2	+5		+7	
Language- Vulcan	INT	+2	+1		+3	
Negotiate	INT	+2	+3		+5	
Persuade	PRS	+3	+3		+6	(Debate)
Ranged Combat:Energy	AGL	+1	+4		+5	
Repair	INT	+2	+1		+3	
System Operation	INT	+2	+5		+7	(Command)
Tactics	INT	+2	+5		+7	(Space)
Unarmed Combat	AGL	+1	+6		+7	(Brawling, Starfleet Martial Arts)

Professional Abilities:

Commanding Presence: Kirk sticks to his guns in demanding situations. When making a Willpower reaction test, Kirk rolls three dice instead of two, and keeps the highest two- the rule about rolling double sixes still applies.

Starship Duty: Kirk has received all the training necessary for him to serve aboard a starship.

Thinks Like A Romulan: Having been trained in Romulan tactics and history, and extensive war gaming, Kirk ignores all penalties to Academic tests to Tactics (Romulan) test.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Captain Kirk 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

Command 2: Kirk is the captain of the Starship *Enterprise*. He is keenly aware of the responsibility he has shouldered- both to accomplish his assigned mission and to safeguard the lives of the ship and crew with which he has been entrusted.

Contacts (Starfleet- Admin): Kirk has a series of contacts at Starfleet whom he may utilize for information or assistance, gaining a +1 bonus to Enterprise: Administration tests.

Courageous: No stranger to acts of courage, Kirk may spend up to six Courage points per round

instead of the usual four.

Promotion 5: Kirk holds the rank of Captain in Starfleet, granting him a position of considerable trust and authority.

Starfleet Office of Personnel Management

Starfleet Command

Spock

Age: 38
Species: Vulcan/Human (Vulcan Dominant)
Homeworld: Shi Kahr, Vulcan
Gender: Male
Hair: Black
Eyes: Brown

Rank: Commander
Current Assignment:
First Officer and Science Officer, U.S.S. *Enterprise* NCC-1701



Profile/History:

The only son of Ambassador Sarek of Vulcan and Amanda Grayson of Earth, Spock is a hybrid- literally a child of two worlds. Taunted, tested, and teased as a child, Spock nonetheless chose to honor and exemplify his Vulcan heritage over his "human half." Despite this choice, Spock is neither human nor Vulcan, and is at truly at home only in Starfleet.

Spock is a gifted scientist and an intrepid explorer. And is the only Vulcan in history to decline an appointment to the Vulcan Science Academy. After several years of service, Spock won an appointment to Starfleet Academy, where he administered the infamous Kobayashi *Maru* test.

During the Vulcan Crisis in 2258, Spock was hastily reassigned as Science Officer aboard the U.S.S. *Enterprise*, and succeeded Captain Pike in command when the latter surrendered himself to the renegade Nero..

During the emergency, Spock beamed to Vulcan, and was instrumental in the safe evacuation of the Vulcan High Council- charged with preserving and defending Vulcan culture and heritage. Unfortunately, Spock's mother Amanda was killed while Spock stood helpless, immobilized by the transporter.

As acting Captain of the *Enterprise*, Spock found himself at odds with his new First Officer, James Kirk. Spock was determined to rendezvous with the bulk of Starfleet in the Laurentian System, while Kirk was determined to pursue and engage the renegade Romulan starship at the earliest opportunity. The crisis was resolved when Kirk deliberately provoked Spock into an emotional outburst (which culminated in a physical altercation and nearly resulted in Kirk's death), and with Spock relinquishing command on the grounds that he was too emotionally distraught to carry on.

Spock rallied and returned to his post as Science Officer, and he and Kirk were instrumental in disrupting Nero's attack on Earth and the destruction of the renegade starship.

Following the destruction of the intruder vessel and the rescue of Captain Pike, Starfleet Command confirmed Kirk's appointment as Captain of the *Enterprise*, and assigned Spock as his First Officer,.

