



# *BEYOND THE FINAL FRONTIER*

THE UNOFFICIAL STAR TREK RPG WEBZINE

ISSUE 01  
MAY 2004



## BEYOND THE FINAL FRONTIER: THE UNOFFICIAL STAR TREK RPG WEBZINE

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## FROM THE EDITOR

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Greetings, Salutations...Hello All!

My name is Matthew Kearns and I am pleased to present you with the first issue of the *Beyond the Final Frontier* webzine. As managing editor, I like to thank you for first being a fan of Decipher's *Star Trek* RPG and second, deciding to take your time to read what a few devoted fans of the game have to say about it. The contents of this and upcoming issues will include items for both the Narrator and player in helping create better characters and nastier villains, and enhancing your entire gaming experience. Here is a list of (hopefully) regular sections:

- 🔊 **Hailing Frequencies Open!**  
Reader opinions, observations, and questions about the webzine.
- 🔊 **Equipment Locker**  
Lists and describes Decipher's product line for the *Star Trek* RPG.
- 🔊 **At A Glance...**  
Reviews of official products, fan-made game enhancements (i.e., character generators, character sheets, etc.), and fan/game websites.
- 🔊 **Engineering Room**  
A section to discuss problematic rules and mechanics of the game and to make suggestions for improvement. Also a repository of new rules and options that don't fit into one of the other categories below.
- 🔊 **Enhancements**  
New packages, traits, weapons, etc. submitted by fans.
- 🔊 **Allies and Adversaries**  
Featured NPC descriptions for our favorite characters who haven't been seen in Decipher products or new NPCs created by fans.
- 🔊 **The Shipyards**  
Featuring fan-made starships.
- 🔊 **Strange New Worlds**  
New fan-made planets for your crew to explore.
- 🔊 **New Lifeforms**  
A look at creatures created by Decipher and fans alike.
- 🔊 **New Civilizations**  
New fan-made aliens for use as PCs and with encounters in your adventures.
- 🔊 **On the Side**  
Mini or side adventures submitted by fans.
- 🔊 **Calling All Gamers!**  
A section dedicated to advertising for game openings (local and online), RPG events, and more!
- 🔊 **What's Out There?**  
Links to major websites for *Star Trek* RPG and related material.

This entire publication has been put together by a precious few who have volunteered their time and effort into writing articles and submitting fan extras; their only compensation is helping this great game get better for everyone, so I'd like to give them a chance to say a few words to you on the last page.

But no matter what we put forth here, neither the game nor this webzine can survive without you, the fans. So once you have finished reading this issue and if you're interested in writing to us at *Beyond the Final Frontier*, please send an email to this address: [codawebzine@hotmail.com](mailto:codawebzine@hotmail.com).

The game can only get better with your help!

Matthew A. Kearns  
aka GandalfOfBorg  
Editor

**GREETINGS!**



# STAR TREK ROLEPLAYING GAME

## RELEASED PRODUCTS

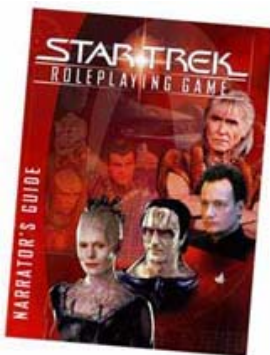
### PLAYER'S GUIDE

This full-color large-format book introduces the all-new *Star Trek* RPG, with everything you need to create a player character and head out on your own adventures in any era, any place in the *Star Trek* universe. Illustrated with images from all four television series and many of the films, the Player's Guide is packed with richly detailed background information and a comprehensive history of the *Star Trek* universe. Start off with a ready-made character archetype or build your own using the extensive collection of character features ... then prepare to boldly go where no one has gone before!



### NARRATOR'S GUIDE

You've read the Player's Guide and now you're prepared for the next step - you're ready to become a *Star Trek* narrator. This full-color guide, matching the Player's Guide in format, will provide you with detailed guidelines for creating and running your own "episodes" in the *Star Trek* universe. Includes creation rules for starships, planets, creatures, hazards, and aliens, as well as tips for linking your episodes into series and "seasons" of adventure for your players.



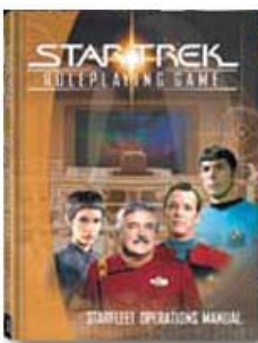
### NARRATOR'S SCREEN

The full-color, four-panel Narrator's Screen is designed to make your job as Narrator more smooth and enjoyable. Packed with all of the most important charts, tables, and forms from the RPG, this is one product no Narrator should be without!



