

BEYOND

THE FINAL FRONTIER



THE UNOFFICIAL

STAR TREK

ROLEPLAYING GAME WEBZINE

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From The Editor

Greetings, Salutations... Hello All!

Here we are again with a new issue of Beyond the Final Frontier! At this time, as it has been for quite some time, the game's status is still classified as "in limbo". Rumors fly from renegotiations to Paramount's new attitude towards the franchise, but who really knows? Well those who do can't (some say won't) say.

But never fear, we here at the webzine will do what we can to support the game and the gamers. So please come out of your holes, put down those other games and systems, and join us in revitalizing the game.

As for this issue, we've got new NPC's, new system for the sector I've been detailing, a ship profile for the Enterprise-era Orion slavership, a profile for Darkside Station to go with last issue's star system, and more!

Matthew A Kearns
aka Gandalfoborg
Editor

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AROUND THE GALAXY

SYSTEM #3 - CH'RSH SYSTEM [ALPHA-CYgni]

Notes: Large asteroid belt encircling the entire solar plane. Its Oort cloud has 1d6x100 comets that are Class-D, Size 2 moons, and 2d6x100 comets that are Class D, Size 1 moons. Low tech asteroid mining facility and other space equipment (beacons, small space-habitat clusters, etc.) of the Kodali Archon.

CH'RSH 1A

Class: H (something)
 Size: 18000mi diameter • 0.75G Standard
 Climate:
 Atmosphere: Thin
 Hydrosphere: None
 Temperature: Cold - 40°F
 Terrain: 70% Artic, 30% Mountains
 Civilization: No Life
 Resources:
 Agricultural: N/A
 Antimatter: N/A
 Industrial: N/A
 Medicines: N/A
 Metals (Common): Scarce
 Metals (Rare): N/A
 Minerals (Common): Common
 Minerals (Rare): Rare

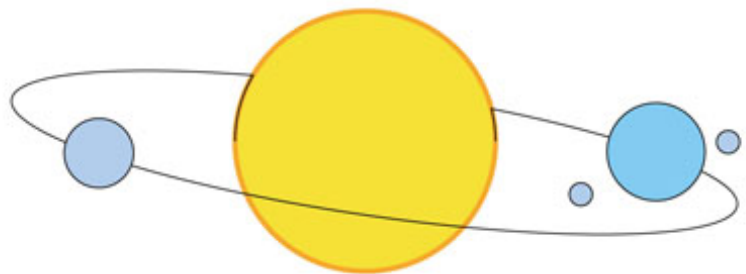
CH'RSH 2

Class: L (something)
 Size: 11000mi diameter • 0.53G Standard
 Climate:
 Atmosphere: Thin
 Hydrosphere: 82%
 Temperature: Warm - 60°F
 Terrain: Arctic 10%, Forest 40%, Lakes & Rivers 30%
 Marsh 10%, Mountains, 10%
 Civilization: None
 Resources:
 Agricultural: Common
 Antimatter: N/A
 Industrial: N/A
 Medicines: Rare
 Metals (Common): Scarce
 Metals (Rare): Scarce
 Minerals (Common): Plentiful
 Minerals (Rare): Rare

CH'RSH 1B/1C

Class: H (Silica Based)
 Size: 10000mi diameter • 0.46G Standard (1b)
 11000mi diameter • 0.53G Standard (1c)
 Climate:
 Atmosphere: None
 Hydrosphere: None
 Temperature: N/A
 Terrain: 100% Desert
 Civilization: No Life
 Resources:
 Agricultural: N/A
 Antimatter: N/A
 Industrial: N/A
 Medicines: N/A
 Metals (Common): Common
 Metals (Rare): Scarce
 Minerals (Common): Plentiful
 Minerals (Rare): Common

Note: 1b and 1c orbit around one another while they both orbit around 1a.