During his tenure as an instructor at Starfleet Academy, Spock was engaged in a brief romance with a cadet named Uhura, and despite the breach of regulations, the relationship has not been completely resolved.

Psychological Profile: Like nearly all of his species, Spock embraces the philosophy of logic as promulgated by Surak at the meridian of Vulcan history. This philosophy espouses stoicism, reason, and rigid self-control in order to ensure that a Vulcan is master of his passions rather than ruled by them. Because of his human heritage, Spock faced a certain amount of prejudice in the past, and the duality of his emotional nature has been something of an obstacle. Spock frequently categorizes his emotions as belonging solely to his human half, forgetting that Vulcans, too possess passions that run deeply. As a result, Spock has trended toward even more rigid control than is normal for his people- being "more Vulcan than Vulcans."

Following the death of his mother, Spock is finally beginning to realize that he is not less than Vulcan because of his human heritage- he is more.

Attributes

Str 10 (+2) **Agl** 6 (+0)* **Int** 13 (+3)* **Vit** 10 (+2) **Prs** 6 (+0) **Per** 8 (+1) **Psi** 4 (+0)
Quickness +1 **Savvy** +1 **Stamina** +2* **Willpower** +3 **Defense:** 7

Miscellaneous Scores

Courage: 3 **Defense:** 7 **Health:** 11 **Renown:** 9

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+3	+7		+10	(Retrieve)
Propulsion Engineering	INT	+3	+1		+4	
Systems Engineering	INT	+3	+6		+9	(Sensors)
Entertain:Play Instrument	INT	+3	+1		+4	Vulcan Lute
Influence	PRS	+0	+4		+4	
Inquire	PRS	+0	+6		+6	
Investigate	PER	+1	+4		+5	(Investigate)
Knowledge:Culture	INT	+3	+4		+7	(Vulcan, Human)
Knowledge:History	INT	+3	+4		+7	(Vulcan)
Knowledge:Politics	INT	+3	+4		+7	(Federation)
Knowledge:Religion	INT	+3	+4		+7	(Vulcan)
Knowledge:Specific World	INT	+3	+4		+7	(Vulcan)
Language- Fed Standard	INT	+3	+3		+6	
Language- Vulcan	INT	+3	+3		+6	
Life Science	INT	+3	+4		+7	(Biology)
Mind Meld	PSI	+0	+4		+4	
Observe	PER	+1	2		+3	
Physical Science	INT	+3	+5		+8	(Mathematics)
Planetary Science	INT	+3	+5		+8	(Geology)
Ranged Combat:Energy	INT	+2	+3		+5	
Repair	INT	+3	+4		+7	
Space Science	INT	+3	+1		+4	(Astrophysics)
System Operation	INT	+3	+9		+12	(Sensors)
Tactics	INT	+3	+3		+6	
Unarmed Combat	AGL	+0	+4		+4	(Starfleet Martial Arts)

Professional Abilities:

Journeyman: Spock has received a broad scientific education, and can use all skills in the Science group untrained. Upon acquiring a Science skill, Spock automatically receives a Specialization as well.

Starship Duty: Spock has received all the training necessary for him to serve aboard a starship.

Field Research: When making an *Investigate* test to research an alien phenomenon, Spock gains an affinity bonus equal to half the appropriate *Science* skill rounding up.

Species Abilities:

Enhanced Rapid Healing: Once per day, Spock may enter into a trance lasting ten minutes for every affected wound level. At the end of the trance, Spock regains a number of wound points equal to his Vitality modifier (2 points) This replaces the effects of natural healing, but Spock will still receive the benefits of *Medicine* and *First Aid* tests.

Mindmeld: This Vulcan discipline allows Spock to share memories with another, and results in a temporary merging of the minds, though information can be withheld. Creating a mindmeld is a full round

action, and If the target actively resists, is an Opposed test against the target's Willpower. It is a serious- almost unforgivable- breach of Vulcan ethics to force a meld on another.