### STARFLEET OPERATIONS MANUAL

Welcome to Starfleet! You are the best the Galaxy has to offer: the men, women, and aliens of Starfleet. With the Starfleet Operations Manual, you have the wisdom of more than two centuries of five-year missions distilled into one place. Your *Star Trek Roleplaying Game* characters can use the guidelines, hints, and rules in this sourcebook to keep their starships flying smoothly, to meet challenges on their own terms, and to outwit the most devious Romulans - or the most cunning Narrators!



**EQUIPMENT LOCKER**



# STAR TREK ROLEPLAYING GAME

## RELEASED PRODUCTS (CONTINUED)

### STARSHIPS

This invaluable sourcebook for the *Star Trek* RPG is also a great reference book for all lovers of Star Trek starships. This fourth full-color hardcover for the roleplaying game provides tactical, propulsion, hull, and operational data, as well as features, background, and a ships in service listing on over 40 classes of starships, including warships, freighters, cruisers, shuttles, and more.

Covered in their own sections are the starships of Starfleet, the Klingons, the Romulans, and the Cardassians. Additionally, there are over 40 pages covering other vessels of the Borg, Breen, Jem'Hadar, Ferengi, Species 8472, and more. A true encyclopedic reference tome not to be missed.



### ALIENS

Plan your next first contact! This full-color sourcebook for the *Star Trek Roleplaying Game* is an invaluable guide to the inhabitants of many far-flung galaxies. From the aliens of the Alpha Quadrant to the denizens of Delta, this book provides you with the information you need to know.

### CREATURES

As enemies or pets, dozens of alien beasts have graced the *Star Trek* screen. From the mugato to the Klingon Targ, this book covers them all with background and game statistics. Whether you are looking to add pre-generated creature chaos to your *Star Trek* roleplaying campaign, or just an aficionado looking for information on the wild and wonderful 'critters' of the show, this is the reference book for you.



**EQUIPMENT LOCKER**



# THE RULES OF G'qlf

COMPILED BY: Davy Jones, with special thanks to: Dan Gurden, Uruz, First of Two, and Ergi from the Trek-RPG.Net forums, and Brian and Liz Richards

## Overview and History

G'qlf is a sport derived from various ancient tests of strength and survival in Klingon culture. Klingon warriors would often be required to take simple stones or heavy metal hand-thrown shot into the wilderness, avoiding natural hazards and carnivorous beasts, to kill an aggressive bird of prey once thought to have mystical properties.

These ancient ritual tests would often take days, and only after three weeks would the warrior's family initiate a search for the body.

As more sophisticated rituals of manhood and warrior prowess were adopted, the "Bird Hunt" fell into relative obscurity, practiced by only a few minor houses on Q'onos. Eventually, these houses adapted the ritual into a pure sport, adding mechanical hazards to shorter courses (allowing a match to be played within a day). Mechanical targets were eventually used, and a formal series of tests within a single match became the norm.

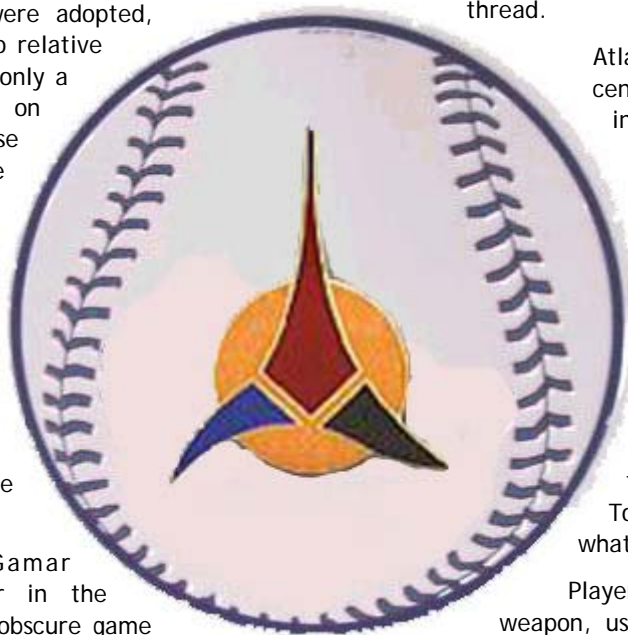
When House Gamar absorbed House Q'mar in the mid-19th Century, the obscure game of G'qlf came with it. It was an instant hit within Gamar, and the game was quickly "standardized," to include set parameters for balls, throwers and courses.

