

STAR TREK ROLEPLAYING GAME

FLEET RECON:

Starfleet Marine

and

Rapid Response Team

Characters



A Shattered Stars Supplement

“Fleet Recon” is a set of rules, starships, character creation packets, and equipment for Federation ground forces in the 24th Century.

With some modification, this information can be adapted for other crews and other eras. Narrators will require the use of the [Star Trek: Player’s Guide](#), [Star Trek: Narrator’s Guide](#), and may require the use of the [Star Trek: Starfleet Operations Manual](#) in running adventures using these rules. The Shattered Stars Narrator's Guide will provide additional setting information.

Starfleet Special Missions Teams/Fleet Recon Teams

Following the capture of a senior Starfleet officer during a covert intelligence-gathering mission in 2369, Starfleet Admiral Thomas Kincaid, Commander of the 14th Starfleet, decided that such missions would be better served by elements of the Rapid Response Force or to specially trained Starfleet Marines rather than serving line officers.

Starfleet Special Missions Teams (and Starfleet Marine Fleet Recon Teams) are small (usually six to twelve man) units selected primarily from the Starfleet Marine and Rapid Response Team candidate pools.

On Stardate 46371, four Special Missions Teams and three Fleet Recon teams were organized at Starbase 153, and were posted to various locations throughout the Federation.

Highly trained in unconventional warfare (most characters have the Starfleet Marine/Rapid Response Team Member Profession or have the *Special Forces* or *Assassin Elite* Profession), these personnel conduct hazardous missions of a sensitive nature, particularly those where precise, specific action is preferable to a general, high profile Starfleet presence.

SMT/FRT personnel can be either officers or enlisted men (although teams are always led by officers) and are generally well-trained, possessed of good judgment, and supremely confident. Teams are very tight knit, self-sufficient, and loyal, and usually have a relatively relaxed command hierarchy.

SMT/FRT personnel have access to a wide range of equipment in the performance of their duties, but team members prefer to travel light.

It is, however, unusual for SMT/FRT personnel to possess permanently assigned transportation. SMT/FRT units are either assigned small craft on a per-mission basis or requisition travel- "hitching" on available starships, as practicable.

Although there is no "formula" or default configuration for an SMT/FRT unit, most follow the same general pattern. A "Six" (or team leader/commanding officer) leads the team, while his "Five" acts as Executive Officer. A

Medical Officer or Corpsman, a technical specialist/ engineer, a science officer a/o computer expert, a demolitionist/sapper, or another "shooter" usually round out the team. All members of the team are well-trained in both close-quarters and ranged combat in addition to their other specialties.

As with any small unit, personnel often perform several functions, although medical officers (not being line officers) do not generally lead the teams.

SMT/FRT units generally carry out covert strike missions, but this is by no means the only mission type available.

Special Missions/Fleet Recon Teams can serve as diplomatic escorts, perform intelligence gathering, rescue hostages, or execute precision demolitions, sabotage, or other hazardous operations in extreme environments.

Operating under the authority of Commander, 14th Starfleet, Fleet Recon Team Seven-One carries out missions throughout the three sectors administered by Starbase 153, providing a precise, surgical strike and counter-espionage capability.

Starfleet Marine/ Rapid Response Team Member

Throughout Federation history, Starfleet Command has long recognized the need for specialized troops capable of rapid deployment and special warfare under difficult or dangerous conditions.

Beginning with the inclusion of MACO* troops aboard the NX-01 *Enterprise*, many of these troops have served alongside their Starfleet counterparts.

Subject to the Commanding Officer's approval, player's may create a Starfleet Marine/RRT character using the profiles below.

Mission: Starfleet Marines/RRT are elite ground- and ship-based combat troops trained in rapid assault and special warfare operations.

They perform high-level security functions, special strike, black-ops, and hostage rescue operations from Starfleet shore and space-borne installations.

Starfleet Special Missions Teams (such as Team Seven-One) are generally drawn from the Starfleet Marine/RRT personnel pool and given additional special missions training and equipment.

Background: Tracing their antecedents to the United States and Royal Marine Corps, the Starfleet Marines/RRT are a highly trained, highly-disciplined combat troops intended to supplement more conventional Starfleet forces.

Starfleet Marines/RRT are deployed aboard starbases and starships heading into high-threat areas and report directly to the Executive and Commanding Officers. For organizational purposes, they are treated as a separate

shipboard department and often have their own messing, berthing, and armory areas.

Depending upon the needs of the vessel and the decision of the Commanding Officer, they may either supplement or replace the ship's normal security. When acting as the ship's security force (in lieu of Starfleet security) they coordinate their activities through the ship's First Lieutenant (third-in-command).

Role: The preeminent role of a Starfleet Marine/RRT member is to break things and injure or kill people in the most expeditious manner possible, to provide security for Federation diplomatic and government facilities, and Starfleet vessels and installations.

Starfleet Marines/RRT members are spirited, highly motivated professionals with a strong sense of duty and an ingrained code of honor.

Game Information

Prerequisites: Starship Duty, *Observe* 4+, *Ranged Combat* 3+, *Unarmed Combat* 4+, *System Operations* 1+

Attributes: *Agility* is the Starfleet Marine/RRT member's favored attribute because of its role in attack and dodge tests. *Perception* is useful in detecting and thwarting ambushes and selecting targets. *Strength* and *Vitality* are useful as life as a Starfleet Marine/RRT member can be physically demanding.

Reactions: As with any other soldier, the Starfleet Marine/RRT member must react quickly to danger, capitalize on attacks, and avoid danger. *Quickness* is the Starfleet Marine/RRT member's favored reaction.