Nerve Pinch: Spock can attempt to use a nerve pinch on any vertebrate by grasping it at the base of the neck (or equivalent nerve center) and making an Unarmed Combat test. If the victim is aware of Spock's intent, the attack suffers a -5 skill penalty. If this attack is successful, the target is automatically stunned for 2d6 rounds.

Psionic: Like nearly all of his people, Spock is gifted with empathic a/o telepathic abilities.

Skill Focus (Keen Hearing): Vulcans evolved in a high, thin atmosphere, and evolved an exceptionally sharp sense of hearing. Spock gains a +4 to *Observe (Hearing)* tests.

Edges/Flaws

Command 2: Spock is the Executive Officer of the Starship *Enterprise*, and is fully qualified to succeed Captain Kirk if necessary.

Dark Secret: Spock carried on an illicit relationship with one of his subordinates (Lieutenant Uhura), a serious breach of Starfleet regulations.

Eidetic Memory: Spock has a "photographic memory". Simple (TN 5) Academic tests are automatically successful, and all other Academic tests (and skills) receive a +2 bonus.

High Pain Threshold: Spock's tremendous discipline allows him to withstand much more pain than a normal human being, allowing him to reduce penalties for pain by 2.

Multitasking: Spock may treat a full-round action as two actions, and may take additional actions at the standard penalty.

Promotion 4: Spock holds the rank of Commander in Starfleet, granting him a position of considerable trust and authority.

Starfleet Office of Personnel Management

Starfleet Command

Leonard H. "Bones" McCoy

Age: 32

Species: Human

Home world: Georgia, Earth

Gender: Male

Hair: Brown

Eyes: Brown

Rank: Lieutenant Commander

Current Assignment:
Chief Medical Officer, U.S.S. *Enterprise* NCC-1701



Profile/History:

Born in 2227, the only son of David McCoy followed in his father's footsteps and became a medical doctor, but following a bitter and painful divorce, enlisted in Starfleet and became close friends with another troubled cadet, James T Kirk, who promptly christened the young doctor with the nickname "Bones". The two were soon inseparable, and it was Doctor McCoy who smuggled Kirk aboard the *Enterprise* during the Vulcan Crisis in 2258. Although both a breach and a blatant abuse of Starfleet Regulations, McCoy's actions were vindicated as Kirk proved instrumental in warning Captain Pike and saving the *Enterprise* from the fate of the other ships in the Starfleet task group sent to assist Vulcan.

Doctor Prurie was killed during the brutal attack *Enterprise* suffered in Vulcan orbit, and Doctor McCoy was forced to step up and fill his shoes as Chief Medical Officer. This assignment was confirmed by Starfleet Command following the destruction of the intruder vessel and the rescue of Captain Pike.

Psychological Profile: Leonard McCoy was deeply wounded by the bitterness of his divorce and the subsequent separation from his daughter Joanna. McCoy sees life in space as dangerous and decidedly unnatural, but compensates by building deep, lasting friendships. Despite his occasionally biting wit, McCoy is innately gentle, resorting to violence only when absolutely necessary. Abiding compassion, nobility of spirit, and a deep sense of right and wrong are the hallmarks of McCoy's personality- and he will not hesitate to act to preserve life, alleviate suffering, or defend others. .

Attributes

Str 8 (+1) **Agl** 9 (+1) **Int** 12 (+3)* **Vit** 10 (+2) **Prs** 10 (+2)* **Per** 9 (+1)
Quickness +1 **Savvy** +2 **Stamina** +4* **Willpower** +3 **Defense:** 8

Miscellaneous Scores

Courage: 4 **Defense:** 8 **Health:** 11 **Renown:** 8

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+3	+4		+7	(Retrieve)
First Aid	INT	+3	+6	+1	+10	
Influence	PRS	+2	+3		+5	
Inquire	PRS	+2	+1		+8	
Investigate	PER	+1	+4		+5	
Knowledge:Culture	INT	+3	+5		+8	(Human)