Within 50 years, no fewer than 300 courses were built, and twelve major houses hosted prestigious tournaments.

## The Seven Rules of G'qlf

**1. OBJECTIVE:** The object of G'qlf is to bring glory to your house by navigating the course and throwing the G'qlf ball through each challenge, to "kill" the bird within each target zone. A match consists of two legs of seven challenges.

**2. EQUIPMENT:** G'qlf is played with a standard ball weighing no more than 300 grams and measuring no more than 25 centimeters in diameter. The core will be made of Grade-2 steel alloy, wound with Type 2 fiber string and covered with two strips of bleached targ hide, stitched tightly with blue Type 2 fiber thread.



Atlatls will be no longer than 133 centimeters in length and may not induce (or compensate for) more than a 10 degree slice or hook. No atlatl may be used to compensate for physical weakness or otherwise enhance physical strength through mechanical means.

Currently, atlatls are built for distance, slice or hook induction, high-angle throws, or a combination of two or three elements. Tournaments frequently regulate what atlatls can be used.

Players may also carry a personal weapon, usually *bat'leth* and a *d'k tahg*.

Ranged weapons of any kind are not allowed, and are considered "illegal equipment." A player is permitted to borrow his opponent's weapon if his was destroyed earlier in the match.

Use of illegal equipment is considered "dishonorable sportsmanship," and is punished under Rule 7.

**3. THE COURSE:** A G'qlf course consists of seven or 14 challenges, each containing a Launch, Fairway, Rough, numerous Hazards and a Target Stable.

Length, size and positioning of each section of a challenge (within the rules for each, stated below) is





# THE RULES OF G'qlf

(CONTINUED)



at the discretion of the course designer. Creativity, within the rules, is highly encouraged.

**a. Launch:** The Launch area is the starting position for all players. Each challenge begins here, which typically consists of a roughly 15-20 square meter patch of flat earth or manufactured platform, designed to provide good footing for a distance throw.

**b. Fairway:** The Fairway of each challenge is the area of flat, open land with good footing. The land may be of any type (grass, hard earth, rock), as long as it provides good footing for distance throws. Each challenge must provide a minimum 3-meter-wide fairway, beginning no further than 50 meters from each the Launch and Target Stable. Fairways are allowed to end closer than 50 meters to each location.

A hazard is allowed to cross a fairway, as long as it does not block more than a 5-meter-wide section. No more than one hazard is allowed to cross the fairway in each challenge.

**c. Rough:** Rough is any terrain that provides uneven or uncertain footing, including sand, uneven ground, rocks, gravel and mud.

**d. Hazards:** Hazards include difficult challenges that are designed to test a warrior's mettle. Typical

hazards include minefields, targ lairs, pools of irritating acid, bogs filled with poisonous creatures, and snares. Other hazards may be devised and implemented, as long as the warrior is allowed a chance of success (no-win death traps are expressly prohibited, and their use will result in the immediate razing of the course and dishonoring of the house).

**e. Target Stable:** The Target Stable is a large zone, made in the same way as the Launch. A single spherical airborne "Bird," measuring no more than two meters in diameter, roams the Stable, and is the ultimate target of the challenge.

**4. PLAY:** Play begins with the player in the Launch. The ball is thrown with either an atlatl or his hand, with the object of keeping it on the fairway.

The player must play the ball from where it lands, and is allowed to take 10 steps back from the landing spot (to get a running start), but the ball must be thrown from behind the landing spot.

Landing in a hazard does not mitigate this rule. A player is expected to brave the hazard, risking injury and death, to retrieve and play his ball. In the instance that the ball is destroyed by the hazard, then the player must go to the spot the ball was



# THE RULES OF G'qlf

(CONTINUED)

destroyed and play a new ball from there. A player refusing to enter into a hazard to play a ball will be assessed a penalty, discussed further in Rule 7.

A ball that comes to rest within a target stable is tuned to the force field surrounding that stable. This force field will prevent the ball from exiting the stable until the target is killed, instead causing it to ricochet within the area. All persons and objects within the stable are considered "in play." A player must throw the ball bare-handed when within the stable.

The target is built to exacting specifications, using impact-sensitive sensors to determine if a hit to the target is hard enough to kill it. Targets that are not killed by a strike will attack the thrower, who must defend himself without aid, and strike the target hard enough to kill it with his personal weapon. Killing the target in this manner does not count as achieving the challenge.