RRT Member Professional Skills

<i>Armed Combat*</i>	AGL	<i>Ranged Combat*</i>	AGL
<i>Athletics</i>	STR	<i>Repair</i>	INT
<i>Demolitions</i>	INT	<i>Stealth</i>	AGL
<i>First Aid</i>	INT	<i>Survival</i>	PER
<i>Inquire</i>	PRS	<i>Tactics</i>	INT
<i>Investigate</i>	PER	<i>Unarmed Combat*</i>	AGL
<i>Observe</i>	PER		

*MACO troopers may be created using the Soldier profession on page 63 and the Special Forces Elite Profession on page 166 of the *Star Trek Player's Guide* .

Professional Development Packages

Fleet Marine

Well-trained, highly disciplined, and courageous, you stand at the sharp end of the stick.

Skills: Any one *Armed Combat* skill +2, *Athletics* +3, *Demolitions* +2, *First Aid* +1, *Observe* +2, any one *Ranged Combat* skill +4, *System Ops* +1, *Stealth* +2, any one *Unarmed Combat* skill +3

Pick 5: +1 to any professional skill.

Pick 1 edge: Dead Aim, Covering Fire**, Speed, Great Stamina, Lightning Reflexes,

Sharp Shooter

Every Marine is a rifleman...but sometimes you need something more...

Skills: Any one *Armed Combat Skill* +2, *Athletics* +3, *Demolitions* +1, *First Aid* +1, *Observe* +2, any one *Ranged Combat* skill +5, *System Ops* +1, *Stealth* +4, any one *Unarmed Combat* skill +1

Pick 5: +1 to any professional skill.

Pick 1 edge: Dead Aim, Covering Fire**, Double Fire**, Snap Shot**, Great Stamina, Lightning Reflexes

RRT Member

We go where no one has gone before, under fire...daring rescues our specialty.

Skills: Any one *Armed Combat* skill +2, *Athletics* +3, *Demolitions* +1, *First Aid* +3, *Observe* +2, any one *Ranged Combat* skill +3, *System Ops* +2, *Stealth* +1, any one *Unarmed Combat* skill +3

Pick 5: +1 to any professional skill.

Pick 1 edge: Covering Fire**, Double Fire**, Speed, Great Stamina, Lightning Reflexes

**pp23-24 of the [Starfleet Operations Manual](#)

Tier 1 Professional Abilities

Evasion- Starfleet Marines/RRT members train in defensive techniques to improve their ability to evade attacks. When performing a Dodge action, the character rolls an additional die (3d6) during his *Quickness* test and keeps the better of the three rolls. The rule of double 6's still applies.

Covert Ops- Starfleet Marines/RRT members are taught to use cover to their best advantage- whether hiding in shadows or

the effective use of camouflage. Whenever the character makes a *Stealth* test, he gains a +2 bonus.

Sapper- Starfleet Marines/RRT members are taught how to place explosives a/o sabotage equipment quickly and effectively. When making any *Demolitions* or *Repair (Sabotage)* rolls, the character may perform the action in half the base action time.

Tier 2 Professional Abilities

Battle-Hardened- A Starfleet Marines/RRT member learns to function despite injury, fatigue, or stun. The Marine/RRT member gains +1 Health and reduces physical test penalties from injury, stun effects, or fatigue by 1. **Prerequisite:** *Vitality* 8+

Mission Specialist- A Starfleet Marines/RRT member may specialize in one particular skill set- *Computer Use*, *Engineering (pick one)*, *Repair*, *Streetwise*, or *Knowledge* and acquires that skill at level 1 (with appropriate specialization). The chosen skill may be developed as a professional skill for the purposes of advancement.

Prerequisite: Covert Ops

Physically Fit- Starfleet Marines/RRT members keep themselves in the peak of physical shape. Whenever the character makes a *Strength* or *Vitality* attribute check or an *Athletics* skill test, he doubles the modifier conferred by the key attribute.

Prerequisite: Strength or Vitality 8+

Saboteur- Starfleet Marines/RRT members are taught to using explosives and sabotage to their best advantage. When making any *Demolitions* or *Repair (Sabotage)* rolls, the character gains an affinity bonus equal to ½ his *Engineering*, *Computer Use*, or *System Operations* skill (rounding up).

Prerequisite: Sapper

Tier 3 Professional Abilities

Requisitioning- A Starfleet Marine/RRT commander may attempt to use *Enterprise-Administration* to gain special a/o unusual equipment for use during a mission. Target numbers are as follows: special equipment (TN 5), special weaponry (TN 10), and

explosives or restricted weaponry (TN 15). On a marginal success, the gear is available in 1-3 days. On a complete success, 12-24 hours, and on an Extraordinary success, the gear is available in 4-8 hours. **Prerequisite:** Mission Specialist.

Responsive- Starfleet Marines/RRT members learn to react quickly in combat situations. During combat situations, the character may perform one additional combat action per round without suffering multiple action penalties. **Prerequisite:** Physically Fit.

Enlisted Personnel

Enlisted members of the Starfleet Marines/RRT may be created using the Enlisted Creation rules included in "But To Serve", (Beyond the Final Frontier Issue #2). Most of their skills will be drawn from the Security Professional Development Package included with that article, but using the Professional skills listed above.

As with established precedent for enlisted personnel, enlisted crew may not gain any of the Professional Abilities listed above unless they first take the *Innovative* edge.