Knowledge:History	INT	+3	+5		+8	(Federation)
Knowledge:Politics	INT	+3	+1		+4	(Federation)
Knowledge:Religion	INT	+3	+4		+7	(Human)
Knowledge:Specific World	INT	+3	+4		+7	Earth
Language- Fed Standard	INT	+3	+5		+8	
Life Science	INT	+3	+6		+9	(Biology, Genetics)
Medicine	INT	+3	+9	+3	+15	(General Medicine, Pathology, Psychology,
						Surgery, Toxicology)
Observe	PER	+1	+1		+2	
Persuade	PRS	+2	+2		+4	
Physical Science	INT	+3	+4		+7	(Chemistry)
Ranged Combat:Energy	AGL	+1	+1		+2	
Repair	INT	+3	+1		+4	
System Operation	INT	+3	+8		+9	(Medical)

Professional Abilities:

Diagnosis: Doctor McCoy has received special training in diagnosing alien diseases and toxins. Whenever McCoy 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.

General Medicine: McCoy has received a wide range of medical training in order to deal with any situation that might arise aboard a starship. Whenever McCoy makes a *Medicine* test, he receives a +2 bonus to the result.

Immunization: If Doctor McCoy makes a *medicine* test to correctly identify an alien disease or pathogen, he may research a cure by making a *Medicine (Research)* test with a base time of 30 minutes and a difficulty based on the degree of success of the diagnosis roll (TN 25 for a marginal success, 20 for a complete, 15 for an Extraordinary success). If successful, McCoy may produce 1d6 doses of a counter agent by spending one full hour in a medical lab. While this counter agent will provide a permanent cure for those already exposed to the pathogen, it provides only 2d6 hours of protection for those who have not yet been exposed.

Lab Work: Doctor McCoy does much of his own lab work, and is very familiar with the protocols involved. Whenever he makes a *Physical Science (Chemistry)* test, McCoy gains a +4 bonus.

Starship Duty: McCoy has received all the training necessary for him to serve aboard a starship.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Doctor McCoy 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: Doctor McCoy is the Chief Medical Officer (a Department Head) aboard the *Enterprise*.

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

Skill Focus: Compassionate: Driven by his humanity and his compassion, Doctor McCoy receives a +1 bonus to tests made against his *First Aid* and *Medicine* skills.

Starfleet Office of Personnel Management

Starfleet Command

Montgomery Scott

Age: 35
Species: Human
Homeworld: Scotland, Earth
Gender: Male
Hair: Black
Eyes: Brown

Rank: Lieutenant Commander

Current Assignment:

Chief Engineering Officer, U.S.S. *Enterprise* NCC-1701



Profile/History:

Mr. Scott is an extremely talented and dedicated engineer, but due to some unfortunate choices early in his career- largely involving unauthorized and dangerous transporter experiments- ran afoul of Starfleet Command and was subsequently assigned to a communications station on Delta Vega and left essentially to rot.

Scott was instrumental during the Vulean Crisis in 2258/ It was Scott's innovation and experimental equations that allowed Captain Kirk and Commander Spock to board, disable, and eventually destroy the renegade Romulan starship.

When Kirk was assigned as the new Captain of the *Enterprise*, Scott was assigned as her Chief Engineer- and has essentially fallen in love with the starship.

Psychological Profile: Montgomery Scott is something of an exercise in contradictions. On the one hand, he can seldom resist a technological puzzle, and early in his career, was somewhat reckless about proving himself and his abilities. The time he spent "in exile" has gone a long way towards tempering these impulses, but at the same time, heightened his sense of aggravation with Starfleet Command. With his posting to the *Enterprise*, Scott has found his niche. One of the oldest members of the senior staff, Scott has become the rock upon which others can rely. Cheerful, often gregarious, Scott is the man who maintains the sense of "normal" aboard ship. He's in charge of keeping all the everyday things- lights, gravity, food, water as "normal" as possible, and he thrives on the challenge.