**5. INJURY AND DEATH OF PLAYERS:** A player may be overcome by a hazard in his attempt to play a ball. A player is expected to continue play if he is physically able to; to do so otherwise is dishonorable.

If a player is physically unable to play (due to severe injury or death), then his caddy is allowed to take his place and finish the match.

A player should be given at least 10 minutes to awake from unconscious before invoking the substitution rule. Note that the loss of all or part of a single limb is not considered a serious enough injury to warrant substitution, unless accompanied by severe loss of blood and unconsciousness.

**6. SCORING:** Each player keeps track of the number of throws he and his opponent made in the challenge. The player who killed the target in the fewest throws wins the challenge; if the players are tied, the challenge is considered "halved."

The match is scored by the number of challenges won, with a "halved" challenge considered a "half win" for each player. The player with the highest score wins the match.

Should the players be tied at the end of the regulation match, additional "sudden death" holes should be played until one player wins a challenge. In "sudden death," the death or incapacitation of a player will also end the match in his opponent's favor. Specific rules for sudden death will be decided at the beginning of the match or tournament.



**7. PENALTIES:** The following infractions result in penalties being assessed:

**a. Dishonorable Sportsmanship:** This infraction is the most serious in the sport, as it is likened to treachery and deceit. Examples of dishonorable sportsmanship include the use of illegal equipment (minor), interfering with an opponent's play (minor), or attempting to cause bodily harm to your opponent (major).

"Minor" sportsmanship infractions result in the forfeit of the challenge, destruction of the offending equipment (if illegal equipment is involved), and a two-minute application of a pain stick or agonizer. Note that a player may never apply the pain stick or agonizer, as that is considered a "major infraction." Thus, the offending player's caddy generally enforces the punishment in friendly matches, and event officials perform the act in tournaments.

"Major" infractions, specifically attempting to cause bodily harm to your opponent or other egregiously dishonorable acts, may result in the death of the player at the hands of his caddy, and the ascension of the caddy into his spot. As this punishment removes the dishonorable player from play, no further penalty is assessed.

**b. Refusing to Enter a Hazard:** Taking a drop outside a hazard is an act of minor cowardice, and results in a player adding two throws to his total for the challenge, and the application of a pain stick or agonizer for two minutes.

**c. Borrowing an Opponent's Weapon:** Warriors must take care of their own weapons, and borrowing your opponent's weapon to enter a hazard incurs a penalty of one throw to his total for the challenge.





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## NEW FLAWS

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BY: MATTHEW A. KEARNS

### CULTURAL CONFLICT

You disagree with the ideals and philosophies of your society of origin or of the cultures of your parents.