Personnel Origins

Both the Starfleet Marines and the Rapid Response Teams accept candidates of good character and physical health from all Federation member worlds. Non-members may be accepted if recommended by a Starfleet or Starfleet Marine officer in good standing.

The difference between the two forces are largely cosmetic and primarily lie in the command structure to which the force is answerable. Starfleet Marines (like the MACO's in Enterprise) are answerable to a Military Assault Command, whereas Rapid Response Teams are considered a naval force answerable to Starfleet.

For the record, Starfleet Marines are repeatedly implied in Star Trek but are not considered canon (as per Gene Roddenberry's insistence that Starfleet was not a military force). The MACO's were invented in part to circumvent this proscription.

The inclusion of Starfleet Marine/RRT characters into any campaign or setting is entirely at the discretion of the Narrator.

Starfleet Special Missions Team

Advancement Package (5 picks)

Not content with Starfleet Marine/RRT member, you underwent (and survived) the rigorous training to become a Special Missions Team Member.

Pick 1 skill: Any one *Armed Combat* skill +2, *Athletics* +2, *Demolitions* +2, *First Aid* +2, *Observe* +2, any one *Ranged Combat* skill +2, *System Ops* +2, *Stealth* +2, any one *Unarmed Combat* skill +2

Pick 1 skill: Any one *Professional* skill +1

Pick 1 edge: *Promotion* +1, *Dead Aim*, *Covering Fire***, *Speed*, *Great Stamina*, *Lightning Reflexes*,

Force Recon House Rules

Variations from the Standard Rules Set

While a number of “House Rules” regarding character creation and advancement have been set forth in other sections of this manual, this section refers specifically to changes to the rules for game play.

As always, the Narrator/Gamemaster is the final arbiter in rules disputes.

Auto-fire Rules

Most of the weapons in Star Trek are essentially “single-action” weapons- one “trigger pull”, one shot fired. There are rare exception- notably older, more archaic projectile weapons and rare pulse phasers can be set to fire a spray of fire.

As a Key Trait, and with a suitable weapon, a character may conduct an auto-fire attack as a full-round action.

The character designates an area 30° in diameter (as with Covering Fire) and makes an Average TN 7 *Energy Weapons* test. Upon a successful test, anyone standing in or moving through the affected area must make an OPPOSED *Quickness* test against the shooter's *Energy Weapons* test result. Characters who are caught flat-footed suffer a -5 penalty to their test. Characters who are unconscious or immobilized are hit automatically.

An autofire attack can only be made at short range or closer and uses ten times as many charges as a single attack at the same weapon setting. Autofire cannot be used with called shots or aimed attacks.

Prerequisite: Energy Weapons +5 and a suitable weapon. Does not combine with other traits or actions.

Character Action Limits

Outside of truly extraordinary circumstances (as determined by the Narrator) a character may not take more than four actions in a single turn, regardless of multiple action penalties.

Coup De Grace Rules

As a key trait of either the *Armed Combat* or *Unarmed Combat* skill, a character may make an immediately fatal attack against a helpless or unaware foe as per the rules below.

Prerequisite: *Armed* or *Unarmed Combat* +3, humanoid target with vulnerable anatomy (Narrator's discretion)

Effects: As a full-round action against a foe at point-blank range you ready a weapon (or prepare for a hand-to-hand strike). Without attacking, you make an immediate test using the appropriate skill (free action) as if you were attacking.

You now have the drop on the character and attack at any point in the combat turn (and act before your target, regardless of initiative). You keep the drop on him until you attack, dodge, or otherwise divert your attention.

If you keep the drop on your target for at least 1 full round, you may (on a subsequent turn) attack for immediately fatal damage. This attack counts as a standard action.

If you lose the drop on your target (due to making another attack, dodging enemy fire, etc.), the process must begin again.

Starfleet Marine/Rapid Response Team Mission-Specific Equipment

The equipment listed in this section is generally reserved for Starfleet Marine combat or special warfare teams headed "into harm's way"- or in other words, on a mission-specific, as-needed basis, and subject to the Commanding Officer's approval.

Because of the nature of this equipment, little of it is normally carried aboard a starship except in time of war, and the Narrator has the final say about whether such equipment is actually available.

Field Emergency Kits

Specifications: armored case roughly 1.5 x 1 x1 meters. 60 kg

Description: A field emergency kit is an armored case kept aboard Federation runabouts and shuttlecraft for emergency landings.

Field Emergency Kits are also routinely dropped with Starfleet Marine Recon Teams and Rapid Response Team mission forces to provide basic supplies.

The unit contains:

- 1 Emergency Beacon (PG pp. 173)
- 1 Medical Kit (PG pp. 176)
- 50 meters Lightweight Synthrope (w/ grapple and launcher)
- 2 Type 1 Phasers
- 6 Molecular Pitons
- 4 Climbing Harnesses
- 1 Survival Axe/Pick
- 1 Set Powered Binoculars (PG pp. 174)
- 2 Dylex Memory Tents (PG pp. 173)
- 1 Standard Tricorder (TR-590 X)
- 1 Replicator Multi-tool (SFOM pp. 70)
- 1 Portable Fusion Generator/Thermal Heater
- 120 Starfleet Issue Ration Packs

HALO/LOLO Pack

Specifications: Rectangular backpack unit measuring 77 x 31 x 18 cm. Cylindrical tool 30 cm long, mass 10 kg.

Description: Developed for Starfleet Rapid Response Team and other special operations personnel, The HALO pack is a low-profile, short-duration anti-grav unit designed to provide a safe, controllable descent during HALO/LOLO "jumps".