Attributes

Str 7 (+0) **Agl** 7 (+0) **Int** 12 (+3)* **Vit** 10 (+2) **Prs** 6 (+0) **Per** 7 (+0)*
Quickness +1 **Savvy** +1 **Stamina** +4* **Willpower** +3 **Defense:** 7

Miscellaneous Scores

Courage: 5 **Defense:** 7 **Health:** 10 **Renown:** 5

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+3	+4		+7	
Construct	INT	+3	+4		+7	
Investigate	PER	+0	+2		+3	
Knowledge:Culture	INT	+3	+5		+8	(Human)
Knowledge:History	INT	+3	+4		+7	(Federation)
Knowledge:Politics	INT	+3	+4		+7	(Federation)
Knowledge:Religion	INT	+3	+3		+6	(Human)
Knowledge:Specific World	INT	+3	+4		+7	(Earth)

Language- Fed Standard	INT	+3	+4		+7	
Observe	PER	+0	+2		+2	
Physical Science	INT	+3	+4		+7	(Physics, Astrophysics, Mathematics)
Propulsion Engineering	INT	+3	+6		+9	(Warp Drive)
Ranged Combat:Energy	AGL	+0	+4		+4	
Repair	INT	+3	+6		+9	
Structural Engineering	INT	+3	+5		+8	
Survival	INT	+3	+3		+6	(Arctic)
System Operation	INT	+3	+4		+7	(Transporter)
Systems Engineering	INT	+3	+5		+8	(Transporter)
Unarmed Combat	AGL	+0	+4		+4	(Starfleet Martial Arts)

Professional Abilities:

Engineering Certification: Scott has received a broad training in Engineering, and may use all *Engineering* group skills untrained. Additionally, when acquiring an Engineering skill, Scott also acquires one skill specialty of his choice.

Miracle Worker (Transporter): Scott may perform Engineering tests on the transporter in half the base time.

Starship Duty: Scott has received all the training required to serve aboard a starship.

System Overhaul: Scott can may attempt an appropriate *Engineering* skill test in order to overhaul a system and allow it to temporarily exceed its normal operating parameters (examples include pushing the engines to faster speeds or extending the range of shields and transporters).

Theoretical Application: Whenever Scott makes a *Repair* test against a given system, he gains an affinity bonus equal to half the appropriate *Engineering* skill, rounded up.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Commander Scott 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: Commander Scott is the Chief Engineer (a Department Head) of a starship- surely the nest of all worlds.

Promotion 3: Scott holds the rank of Lieutenant Commander in Starfleet, granting him a position of considerable trust and authority.

Suit Trained: Scotty has spent a considerable amount of time in environmental suits ans therefore suffers no penalties while using one.

Starfleet Office of Personnel Management

Starfleet Command

Hikaru Sulu

Age: 26
Species: Human
Homeworld: San Francisco, Earth
Gender: Male
Hair: Black
Eyes: Brown

Rank: Lieutenant

Current Assignment:

Helm and Weapons Officer, U.S.S. *Enterprise* NCC-1701



Profile/History:

Born in San Francisco on Earth (Home to Starfleet Academy), Sulu has wanted to be in Starfleet from his earliest memory. Though there was some confusion as to what type of officer he wanted to be (Sulu dabbled in science and tactics), he eventually settled on helm and weaponry. Sulu is an outstanding pilot, having earned high marks in the Academy and simulators, and earned a posting as a helmsman aboard the newly completed U.S.S. *Enterprise*. When the lead helmsman fell ill just prior to the Vulcan Crisis of 2258, Sulu stepped in to fill his shoes.

Sulu served with skill and distinction throughout the crisis, placing himself in Harm's way in an effort to defend the Federation. He volunteered to join an assault on the renegade starship led by James Kirk and though the mission went badly awry, their team work (and the timely intervention of the *Enterprise*) allowed it to be brought off successfully.