Character|Profile: John Forrester

Archimedes-Class Designer

| | |
|-----------------------|--|
| Race: | Human |
| Personal Development: | Engineering Brat |
| Racial Abilities: | Adaptable, The Human Spirit, Skilled |
| Attributes: | Strength 8 (+1), Intellect 12 (+3)*, Agility 9 (+1), Vitality 8 (+1), Presence 9 (+1), Perception 10 (+2)* |
| Reactions: | Quickness +3, Savvy +2, Stamina +3, Willpower +3* |
| Advancements: | 20 |
| Profession: | Starship Officer |
| Elite Profession: | Operations (Engineering) |
| Professional Dev.: | Starship Designer |
| Profession Abilities: | Engineering Certification, Engineering Expertise (Engineering: Systems), Jury-rig, Pure Theory, Starship Duty, System Overhaul, Technophile, Theoretical Application, Working Model |

Skills: Computer Use (Modeling, Programming, Retrieve) +7, Construct +6, Engineering: Propulsion +8, Engineering: Construction +8, Engineering: Systems +8, Knowledge: Culture (Human) +3, Knowledge: Politics (Federation) +3, Knowledge: Specific World (Earth, Mars) +3, Language: Federation Standard +6, Language: Vulcan +6, Ranged Combat: Energy Weapons (Type II Phasers) +1, Repair (Propulsion, Structural, Systems) +6, Science: Physical +4, System Operation +4

Edges: Ally (Admiral Fukazima), Command, Curious, Exceptional Concentration, Famous Ship (Exeter) 2, Innovative 2, Meticulous, Multitasking, Promotion 3 (Lt. Commander), Skill Focus (Craftsman), Thinker

Flaws: Arrogant, Familiar Face, Proud

Defense: 8;
Health: 9;
Courage: 6;
Renown: 4

Background: John Forrester has always lived for adventure and thought that he could find it in Starfleet. In his childhood he was a prodigy of the likes of Wesley Crusher, very gifted in the arts of engineering but no where near Mr. Crusher's super-human ability. John, at the age of 16, graduated college from MIT two years before other kids his age were going to even think about college. In his free time, he read much about the exploits of great explorers such as Columbus, Armstrong, Cochrane, and Archer. At bedtime, he would regale his younger siblings with stories of Picard and Kirk. All this time he was dreaming to be an adventurer but in the back of his mind he knew he was an engineer. After the Academy, John got his first posting on the USS Exeter, in the newly commiss-

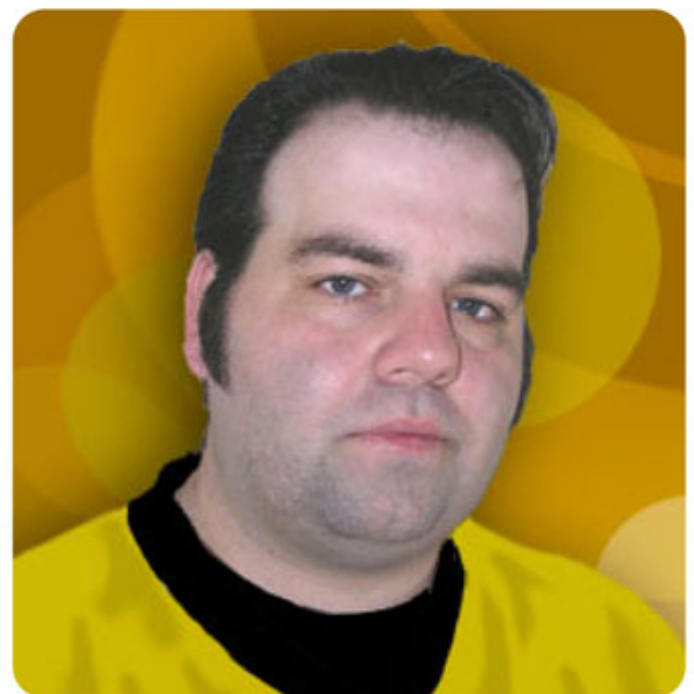
-ioned Rapid Response Fleet by Admiral Fukazima.