HALO/LOLO "jumps" are an insertion method used by Rapid Response Teams when normal transporter or shuttlecraft operations are prohibited or impractical.

HALO stands for High Altitude Low Opening, LOLO for Low Orbit Low Opening.

In either method, the Rapid Response Team is placed at altitude above the target either by transporter or in specially modified torpedo casings and then freefall to the target, using the HALO packs to slow their descent and land safely.

Rules: Equipped with a self-destruct, the unit can double as a small demolitions charge. Each unit weighs 15kg and has an 800kg carrying capacity. The unit is capable of 1 hour of continuous usage and induction charging.

Intrusion Grenades

Specifications: Hand-held (thrown) device approximately 10 cm x 7 cm x 3 cm, 0.4 kg

Description: A self-contained isodesium flare and integral sonic pulse generator, these devices create a brilliant flash and thunderous noise intended to disorient and debilitate targets prior to a combat-team entry.

Rules: The device is dropped or thrown into a target area using an *Athletics (Throw)* test. Targets in the immediate area (10 meters) must make a *Stamina* test at TN 15 or suffer a -10 penalty to all tests for 1d6 rounds. Multiple intrusion grenades do not create cumulative penalties, but must be dealt with individually.

Duration: Rechargeable. The unit has five charges and can be set to re-detonate on timed intervals or remote command.

Marine Fighting Knife

Specifications: 47 cm long. 0.5 kg.

Description: Perfectly balanced, with a hollow handle filled with a small-grain aggregate. The blade of the Marine Knife is slightly shorter than that of a Klingon d'k tahg. One edge of the blade is blunt. The other is serrated for one half of it's length, and kept very sharp as a rule. The handle of the Knife is also fitted with a set of titanium "knuckles", finger guard, which adds to barehand damage.

Parry Modifier: -1

Damage: 1d6+3 (blade)

+3 STR modifier (handle)

Starfleet Combat Armor Type MI-5

Specifications: 40 kg with backpack and full consumables load.

Description: The MI-5 combat suit is designed as defensive armor for Starfleet Rapid Response Team and other security personnel operating in high-risk situations and hostile natural environments. The MI-5 consists of a light-weight environmental suit with an armored vest, gravity boots, helmet, and gauntlets.

The unit is fitted with fully encrypted side-band communications, adaptive camouflage, and an IFF transponder/interrogator, which enable the Rapid Response Team to identify teammates on the visor Heads Up Display (or HUD). The HUD also has a computerized sighting interface which provides night and false-spectrum vision.

The armor contains sensors which analyze the background and adjust the coloring scheme of the armor to suit the terrain.

MI-5 armor has the same endurance, temperature, radiation, and vacuum protection characteristics as the standard issue environmental suit,

Rules: The HUD (Heads Up Display) provides basic target identification and limited tricorder functions, and lowers the TN to hit by one range increment.

The adaptive camouflage provides a +1 bonus to *Stealth* tests and a +1 TN to *Ranged Combat* tests made against the wearer.

The armor can automatically *Repair* small rips and tears (self-sealing puncture of four points or less). The wearer can patch larger holes at the cost of the adaptive camouflage, but only a skilled armorer can make full repairs.

The MI-5 suit provides +10 protection against physical and energy attacks. Users suffer a -5 penalty to most physical tests while using the suit.

Duration/Energy: The onboard power cell and consumables are sufficient for 25 hours of continuous use.

Starfleet Combat Armor Type MI-6

Specifications: Custom-fitted body suit with 8 kg worth of CPU and headset/monacle.

Description: This lightweight combat suit is intended as an improvement over the simple black commando outfits favored by Starfleet Command over the last several decades. The MI-6 consists of a full body jumpsuit, light combat headset, and central processing unit. The CPU (roughly the size and shape of a Federation tricorder in the closed position) provides full encrypted side-band communications, adaptive camouflage, and an IFF transponder/interrogator.

The CPU contains sensors that analyze the background and adjust the coloring scheme to match the terrain.

Rules: The combat headset (monocle) provides basic target identification and limited tricorder functions, and lowers the TN to hit by one range increment.

The adaptive camouflage provides a +5 bonus to *Stealth* tests and a +5 TN to *Ranged Combat* tests made against the wearer.

Duration/Energy: The onboard power cell is sufficient for 96 hours of continuous use.

Starfleet Combat Armor Type MI-6b

Specifications: 19.6 kg body suit, armored vest, leg and arm greaves, and helmet.

Description: The middle ground between the Type 5 and Type 6 combat suits is MI-6b. The MI-6b consists of a full body jumpsuit, light body armor, and light combat helmet with built-in headset and HUD. The CPU (roughly the size and shape of a Federation tricorder in the closed position) provides full encrypted side-band communications, adaptive camouflage, and an IFF transponder/interrogator.

The CPU contains sensors that analyze the background and adjusts the coloring scheme of the suit to match the terrain.

Rules: The helmet's integrated HUD (Heads Up Display) provides basic target identification and limited tricorder functions, and lowers the TN to hit by one range increment.

The adaptive camouflage provides a +3 bonus to *Stealth* tests and a +3 TN to *Ranged Combat* tests made against the

wearer.

The MI-6b armor provides +8 protection against physical and energy attacks. Users suffer a -2 penalty to most physical tests while using the suit.

Duration/Energy: The onboard power cell and is sufficient for 96 hours of continuous use.