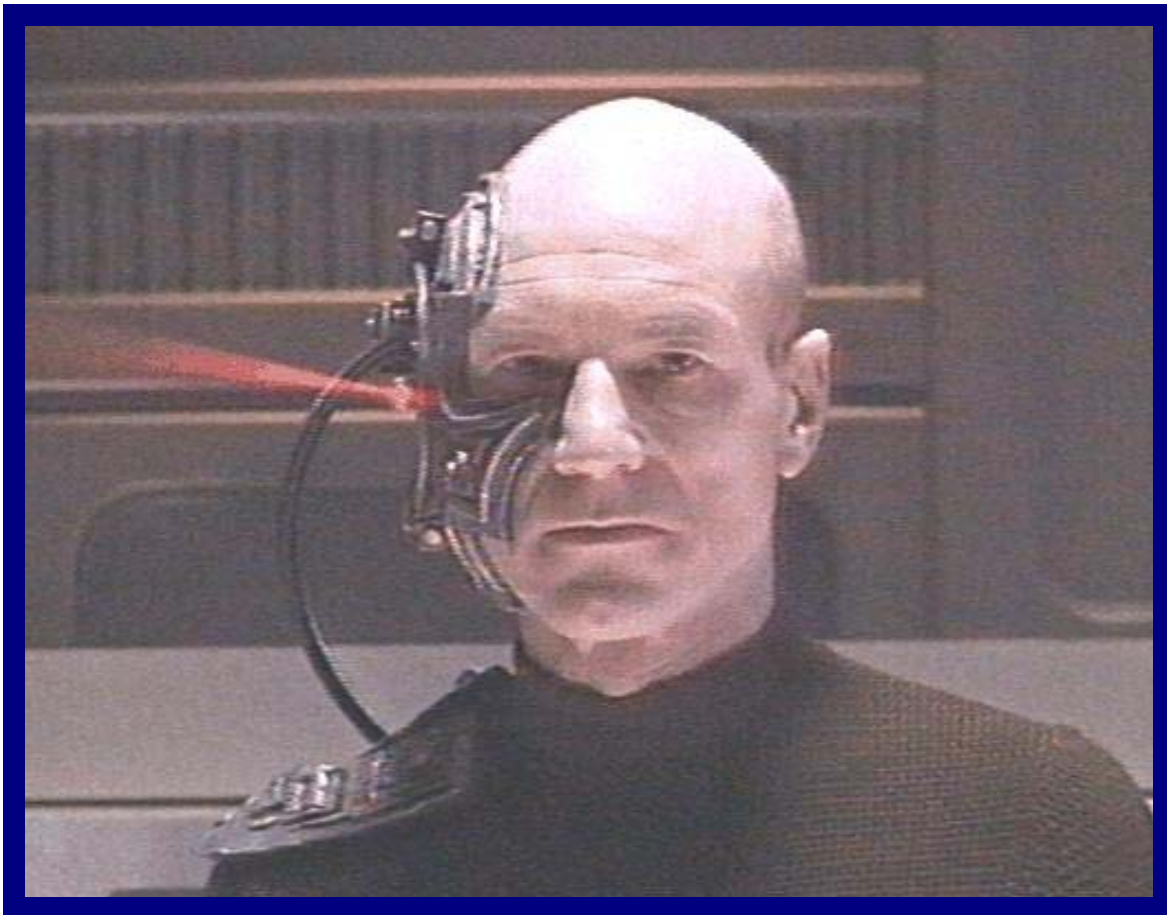
**EFFECT:** You gain a -4 penalty to all social tests when dealing with your own species. If of a mixed species, you gain -4 to all social tests when dealing with either one, both, or all the species from which you are descended; this choice must be made upon acquisition of the flaw.

**IMPROVEMENT:** If this trait is selected again, add another -2 penalty. This trait may be improved a maximum of 2 times for a total penalty of -8.

### OUTCAST

You have been cast out from your home, society, or planet. Pretty serious consequences may take place if you are ever encountered.

**EFFECT:** If you encounter another of your species or a species from which you are descended, and you are recognized as an outcast, double your Renown penalty to all social tests, minimum of -1.



**ENHANCEMENTS**



# MERCENARY SHIP

BY: MATTHEW A. KEARNS

NAME:	N/A	HULL DESIGN			
DESIGNATION:	NONE	SIZE:	4	LENGTH:	50M
TYPE:	SCOUT	CREW MUX:	1-5	BEAM:	45M
CLASS:	VIRAYLLAN-CLASS	MUX USED:	2	HEIGHT:	20M
CLASSIFICATION:	FAST/FAR SCOUT	STRUCTURE:	20	SPACE:	51
FLAG:	NONE	COMPLEMENT:	8	DECKS:	4
COMMISSION:	UNKNOWN	S/S SWAP:	0		

SYSTEMS INTEGRATION						
SYSTEM	TYPE	RATING	RELIABILITY/ MOD	SPACE	TOTAL	
Life Support	Class 2	—	C / +4	4	47	
Operations	Class 3	—	D / +6	5	42	
Sensors	Class 4	—	F / +10	6	36	
Cloak/Masking Device	Monoref. Plate	14	—	3	33	
Cargo	40 units	—	—	0	33	
Tractor Beam	1	—	—	0	33	
Transporters	2	—	—	0	33	

PROPULSION						
SYSTEM	TYPE	RATING	RELIABILITY/ MOD	SPACE	TOTAL	
Main Impulse	FIG	0.9c	C / +4	3	30	
Warp Drive	LF-20	6/7/9.2	C / +4	5	25	

WEAPONS							
SYSTEM	TYPE	VALUE	PENETRATION	RELIABILITY/ MOD	SPACE	TOTAL	
Beam Weapons	Type VII	14	4/4/3/0/0	B / +2	10	15	

SHIELDS							
SYSTEM	TYPE	PROTECTION	THRESHOLD	RELIABILITY/ MOD	SPACE	TOTAL	
Deflectors	FSQ-2	14	2/2	CC / +5	5	10	

TRAITS			
	EFFECT	SPACE	TOTAL
Nimble	+2 bonus to helm maneuvers	5	5
Enhanced System	Shield Grid: +1 maximum threshold	5	0