Psychological Profile: Sulu is a man of many and varied interests, but gives each of those interests his full attention. Young, idealistic, and brave, Sulu is a man of integrity and honor and may one day make a fine starship captain. Sulu is bright and eager, but is well-disciplined and cautious. His most reckless act of recent days was volunteering to assist James Kirk and Chief Engineer Olson in an assault on an alien starship attacking the planet Vulcan. Olson was killed, and Kirk and Sulu saved each others lives creating a bond of friendship and loyalty that has only been strengthened by their posting to the *Enterprise*.

Attributes

Str 8 (+1) **Agil** 11 (+2)* **Int** 10 (+2) **Vit** 10 (+2) **Prs** 8 (+1) **Per** 9 (+1)*
Quickness +4* **Savvy** +1 **Stamina** +2 **Willpower** +2 **Defense:** 9

Miscellaneous Scores

Courage: 4 **Defense:** 8 **Health:** 11 **Renown:** 7

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat	AGL	+2	+5		+7	(Sword)
Athletics	STR	+1	+3		+3	
Computer Use	INT	+2	+4		+6	(Retrieve)
Knowledge:Culture	INT	+2	+4		+6	(Human)
Knowledge:History	INT	+2	+4		+6	(Federation)
Knowledge:Politics	INT	+2	+2		+4	(Federation)
Knowledge:Religion	INT	+2	+3		+5	(Human)
Knowledge:Specific World	INT	+2	+3		+5	(Earth)
Language-Fed Standard	INT	+2	+4		+6	
Life Science	INT	+2	+2		+4	(Botany)

Observe	PER	+1	+1		+2	
Ranged Combat:Energy	AGL	+2	+2		+4	
Ranged Combat:Projectile	AGL	+2	+1		+3	
Repair	INT	+2	+4		+6	(Computer)
Space Science	INT	+2	+5		+7	(Astrogation, Astrophysics)
Survival	PER	+1	+2		+3	
System Operation	INT	+2	+6		+8	(Flight Control)
Systems Engineering	INT	+2	+4		+6	(Flight Control)
Tactics	INT	+2	+3		+5	
Unarmed Combat	AGL	+2	+3		+5	(Starfleet Martial Arts)

Professional Abilities:

Astrogation: Sulu has received extensive training in navigating a starship. Whenever Sulu makes a *System Operations (Flight Control)* test, he gains an affinity bonus equal to half his *Space Science* skill rounded up.

Dogfighter: With Sulu at the helm in combat, *Enterprise* receives a +2 bonus to all Helm maneuvers

Evasive Maneuvers: As a trained tactical helmsman, Sulu rolls three dice instead of two, and keeps the highest two- the rule about rolling double sixes still applies.

Hide In Plain Space: Sulu has knows how to use particle clouds, stray radiation, and the other vagaries of space to hide the ship from enemy sensors. When Sulu is at the helm, enemy sensor operators suffer a +2 increase to their TN's to spot the ship.

Starship Duty: Sulu has received all the training necessary to serve aboard a starship.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Sulu a +2 bonus to his 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 1: Sulu is the Helm Officer (First Lieutenant and a Department Head) of the Starship *Enterprise*.

Martial Artist: Sulu's advanced physical training allows him to react far more quickly. When making an additional action beyond his basic allotment, Sulu's first extra action only suffers a -2 penalty instead of the usual -5.

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

Starfleet Office of Personnel Management

Starfleet Command

Nyota Uhura

Age: 23
Species: Human
Homeworld: Earth
Gender: Female
Hair: Black
Eyes: Brown

Rank: Lieutenant

Current Assignment:

Communications Officer, U.S.S. *Enterprise* NCC-1701



Profile/History:

Nyota Uhura (whose name means “freedom” in Swahili) is a gifted linguist and a talented specialist in the fields of encryption, astrophysics, and subspace communications. She earned the highest possible marks in her technical and linguistics courses at Starfleet Academy, and during the Vulcan Crisis in 2258 was posted aboard the *Enterprise*.