Type 3b Compression Phaser Rifle

Specifications: 53cm long, 2.2L volume, 2.0 kg

Description: Developed for Starfleet Rapid Response Team and other special operations personnel, the Type 3b phaser rifle is a shortened, compact version of the rugged, dependable Type 3a. Functionally, the two rifles are identical, differing only in length. Even their weight remains the same. The Type 3b was designed for rapid Response Team operations where close quarters and tight-fits are the norm, rather than the exception.

Advice for the Game Master- Equipment

Starfleet places a great deal of emphasis on the resourcefulness of its officers and men, and Special Mission Team Seven-One is no exception. While Starfleet works hard to send crews into the field properly equipped, it also frowns on technofiles who want to load their party down with one of everything. If the players insist demanding one of everything in the tool locker, they should be reminded of the encumbrance rules- and these should be strictly enforced.

More to the point, Star Trek is a game about the human spirit- the gee-whiz doodads and gim-cracks are backdrops for the story. Gamemasters are advised to exercise good judgment in the matter- if the mission is completed *only* because of all the gear the players brought, experience and renown awards should be adjusted radically downward. This stipulation does not apply, of course, to the basic equipment issued by Starfleet (usually listed in Handout #2) nor to items the PCs really need.

Finally, the Narrator might flatly state that the desired equipment simply isn't available. As my players have been generally responsible, I've not yet needed to resort to these methods, but other GMs might not be so fortunate.

A Note on Replicators: So long as power and basic matter supplies exist, replicators can provide nearly unlimited equipment and supplies (and headaches for the Narrator). Most of the equipment on this list can be replicated, creating tremendous flexibility and at least the potential for abuse. In an attempt to moderate this impulse, the Narrator might rule that items larger than .75m in length are too large for the replicator, and must be assembled from replicated parts. Additionally, the Narrator may decide that the single-bit errors inherent to replication can render certain equipment (such as molecular level circuitry and phaser emitter crystals) unreliable or non-functional.

Starfleet Vessels and Transportation

Starships and other long-range spacecraft are complex and expensive pieces of equipment that require extensive training to operate. As a result, Starfleet is loathe to relinquish control of warp-capable vessels larger than a shuttle or runabout.

With the exception of short-range fighters and the like, the old adage holds true, "Fleet does the flying".

On the other hand, there are certain mission types that require the Marines have access to special ships and crews. In such instances, the Marines are paired with Starfleet personnel and equipment for joint-operations.

The following entries reflect the sort of special operations starships Fleet Recon and Rapid Response Team personnel might use in the field.

U.S.S. Springer NX-705

The U.S.S. *Springer* is the first of three experimental vessels built for Starfleet Intelligence. Like her sisters U.S.S. *Pointer* and U.S.S. *Retriever*, *Springer* is fitted with an experimental sensor suite and a highly classified quieting system. These vessels are a new generation of scoutship representing the pinnacle of intelligence gathering platforms.

Although not normally assigned to the Special Missions Teams, Commander Patterson and her crew occasionally host the teams on missions of extreme sensitivity.

Springer possesses a revolutionary quieting system, which will allow her to “run silent” at speeds up to Warp Six. Every Warp Factor above 6, however, reduces the effectiveness of her monorefractive hull by 5, making it easier to detect her.

Production Data

Origin: United Federation of Planets
 Class and Type: *Springer* Class
 Scoutship
 Year Launched: 2377

Hull Data

Structure: 20 Size: 4, 7 decks
 Length: 120m Crew: 31
 Atmospheric Capable: No

Operational Data

Transporters: 1 ea, personnel, cargo,
 emergency

Cargo Capacity: 2

Tractor Beams: 1a

Sensor Systems: Class 2 (+2/C)

Operations Systems: Class 2 (C)

Life Support: Class 2 (C)

Propulsion Data

Impulse Engines: FIE-3 (.85c) (C)

Warp Drive: LF-35 (Warp 6 /9 / 9.2) (B)

Tactical

Phasers _____ Type X (x2 / B)

Penetration 4 / 4 / 4 / 0 / 0

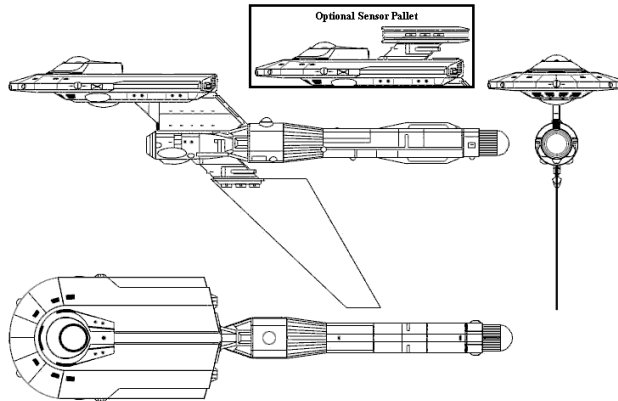
Deflector Shields _____ CIDSS-3 (C)

Protection/Threshold 15/ 3

Photon Torpedo _____ Mk 75 DF (x1 / A)

Photon Penetration 3 / 3 / 3 / 3 / 3

Quantum Penetration 4 / 4 / 4 / 4 / 4



Miscellaneous

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

Traits: Monotanium Plating (+4 to enemy Sensor test), Monorefractive Hull (rating 14), Nimble, Design Flaw: Vulnerable System (Sensors)

U.S.S. *Lethe* NX-72467

Production Data

Origin: United Federation of Planets
Class and Type: *Danube* Class Runabout
Year Launched: 2368

Hull Data

Size: 2, 1 deck Length: 23m
Structure: 10 Crew: 1+
Cargo Capacity: 2 Atmospheric Capable: Yes