THE SHIPYARDS



# MERCENARY SHIP

(CONTINUED)



## MANEUVER MODS

MANEUVER	RANGE	BASE	FINAL
Command	-1/+1	-1	+0
Helm	+0/+3	+0	+3
Tactical	-1/+0	-1	+0



## HISTORY

This ship is made for quick attacks and quick escapes. More than likely designed by the Orion syndicate for their pirates or some anonymous ship manufacturer who deals with fringers and mercs. A ship of this design, captained by Baran, was used in a plot to plunder ancient Vulcan-/Romulan-esque antiquities under contract with a group of Vulcan dissidents. With the help of Capt. Picard in disguise (who was initially captured by the Baran and his mercenaries) and Com. Riker, the *Enterprise* was able to catch up to the ship, detain the mercenaries and capture T'lara, one of the Vulcan dissidents who intended to use the stolen artifacts to reconstruct an ancient Vulcan weapon that could kill with a mere thought. Other ships of this design have also been found to be in the use of the Maquis and other such undesirables.

**THE SHIPYARDS**



# THE QEFANI

BY: LT CMDR MATT AND GANDALFOFBORG

## HOMEWORLD

The Qefani occupy the Quano Prime in the Quano system on the border of the Alpha and Gamma Quadrants. It is a warmer than average planet with a large planetary ring. The planet's surface is 75% water with one large land mass located primarily along the equator. The single continent has much vegetation, mostly in jungles and dense conifer forests along the extreme northern and southern coasts and in the mountain ranges.

There is a second planet in the system, Quano II. It is Class-M but doesn't support intelligent life on it.

## PHYSIOLOGY

The physiology of the Qefani is somewhat similar to that of a human. The Qefani evolved from an indigenous species called the Ferna. The Ferna is a mammalian creature similar to the Earth gorilla and twice as big, ranging from 270 cm to 365 cm in the wild. Smaller than their distant ancestors, the Qefani have begun to regain their former size. The Qefani males all range from 180 cm to 215 cm tall and weighing between 65 kg to 90 kg. The females also keep themselves in reasonable shape, ranging between 150 cm and 180 cm in height and weigh around 45 kg to 65 kg. All do their best to maintain a high level of health as a part of their doctrine. Their skin is a slightly greenish-blue tone in comparison to human skin color. The most distinguishing mark on their bodies is the wrinkled cheeks. They have three small, tight wrinkles in each cheek on their face, similar to the wrinkles that Bajoran have on their noses. They have no psionic capabilities and cannot be affected by mind-influencing effects. All Qefani are allergic to anesthezyne; not only will they fall unconscious, but will start having seizures when subjected to the gas.

## CULTURE

Being quite personable, they have many friends spanning many species. Each family has gathering for all of the major occasions in one's life, such as birthdays, weddings, funerals, the coming of age, religious conversion, election, and acceptance into the religious life. Their friendliness and acceptance of others so permeates their society that it has helped them through many first contacts with other alien

species and making new allies in the process. The one thing that may darken this seemingly boundless need for temperance and civility is their devotion to their god, Zena, and the eradication of anything that opposes the mandates set forth in their religious texts.

The Qefani control certain emotions like the Vulcans, although not to the Vulcan extreme. The dark emotions of anger and jealousy are suppressed by the broad consensus of the Qefani as they have been identified as the main disruptors in society. They are not, as a whole, a people of war, but have been involved in two interstellar wars. The first was against an unholy culture representing all that is evil to them who came from the dark unknown. The other was against the Interstellar Empire to fight off forced annexation, which the Qefani won.

Though the Qefani have a tiered social structure, each shares the same basic belief on how they approach life and social situations. They consider all laymen to be one class and all in the Religious life to be a higher social class. The clerics are devoted to their religious studies while the working class perform all other duties (i.e., support the economy, responsible for space exploration, etc.). Education is at the core of all the Qefani hold most high and all schools are open to any wishing to join them. The three most important schools on Quano Prime is Frean, the most prestigious school for an all-around education, Imperium, their military academy, and Venti, the center of all religious studies.

The currency of the Qefani holds a value similar to that of a large part of the currency-based economies in the Alpha Quadrant. The smallest denomination is a Jeda, equal to a slip of latinum. Next is the Hefa, equal to one strip of latinum. The greatest denomination is the Jedfas, equal to one bar of latinum.

## LANGUAGE, LAW, AND POLITICS

The Language of the Qefani culture is called Qenta and fairly easy for others to learn. It is very basic and has a total of 26 characters like the English alphabet. Gaining ranks in this language costs one Advancement Pick, regardless of Language being a Professional Skill or not.