The Exeter was to patrol the inner core half of the Neutral Zone and the flagship of the RRF in these sectors. Life on-board was fairly humdrum except for the times when the Enterprise "caused" problems rimward. Yes humdrum until a previously unknown insectoid race, the Hrix, began a genocidal rampage as a claim of ancient right through Federation and Romulan sectors along the Neutral Zone, apparently starting near the core of the galaxy. In the first engagement, the USS Exeter and the colony on Nera IV would've been decimated but for the quick thinking of a shiny new engineer. With a sample of their technology, John was able to devise a means to defend the ship and colony long enough for help to arrive. Because of the death of half the engineering crew, including the chief engineer, he was honored with a field promotion to Chief Engineer, which was confirmed permanent by his captain and Admiral Fukazima later when the ship put in to spacedock for repairs.

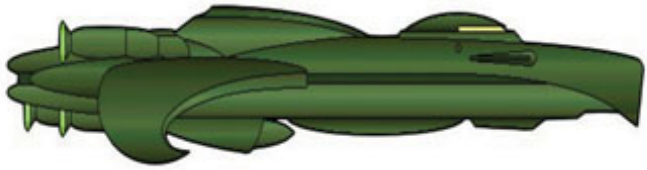
He continued to serve with distinction on the USS Exeter and improving much on the design and systems of the ship when he had a chance. When his upgrades came under review by designers at Utopia Planetia, his innovations immediately caught their eye and a request for his transfer to the design labs was immediately put in. Not wanting to pass up such a great opportunity, he gave a sorrowful good bye to his shipmates of the Exeter.

As time went on, John had a hand in developing many technologies in the defense of the Federation ranging from the Borg to the Breen. Finally he was given the assignment to design and oversee the construction of a new ship specifically for Starfleet Academy. They were to be more than just retrofitted out-of-date ship to be used as trainers, but brand new top-of-the-line ships capable of actual active duty service if needed.

John Forrester's new assignment now is as Academy instructor for the first junior class to train and test these ships.



Star Trek RPG Starship Profile

| | | | |
|---|--------------------------------|---|---|
| Name: Slaver's Delight | | Designation: | |
| Flag: Orion | | Class: Interceptor | |
| DOC: 2150 | | Classification: Cruiser, Cruiser | |
| Size: 5 | Length: 250 m | Number of Decks: 8 | |
| Space: 65 | Beam: 75 m | Crew Size: 80 | |
| Structure: 25 | Height: 35 m | Renown: 0 | |
|  | | Notes: | |
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| | | | |
| Maneuver Modifiers - | Command +2 | Helm +0 | Tactical +2 |
| Atmospheric Capable? | Yes | Separation Systems: | None |
| Cargo Units (no.): | 65 | Transporters (#): | 2 standard, emergency, and cargo each |
| Tractor Beams (no.): | 1 | Shuttlecraft: | 1 bays, 5 units of craft |
| Cloaking Device - | Type: MR Plating | Rating: | 14 |
| Operations Systems - | Class: Class 3 | | Reliability: D |
| Life Support - | Class: Class 3 | | Reliability: D |
| Sensors - | Class: Class 5 | Bonus: +5 / +4 / +3 / +2 / +1 | Reliability: F |
| Sublight Drive - | Type: Impulse | Max Sublight: | 0.65 Reliability: BB |
| FTL Drive - | Type: Warp Drive | Warp Stats: | 3.5 / 4.5 / 5.5 Reliability: BB |
| Special Drive System - | Name: | Type: | Reliability: |
| Description: | | | |
| Beam Weapons - | Type: Disruptors | | Banks: 1 |
| | Type: | | Banks: |
| Missile Weapons - | Type: | | Bays: |
| | Type: | | Bays: |
| Total Penetration - | Beam: 4 / 3 / 3 / 0 / 0 | Missile: | Reliability: B |
| Special Weapon System - | Name: | Type: | Reliability: |
| Description: | | | |
| Defensive System - | Type: PFF 1 | Protection: 12 | Threshold: 1 / 1 Reliability: A |
| Secondary System - | Type: | Protection: | Threshold: Reliability: |
| Special Shielding - | Name: | Protection: | Threshold: Reliability: |
| Description: | | | |
| SEPARATION SYSTEM ** | | <i>** only for use when ship has been separated</i> | |
| Sublight Drive - | Type: | Max Sublight: | Reliability: |
| Beam Weapons - | Type: | Banks: | |
| Penetration - | Beam: | | |
| ADDITIONAL TRAITS | | | |
| 1) Battle Tested | | 4) | |
| 2) Nimble | | 5) | |
| 3) | | 6) | |