Operational Data

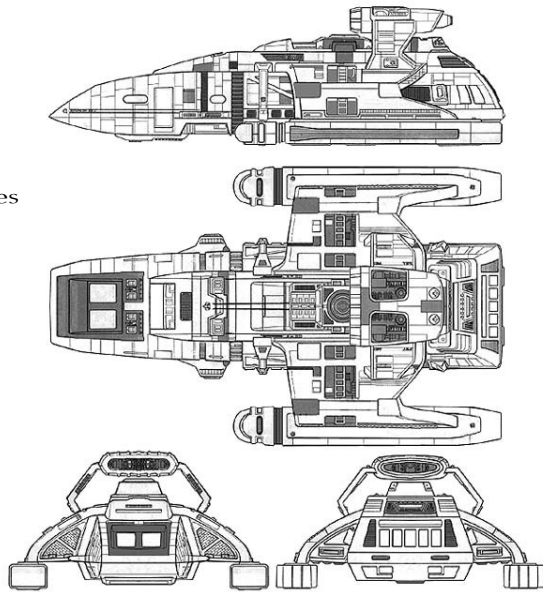
Transporters: 1 2-person standard
Sensor Systems Class 2 (+2/C)
Operations Systems Class 1 (B)
Life Support Class 1 (B)
Tractor Beams: 1fd, 1ad

Propulsion Data

Impulse Engines: FIB-3 (.75c) (B)
Warp Drive: LF-7x2 (Warp 4 / 6 / 8.3) (B)

Tactical

Phaser Banks Type VI (x2/B)
 Penetration 4 / 3 / 3 / 0 / 0
Photon Torpedoes Mk 25 micro (x2/B)
 Penetration 2 / 2 / 2 / 2 / 0
Deflector Shields FSQ-2 (CC)
 Protection/Threshold 14 / 1



Miscellaneous

Maneuver Modifiers +0 C, +2 H, +0 T

Traits: Monotanium Plating (+4 to enemy Sensor tests), Monorefractive Hull (rating 14),

The U.S.S. *Lethe* is a modified *Danube Class* starship- a small, multipurpose vessel with a crew of between two and six officers and enlisted men. Because of her small size and small crew, deep space missions aboard the *Lethe* seldom last more than a week or two.

Like other *Danube Class* runabouts, *Lethe* is designed to be mission-flexible and has four swappable cargo modules, and she has been fitted with both monotanium and mono-refractive hull plating in order to carry out Special Missions Team operations.

. Unfortunately, *Lethe's* monorefractive hull currently renders her ineligible for the customizable "roll bar" mission pallet.

At speeds of less than Warp 4, *Lethe* is essentially invisible to starship scans (although in accordance with the Treaty of Algeron, she can be sighted visually). Every Warp Factor above 4, however, reduces the effectiveness of her monorefractive hull by 5, making it easier to detect her.

Module Types

Cargo Modules

Lethe can be fitted with up to four pre-configured cargo modules with different mission loadouts.

Cargo/Supply Module- Adds 1 Cargo Unit.

Scientific Module- Upgrades sensors to Class 3 (+3/D)

Personnel Module- Adds bunk and replicator facilities for 5 personnel.

Probe Module- Adds 8 Class X probes w/throwaway launcher.

Fleet Recon Team Seven-One



Starfleet Marines

Starbase 153

Fleet Recon Team Seven-One

Fleet Recon Team Seven-One is a covert/special operations team which originally “stood to” at the order of Starfleet Admiral Thomas Kincaid, Commander of the 14th Starfleet.

Force Recon Team Seven-One is a special operations team attached to the 22nd Marine Expeditionary Unit, 4th Starfleet Marines, operating on detached duty. Organized, recruited, and trained at Starbase 153, Team Seven-One remains homeported at that same facility.

Fleet Recon Team Seven-One saw extensive action during and following the Dominion War, and conducted a variety of missions, including the rescue of Federation Ambassador Thomas Greene, the destruction of a Jem'Hadar ketracel white shipment, the destruction of the Dominion communications relay over Ivor Prime, and the rescue of the passengers of *Princess Olivia*, taken hostage by Orion pirates.

Operating under the authority of Commander, 14th Starfleet, Fleet Recon Team Seven-One carries out diplomatic escort, intelligence-gathering, hostage rescue, demolitions, sabotage, and hazardous-environment missions throughout the three sectors administered by Starbase 153.

Fleet Recon Team Seven-One Roster

<u>Position</u>	<u>Name</u>	<u>Species</u>	<u>Rank</u>
Commanding Officer/Six	Daniel Hobbes	Human	<i>1st Lieutenant</i>
Executive Officer/Five	Donald Brooks	Human	<i>Gunnery Sergeant</i>
Medic/Four	Timor Gatan	Trill (Unjoined)	<i>Petty Officer 3rd Class</i>
Engineer/Tech/Three	Blake	Human	<i>Lance Corporal</i>
Sciences/Computer/Three	Spencer MacKenzie	Human	<i>Corporal</i>
Scout/One	Emari ir'I Idrani	Andorian	<i>Corporal</i>

Hobbs, Daniel- 1st Lieutenant, FRT 7-1. Daniel Hobbs is an orphan raised by his maternal uncle- Starfleet Admiral William Lars. Upon coming of age, Hobbs joined the Starfleet Marines, graduated near the top of his academy class, and completed several tours of duty with the Federation embassies to the Deltans and to the Klingon Empire with high marks.