The laws must be upheld, always. Their tenets are simple and straightforward, such as do not worship the devil and do not kill are at the top of the list.



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# THE QEFANI

(CONTINUED)

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These are all punishable with a life long term in prison; the Qefani do not believe in capital punishment.

The structure of the Qefani government is a cross between a democracy and theocracy. The Qefani have four major groups that make up their government. First, the religious council is called the Venti'Shal; it determines what is holy and divine and what is not and, therefore having the final say on all laws. The governing council is called the Great Shanti. It has four seats, three of which are from the Venti'shal and the other one is elected by the people. The military/exploration force is called the Imperial Defense and Exploration Force and divide their fleet between its two mandates. Finally, there are the Shin'anti, ambassadors of the Qefani race; there is one on all ships that are stationed for exploration and none on ships use for defense. Their foreign policy is quite simplistic; they believe that any and every alien species should be given a chance to be allies, unless they use some technology of the Devil and refuse to get rid of or alter it.

## RELIGION

The Qefani's faith and abidance to Zena is absolute and unwavering: they are to follow the laws set forth by the Great Shanti and worship Zena. Zena wrote holy scriptures that are guidelines of the current laws and the basis of current morality and views upon other races. The Qefani believe that any race that practices the works of the Devil must be convinced to change technology or destroyed, but it is hard to decipher what is of the Devil and what is not. That is the main reason that the Qefani have so many studiers of the scrolls; they do not want to attack some culture due to a misinterpretation of their holy mandate. Only by a decision of the Venti'Shal on the merits of the technology will the military attack.

The downside to this level of religious belief is religious extremism, where fundamentalists, who will not wait for the Venti'shal, will act on their own in the name of their god. They are considered enemies of the state and wanted by the Qefani government for terrorizing innocent people that have yet to be judged or and been deemed not to worship the Devil.

The punishment for attacking a race without the approval of the Venti'Shal is life imprisonment with study of the Holy Scriptures.

Each member of the Qefani race visits several holy places once in his or her life.

### SHAFAFOGA ('PLACE OF THE DEAD')

This is where Zena was buried when her natural life ended; her followers go here to worship the fact they will meet her in Ferka or heaven.

### SHARA ('PLACE OF LIFE')

This is where Zena was believed to be born. Many couples who await the birth of a child try to make their pilgrimage before their children are born, wanting to deliver their babies where their beloved god was born and bring good fortune upon the child.

### SHAREN ('PLACE OF WEDLOCK')

This is the site of a holy temple where all Qefani are married. It is the only place on the planet that serves in this capacity. All young couples must go here to be married and to start the journey to having children.

### SHAFKA ('PLACE OF WORSHIP')

This is considered the most holiest of all temples dedicated to Zena and in all of Quanno Prime, located in the capital city of Shintina. Many others were built but this is where the Venti'Shal reside and hold all meetings.

## TECHNOLOGY

The Qefani are relatively at the same technological level as the Federation and other major powers in this region of space.

### SHIPS & WEAPONS

They choose to use disruptors over phasers for all weapon systems and missile weapons similar to photon torpedoes. Their ships are powered by multiple antimatter/matter colliders, used for powering all their systems. Usually, but now always, one reactor can be channeled just to the ships normal operations or weapons. The handheld disruptors come in three types: Size 1, so small as they can be mounted onto the skin and easily hidden from view until used; Size 2, the most common, is a pistol; and Size 3, a rifle deadly accurate up to 1000 meters. Their military



# THE QEFANI

(CONTINUED)

doctrine is centered around hit-and-run and stealth tactics instead of large-scale combat.

## ENVIROMENT & SUSTENANCE

The Qefani do have the technology for controlling the weather on a planet-wide scale but opt not to use it, believing it is not right to only have it easy and to never have a drought or flood.

*"These hardships were made to keep us in check. We cannot feel that we are all powerful like Zena herself."* —Zellan, Qefani ambassador.

They also have replicator technology but only used as a last resort or on starships for long voyages.

## SCIENTIFIC ADVANCEMENTS

The Qefani have researched the principles of wormholes quite extensively and have, as of 2379, opened a wormhole near the Federation/Romulan Neutral Zone in the Delvan system. It is the first wormhole that they have been able to open and keep stable for more than a few seconds. The principles are very similar to the Borg's current transwarp gateways; it's believed that the Borg used the Qefani (Species 9658) knowledge to help perfect their own technology.