During her tenure at Starfleet Academy, Uhura became romantically involved with one of her instructors, a serious breach of Starfleet Regulations. Neither she nor Commander Spock has allowed this to overtly interfere with their duties, and while it might prove a distraction in the future, it was a source of considerable strength and comfort to both following the destruction of Vulcan and the death of Spock's mother.

Uhura speaks many of the languages of the Federation- and of the Federation's enemies, fluently. Following the resolution of the Vulcan Crisis, Uhura's temporary posting aboard the *Enterprise* was made permanent, and it is believed she will prove an invaluable asset on the ship's five year mission.

Psychological Profile: Uhura is beautiful, charming, gracious, and strong-willed. She still cares deeply for Commander Spock, though the two of them struggle to maintain a public distance and professionalism. Uhura is outspoken and not at all afraid to stand up for what she believes is right.

Attributes

Str 7 (+0) **Agl** 9 (+1) **Int** 12 (+3)* **Vit** 8 (+1) **Prs** 12 (+3)* **Per** 8 (+1)
Quickness +1 **Savvy** +3* **Stamina** +1 **Willpower** +5 **Defense:** 8

Miscellaneous Scores

Courage: 4 **Defense:** 8 **Health:** 8 **Renown:** 5

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+3	+5		+8	(Encryption)
Knowledge:Culture	INT	+3	+3		+6	(Human)
Knowledge:History	INT	+3	+4		+7	(Federation)
Knowledge:Politics	INT	+3	+3		+6	(Federation)
Knowledge:Religion	INT	+3	+1		+4	(Human)
Knowledge:Specific World	INT	+3	+4		+7	(Earth)
Language- Andorian	INT	+3	+3		+6	
Language- Fed Standard	INT	+3	+5		+8	
Language- Klingon	INT	+3	+3		+6	
Language- Romulan	INT	+3	+2		+5	
Language- Tellarite	INT	+3	+3		+6	

Language- Vulcan	INT	+3	+3		+6	
Lanuage-Orion	INT	+3	+3		+6	
Negotiate	PRS	+3	+2	+2	+7	
Observe	PER	+1	+4		+5	(Listen)
Persuade	PRS	+3	+1	+2	+6	
Physical Science	INT	+3	+1		+4	(Mathematics)
Ranged Combat:Energy	AGL	+1	+2		+3	
Repair	INT	+3	+4		+7	(Communications)
Social Science	INT	+3	+2		+5	(Xenolinguistics)
System Operation	INT	+3	+6	+1	+10	(Communications)
Systems Engineering	INT	+3	+5		+8	(Communications)
Unarmed Combat	AGL	+1	+4		+5	(Starfleet Martial Arts)

Professional Abilities:

Eyes On the Board: Uhura knows how to scan the information coming into her station and looks for anomalies and patterns in the information flow. When making a Systems Operation test, Uhura adds in her Perception modifier.

Starship Duty: Uhura has received all the training necessary to serve aboard a starship.

Station Proficiency: Uhura is highly skilled at performing tasks from any station aboard ship. Once per session, she may reroll any single System Operations test and take the better of the two rolls.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Lieutenant Uhura a +2 bonus to her Savvy 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: Uhura is the Communications Officer (and a Department Head) aboard the *Enterprise*.

Promotion 2: Uhura holds the rank of Lieutenant in Starfleet

Skill Focus- Eloquent: Uhura has learned how to phrase her language for he best effect, and gains a +2 to *Negotiate (Entreat)* and *Persuade (Oratory)*.