Character Profile: Lumok

Liquidator and Pawn Broker

| | |
|-----------------------|--|
| Race: | Ferengi |
| Personal Development: | Mercantile Upbringing |
| Racial Abilities: | Bonus Edge: Skill Focus (Keen Hearing), Eye For Profit, Four-Lobed Brain, Head for Numbers, Lobes for Business |
| Attributes: | Strength 8 (+1), Intellect 12 (+3)*, Agility 9 (+1), Vitality 8 (+1), Presence 9 (+1), Perception 10 (+2)* |
| Reactions: | Quickness +3, Savvy +2, Stamina +3, Willpower +3* |
| Advancements: | 24 |
| Profession: | Merchant |
| Elite Profession: | Assassin |
| Professional Dev.: | Entrepreneur |

Profession Abilities: Assassination, Astute, Business Acumen, Connections, Horsetrading, Master of Disguise, Merchant Knowledge, Procurement, Stalking

Skills: Appraise +1, Armed Combat: Klingon Traditional Weapons (D'k Tahg) +7, Computer Use +5, Conceal (Cache, Weapons) +4, Enterprise: Business +7, Enterprise: Streetwise +3, Impersonate +3, Influence (Fast Talk) +6, Inquire (Fraternize) +6, Knowledge: Culture (Ferengi) +6, Knowledge: Law (Federation, Ferengi) +3, Knowledge: Specific World (Ferenginar) +6, Knowledge: Trivia (Darkside Station) +3, Language: Federation Standard +3, Language: Ferengi +6, Negotiate (Bargain) +6, Science: Physical (Chemistry) +2, Stealth (Hide, Sneak) +5

Edges: Contacts (Orion Syndicate, Streetwise), Shrewd, Wealth, Weapon Mastery (D'k Tahg)

Flaws: Infamy (Killing member of Jo'vash family), Intolerant (Jo'vash family and associates)

Defense: 8; Health: 9; Courage: 3; Renown: 13

Background:

Lumok's beginnings were as ignoble as most Ferengi on Ferenginar. He was doubly worse off because his father squandered everything they had in good business deals for everyone but him. Having no faith in his father, Lumok was still devoted to his family, more so even than Ferengi tradition. So devoted that when he came of age, he was going to give the proceeds from selling off what meager belongings he had to his family. But that unfortunately never came about.

It was the typical slime-covered rainy day in Kohlmar, Lumok's home city on Ferenginar, when he and his father were on the street selling his childhood things to finance his future fortune. A Klingon came by late in the day, his interest piqued by a tooth sharpener. Figuring he could get a good price on it, he began haggling with Lumok's father, Kelmon. The haggling somehow devolved into an argument, Kelmon insulted him, and the Klingon drew a dagger and demanding the item or his life. Not backing down, a brief fight ensued and ended with Kelmon's corpse lying in the street.