Excelling at his duties, Lieutenant Hobbs was recruited for the Fleet Recon force, where his skill and leadership led to his assignment as Commanding Officer, Fleet Recon Team Seven-One.

Brooks, Donald- Gunnery Sergeant, FRT 7-1. At age thirty-four, Gunnery Sergeant

(“Gunny”) Brooks is the oldest member of the Fleet Recon Team. He is also a consummate professional and an experienced veteran. While 1st Lieutenant Hobbs concentrates on accomplishing the mission at hand, Chief Brooks (as senior NCO) ensures that all hands work together efficiently as a team. Alternately serving as a drill instructor, father-figure, technical expert, and on-call pain-in-the-butt, Brooks works as hard as any officer to mold the crew into an efficient fighting unit.

Blake- Lance Corporal, FRT 7-1. Blake's specific background remains classified by order of Starfleet Command- though it has been confirmed that he is phenomenally healthy and fit, and lacking in basic socialization and cultural skills.

Blake joined the Starfleet Marines because he was (in his own words) already accustomed to the regimented lifestyle involved, and because it allowed him “to make a difference”.

Gatan, Timor- Corpsman Petty Officer Third Class, FRT 7-1. Gatan was rejected as a candidate for joining under mysterious circumstances, and left the Trill homeworld soon thereafter. After a number of years wandering in a variety of capacities (mostly as a merchant crewman), he enlisted in Starfleet in the wake of the Dominion War.

ir'I Idrani, Emari- Corporal, FRT 7-1. The sole female on Team Seven-One, Emari is a consummate hunter and stalker- skills she's honed to near perfection. As the Team's scout, Emari tends to operate semi-independently of the group in the field, using her skills at stealth and stalking (and her keen senses) to their fullest advantage. A passionate woman, Emari effects an amused tolerance and cool detachment at the exploits of her team mates.

MacKenzie, Spencer- Corporal, FRT 7-1. MacKenzie is Team Seven-One's resident practical joker. There's nothing he likes more- not wine, women, nor song- than a bit of technically induced mischief. A naturally talented engineer and technician, the reports are that MacKenzie was denied an application to Starfleet Academy due to criminal prosecutions for some of his earlier exploits. MacKenzie exudes a devil-may-care nonchalant, and displays proper military discipline only under duress- but keeps his uniforms, equipment, and weapons meticulously clean.

Starfleet Bureau of Personnel

Starfleet Command

Daniel Hobbs

Age: 28
Species: Human
Homeworld: Earth
Gender: Male
Eyes: Brown
Hair: Red

Rank: 1st Lieutenant, Starfleet Marines

Current Assignment:

Commanding Officer/Six, Force Recon Team Seven-One

Profile/History:

1st Lieutenant Daniel Hobbs was orphaned at age eight when his parents were killed under mysterious circumstances, and was left in the custody of his uncle- Starfleet Admiral Phillip Lars.

Upon coming of age, Hobbs joined the Starfleet Marines, graduated near the top of his academy class, and completed several tours of duty with the Federation embassies to the Deltans and to the Klingon Empire with high marks.

Excelling at his duties, Lieutenant Hobbs was recruited for the Fleet Recon force, where his skill and leadership led to his assignment as Commanding Officer, Fleet Recon Team Seven-One.

Psychological Profile:

At age twenty eight, Lieutenant Hobbs is a man with a mission and a secret- his parents were smugglers for the Orion Syndicate, and occasionally took him along for the ride. As much to cleanse his family name as from a sense of duty, young Daniel joined the Starfleet Marines without revealing his family's questionable past.

Attributes

Str 9 (+1) **Agl** 11 (+2)* **Int** 12 (+2) **Vit** 10 (+2) **Prs** 7 (+0)* **Per** 8 (+1)

Quickness +4 **Savvy** +1 **Stamina** +2 **Willpower** +2*

Miscellaneous Scores

Courage: 4 **Health:** 11 **Renown:** 4 **Advancements:** 7

Defense: 9
Initiative: +0

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat- Simple	AGL	+2	+2		+4	
Athletics	STR	+1	+1		+2	(Running)
Computer Use	INT	+2	+3		+5	(Retrieval)
Enterprise- Administration	INT	+2	+2		+4	(Starfleet)
Enterprise- Streetwise	INT	+2	+1		+3	
Influence	PRS	+0	+1		+1	
Knowledge- Politics	INT	+2	+5		+7	(Federation)
Knowledge:Culture	INT	+2	+3		+5	(Human)
Knowledge:History	INT	+2	+3		+5	(Federation)
Knowledge:Specific World	INT	+2	+3		+5	(Earth)
Language- Deltan	INT	+2	+4		+6	

Language- Fed Standard	INT	+2	+4		+6	
Language- Klingonese	INT	+2	+4		+6	
Negotiate	INT	+2	+1		+3	
Ranged Combat:Energy	AGL	+2	+4		+6	(Phaser) (Phaser Rifle)
Repair	INT	+2	+1		+3	
Stealth	AGL	+2	+4		+6	
Survival	PER	+1	+3		+4	(Tracking)
System Engineering	INT	+2	+3		+5	(Phaser Artillery)
System Operation	INT	+2	+2		+4	(Command)
Tactics	INT	+2	+3		+5	(Small Unit, Infantry)
Unarmed Combat	AGL	+2	+3		+5	(Starfleet Martial Arts)

Professional Abilities:

Covert Ops: Hobbs knows how to use cover to his best advantage and gains a +2 bonus to *Stealth* tests.