## RACIAL STATISTICS

**Species Name:** Qefani

**Homeworld:** Quano Prime

**Language:** Qenta, Interstellar

**Common Names:** The Qefani use only a given name.

**Male Names:** Zellan, Xacis, Xerran, Zircony

**Female Names:** Zella, Heda, Yearna, Zircona

**Favored Profession:** Any starship officer. Also a prophet.

**Species Adjustments:** +1 Presence, +1 Intellect, -1 Vitality

## SPECIES ABILITIES:

### Allergy (Anæthezine)

In the presence of this gas, Qefani have an additional +5 TN to the Stamina test to resist. Once unconscious, they proceed to have a series of seizures; during each round of unconsciousness, they take 1/2-d6 damage.

### Bonus Edge: Friendly

Qefani will almost go to the extreme to encourage and support good will between them and everyone else. They gain the Friendly edge as a bonus.

### Devotion of Zena

Zena is the God of the Qefani, worshiped as the creator of all the universe. All Qefani incorporate their beliefs into their everyday lives. They gain a +1 bonus to any two of these: Athletics, any Knowledge skill (+2 if Knowledge: Religion), Craft, Negotiate, or Persuade.

### Skilled

Their study while at their universities is long and intense. They gain +2 skill picks to be spent on any combination of Intellect-based skills; +2 ranks for one skill or +1 rank for two skills. These skill picks must be spent during the Professional Development phase.

### Organized Mind

Qefani are immune to all mind-affecting influences from Psi abilities and are never allowed to select the Psionic edge.



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# STAR TREK ROLEPLAYING GAME RESOURCES

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This is a list of websites along with Decipher's official websites. We have found they supply useful information to *Star Trek* gamers.

**Decipher's Star Trek RPG Home Page:**  
<http://decipher.com/startrek/rpg/index.html>

**Ex Astris Scientia:**  
<http://www.ex-astris-scientia.org/>

**Decipher's Star Trek RPG Downloadable Adventures (free PDF downloads):**  
<http://decipher.com/startrek/rpg/adventures.html>

**The Mad Irishman:**  
<http://www.mad-irishman.net>

**Decipher's Star Trek RPG Message Board:**  
<http://calder.decipher.com/cgi-bin/msgbd?st-rpg-discuss>

**Memory ICON:**  
<http://www.coldnorth.com/memoryicon/>

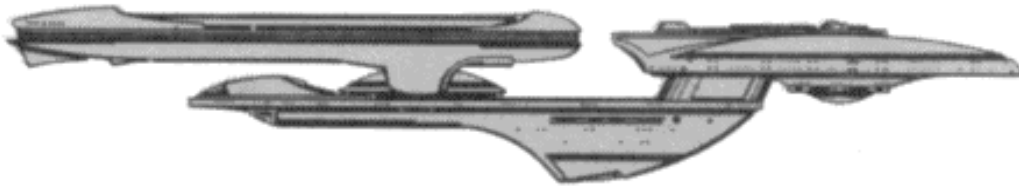
**Trek-RPG.net:**  
<http://forum.trek-rpg.net>

**Star Trek Ships--Expanded:**  
<http://www.cs.umanitoba.ca/~djc/startrek/ships.expanded.html>

**Daystrom Institute Technical Library:**  
<http://www.ditl.org>

**RPG Tools for Decipher's CODA Games:**  
<http://groups.yahoo.com/group/rpgtools>

**CODA Webzine Repository:**  
[http://groups.yahoo.com/group/coda\\_webzine](http://groups.yahoo.com/group/coda_webzine)



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## GUIDELINES FOR SUBMISSIONS

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If you are interested in submitting materials to *Beyond the Final Frontier*, be sure to keep the following submission guidelines in mind:

- >500 words, 1000+ would be nice
- Font: Courier, Size: 12 pt
- Style format: Standard paragraph
- Single space after all punctuation (including periods)
- File format: Text (\*.txt) or Word (\*.doc)
- If you have ideas for graphics to include with the submission, please attach the graphics (.gif or .jpg) or list your suggestions for graphics to accompany your submission. We will try to meet your request.

All statistical supplements (new traits, new rules, equipment, weapons, characters, starships, creatures, aliens, and worlds, etc.) should be written in the same style and format as found in Decipher's published works.

### CALLING ALL GAMERS!

The advertisement is to be less than 100 words and a graphic to go with it no more than 1" x 1".

WHAT'S OUT THERE?