Enraged by both his humility and disgust, Lumok jumped on the back of the Klingon and began pummeling him furiously. Of course, the Klingon had the upperhand and tossed him aside and, unknowingly, losing his



dagger with the young Ferengi. Blindly raging now, the Klingon dove in to get at the Ferengi's neck but was met with his own d'k tahg in the throat. With the brute's dark red ichor all over him, Lumok rummaged in the pockets of the Klingon and his father, taking what earnings they had made that day, ran from the scene while holding fast to the Klingon weapon.

Eventually, believing that he'd be arrested for the incident, he was able to secure discrete transportation off Ferenginar via a Yridian shuttle. He only had enough for a one-way fare, which was fine by him. Soon Lumok found himself out in the galaxy with no home, no money, and no place to go... that is until he was hired on a tramp freighter. Through the use of his business insights, his employer was able to make decent profits for the work and rewarded Lumok fairly well. With his new-found wealth, the young Ferengi got off at the freighter's next stop: Darkside Station.

Lumok acquired a small shop space where he could deal in used goods and as a pawn shop (for a hefty commission, of course). He knew that being close to the Klingon Empire could possibly put him in danger from reprisals from the Klingon's family so he assumed a new identity upon beginning his stay on the station. He also began putting out feelers for work as a liquidator, practice for when he'd need to deal with Klingon-sized problems.

Work in both arenas has had its ups and downs, but Lumok has slowly and quietly gained a name for himself in the underground world for his ability with d'k tahg. While doing a job for an Orion, he discovered some information concerning the Klingon he killed: he was a son of a mid-ranking politician of the House of Jo'vash, who has close ties with the Duras family, and there is an active search for him. Worried about his family, Lumok discreetly inquired about them and found out that some Klingons had roughed them up and his youngest brother had met with an untimely demise due to an "accident". Angered, Lumok has set out to wreak his vengeance upon the House of Jo'vash in any way he can.



Race|Profile: Saharites

Attributes: Strength N/A, Intellect N/A, Agility N/A, Vitality 7 (+0)*, Presence N/A, Perception 8 (+1)*

Reactions: Quickness N/A, Savvy N/A, Stamina +5*, Willpower N/A

Size: Microscopic
Health: 10
Movement: 4 cm per action / 200 meters per hour
Courage: 0
Renown: 10
TN: 18
Skills: Observe (Scent) +8

Abilities: Drain (Water), ESP (Water), Fly, Resistance (Radiation), Speed (Fly), Vulnerability (Microwaves)

See below for information concerning Saharites based on the result of either a database download about them via a Computer Use (Retrieve) test or analysis using Science: Life (Exobiology). Information with an asterisk (*) is not recorded and can only be gleaned by experimentation.

Success Information Gathered Marginal:

"Saharites" is the Federation Standard translation of their given alien name.

Saharites are engineered micro-organisms were created with the intent of accelerating the manufacturing of hydrogen and oxygen.

They are air-bourne creatures.

Complete:

Saharites are attracted to and break down water anywhere within range of their ability to detect it.

If the Saharites encounter an organism with water within it, they will drain it "dry", reducing to the creature to a mummified state in a matter of time based on the amount of Saharites are feasting (double the Vitality drain for every liter of them).*

Superior:

Saharites have a rapid reproduction rate, doubling their numbers every 30 seconds.

In the absence of available water, Saharites will begin to die off slowly -- their numbers will lessen by half every 10 minutes.

When Saharites die, they decompose into pure carbon.

If subjected to a vacuum, Saharites will lay dormant until introduced to an atmosphere or the presence of water.*

Extraordinary:

Saharites are highly resistant to most forms of radiation.

Saharites can be destroyed when bombarded by microwaves at the frequency which water molecules are agitated.*



Weapon|Profile: Varon-T Disruptor

Banned in the Federation

Specifications: 10 cm long, 0.25 L in volume, 0.15 kg
Settings: 8
Duration/Energy: 1000 charges
Range: 5/10/25/50+2 meters

The Varon-T disruptor pistol is a highly lethal weapon. It only has one setting and one purpose: to kill anyone it hits. Fortunately, only five of these weapons were made and one was confiscated from the infamous privateer and collector, Kivas Fajo, by the USS Enterprise-D. Instead of the standard 20 charges for Setting 8, it uses up 25 charges.