Starfleet Office of Personnel Management

Starfleet Command

Pavel Andreyevich Chekov

Age: 18
Species: Human
Homeworld: Russia, Earth
Gender: Male
Hair: Brown-blond
Eyes: Blue

Rank: Ensign

Current Assignment:

Navigation Officer, U.S.S. *Enterprise* NCC-1701



Profile/History:

The youngest officer to serve aboard the *Enterprise*, Pavel Chekov is something of a wunderkind, graduating from Starfleet at the tender age of 17 and receiving his first assignment shortly thereafter. Chekov's extreme youth has been an obstacle- numerous superiors have expressed their doubts- but all have been won over by his technical aptitude and dazzling ability to react to new situations and compensate to unexpected developments.

Chekov has a tremendous amount of potential, and has become something of a generalist aboard the *Enterprise*, apprenticing in the Science and Engineering departments as well as his official duties as Navigator. Chekov has made an excellent start on his way to becoming a well-rounded and versatile officer, and it was his ability to compensate for gravity shifts on the dying planet Vulcan that saved Kirk and Sulu when their assault on the alien starship went badly awry.

Chekov is a good utility officer, able to "pinch-hit" in almost any station, and his technical brilliance earned him his posting aboard the *Enterprise*.

Psychological Profile: Chekov is still very youthful and immature. He is easily excitable, and occasionally easily distracted (and given to muttering to himself in Russian), but is also serious, dedicated, and gifted. Accepted as a member of the *Enterprise* command team based on his skills and merit, Chekov is learning from his shipmates, and promises to be a brilliant officer once his age catches up to his genius.

Attributes

Str 6 (+0) **Agl** 6 (+0)* **Int** 12 (+3)* **Vit** 10 (+2) **Prs** 7(+0) **Per** 11 (+2)
Quickness +4* **Savvy** +2 **Stamina** +2 **Willpower** +3 **Defense:** 7

Miscellaneous Scores

Courage: 4 **Defense:** 7 **Health:** 10 **Renown:** 12

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	AGL	+0	+2		+2	
Computer Use	INT	+3	+7		+10	(Retrieve)
Systems Engineering	INT	+3	+5		+8	(EPS System, Transporter)
Investigate	PER	+2	+4		+6	
Knowledge:Culture	INT	+3	+4		+7	(Human)
Knowledge:History	INT	+3	+4		+7	(Federation)
Knowledge:Politics	INT	+3	+3		+6	(Federation)
Knowledge:Religion	INT	+3	+2		+5	(Human)
Knowledge:Specific World	INT	+3	+4		+7	(Earth)

Language- Fed Standard	INT	+3	+3		+6	
Language- Russian	INT	+3	+4		+7	
Physical Science:	INT	+3	+3		+6	(Mathematics)
Ranged Combat:Energy	AGL	+0	+3		+3	
Repair	INT	+3	+3		+6	(Computers)
Space Science	INT	+3	+4		+7	(Astrophysics)(Astrogation)
System Operation	INT	+3	+6		+9	(Sensors, Flight Control)
Unarmed Combat	INT	+3	+3		+6	(Starfleet Martial Arts)

Professional Abilities:

Astrogation: Chekov has received extensive training in navigating a starship. Whenever Chekov makes a *System Operations (Flight Control)* test, he gains an affinity bonus equal to half his *Space Science* skill rounded up.

Journeyman: Chekov has received a broad scientific education, and can use all skills in the Science group untrained. Upon acquiring a Science skill, Spock automatically receives a Specialization as well.

Starship Duty: Chekov has received all the training necessary for him to serve aboard a starship.

Surfing Space/Time: Through careful calculation and precise calculations, Chekov can plot a very precise course, allowing *Enterprise* to cover vast distances as though she had been running at top warp speed without straining the engines.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Chekov a +2 bonus to his 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 1: Chekov has been assigned as Navigator (and a Department Head) aboard the *Enterprise*.

Innovative: Chekov has purchased this edge three times, allowing him to learn professional abilities outside his normal field of expertise (Astrogation, Journeyman, and Surfing Space-Time).