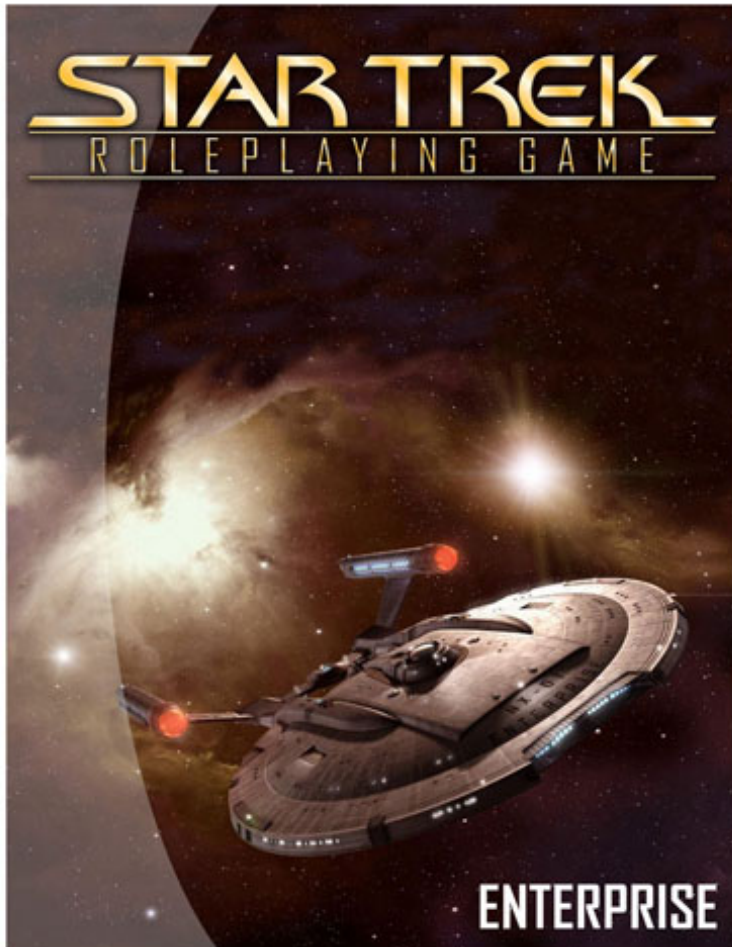
It has been banned in the Federation for a number of reasons:

- Even a glancing hit is fatal.
- It is rumored to produce an effect that makes the death as excruciating as possible as the energy beam, taking almost 2 seconds, eats away at the victim's body from the inside out.
- This weapon is virtually undetectable by most routine and intensive scans.



Database Image: Taken After Capture of Kivas Fajo

To detect a Varon-T disruptor, sensors must be specifically calibrated. If the calibrations aren't made, a TN 25 System Operation (Sensors) test to detect it is required. If the sensors are calibrated for scanning for weapons, the TN is reduced by 5. If the sensors are calibrated to the pistol's unique energy signature, the TN is reduced by 10.



Star Trek Role Playing Game: Enterprise Sourcebook

Coming in late 2005.

Based upon the successful Star Trek Role Playing Game published by Decipher, Inc. The Star Trek: Enterprise Sourcebook features detailed information, covering all aspects from all four seasons of the television series.

This fan produced, and not for profit book will cover the various starships, alien races, characters, planets and more as shown Star Trek Enterprise, and will be available for download from your favorite CODA/Star Trek Website. The book will be released as an Adobe PDF.

If you have artistic talent (3D illustration, etc.) and would like to contribute to this effort, please contact Dave (dpip69@comcast.net). We are currently seeking images of the aliens, weapons and uniforms. Other artwork or contributions are always welcome.