Insight: Having spent several years around diplomats and those who seek their favor, Hobbs has learned to see through lies. When making a Savvy check, Hobbs rolls 3 dice (instead of two) and keeps the highest two numbers.

Starship Duty: 1st Lieutenant Hobbs has received all the training necessary to serve aboard a starship.

Starship/Starbase Protocols: Growing up the favored nephew of a Starfleet Admiral gives 1st Lieutenant Hobbs an edge in navigating Starfleet bureaucracy. He receives a +4 bonus to *Administration (Starfleet)* tests.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Hobbs 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 (2): 1st Lieutenant Hobbs is fully qualified to command Force Recon Team Seven-One.

Contacts (Orion Syndicate-Streetwise): Should he ever be desperate enough to use them, Hobbs has contacts in the Orion Syndicate (people who knew his parents) and gains a +2 to *Streetwise* tests when using these contacts.

Dark Secret (Orion Syndicate): Despite his own unblemished career, the involvement of his parents in the Orion Syndicate is an ongoing source of pain and shame to 1st Lieutenant Hobbs.

Dodge: Hobbs is especially fast on his feet and gains a +3 bonus to *Quickness* when making Dodge actions.

Innovative (2): Embassy duty (among the “movers and shakers” has allowed Hobbs to learn the *Starship/Starbase Protocols* and *Insight* Professional Abilities,

Promotion 2: Hobbs holds the rank of 1st Lieutenant in the Starfleet Marine Corps.

Fit: Hobb's disciplined physical fitness grants him a +1 bonus to all Physical tests.

Starfleet Bureau of Personnel

Starfleet Command

Donald Brooks

Age: 34
Species: Human
Homeworld: Earth
Gender: Male
Eyes: Brown
Hair: Red

Rank: Gunnery Sergeant, Starfleet Marines

Current Assignment:
 Executive Officer/Five, Force Recon Team Seven-One

Profile/History:

At age thirty-four, Gunnery Sergeant Brooks is the oldest member of Fleet Recon Team Seven-One. He is also a consummate professional and an experienced veteran. While Lieutenant Hobbs concentrates on accomplishing the mission at hand, Chief Brooks (as senior NCO) ensures that all hands work together efficiently as a team.

Psychological Profile:

Gunnery Sergeant Brooks is a sixteen year veteran of the Starfleet Marines, and is a keeper of the tradition. In addition to carrying out the mission at hand, Brooks sees it as his job to shape the next generation of Starfleet Marine- both officer and enlisted man.

To Brooks, this is a sacred trust, and he will spare no effort and no amount of sweat or pain to achieve it. He keeps himself perfectly fit through rigorous exercise and is a recruiting-poster example of the perfect Marine NCO.

Alternately serving as a drill instructor, father-figure, technical expert, and on-call pain-in-the-butt, Brooks works as hard as any officer to mold the crew into an efficient fighting unit.

Attributes

Str 9 (+1) **Agl** 11 (+2)* **Int** 11 (+2)* **Vit** 9 (+1) **Prs** 7 (+0) **Per** 9 (+1)

Quickness +2 **Savvy** +1 **Stamina** +1 **Willpower** +4*

Miscellaneous Scores

Courage: 4 **Health:** 10 **Renown:** 13 **Advancements:** 10

Defense: 9
Initiative: +2

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+1	+5		+6	(Running)
Computer Use	INT	+2	+3		+5	(Retrieval)
Demolitions	INT	+2	+4		+6	
Enterprise- Streetwise	INT	+2	+3		+5	
Enterprise-Administration	INT	+2	+3		+5	(Starfleet)
Investigate	PER	+1	+3		+4	
Knowledge:Culture	INT	+2	+3		+5	(Human, Romulan)
Knowledge:History	INT	+2	+4		+6	(Human, Romulan)
Knowledge:Specific World	INT	+2	+3		+5	(Earth)
Language- Fed Standard	INT	+2	+4		+6	
Language- Romulan	INT	+2	+3		+5	

Ranged Combat:Energy	AGL	+2	+4		+6	(Phaser) (Phaser Rifle)
Repair	INT	+2	+3		+5	
Stealth	AGL	+2	+5		+7	
Structural Engineering	INT	+2	+4		+6	(Architecture)
Survival	PER	+1	+3		+4	(Tracking)
System Operation	INT	+2	+3		+5	
Tactics	INT	+2	+4		+6	(Small Unit)
Unarmed Combat	AGL	+2	+7		+9	(Starfleet Martial Arts)

Professional Abilities:

Covert Ops: “Gunny” Brooks knows how to use cover to his best advantage and gains a +2 bonus to *Stealth* tests.

Mission Specialist: “Gunny” Brooks specialized in Structural Engineering early in his career, and developed this as a professional skill for the purposes of advancement.

Requisitioning- “Gunny” Brooks maintains an informal network of contacts in both Starfleet and the Starfleet Marines and may attempt to use those contacts (an *Enterprise-Administration* test) to gain special a/o unusual equipment for use during a mission. Target numbers are as follows: special equipment (TN 5), special weaponry (TN 10), and explosives or restricted weaponry (TN 15). On a marginal success, the gear is available in 1-3 days. On a complete success, 12-24 hours, and on an Extraordinary success, the gear is available in 4-8 hours.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Brooks 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 (1): Gunnery Sergeant Brooks is fully qualified to act as executive officer of Team Seven-One.

Innovative (2): Through his long experience, “Gunny” Brooks has learned the Covert Ops, Mission Specialist, and Requisitioning Professional Abilities.

Promotion E-6: Brooks holds the enlisted rank of Gunnery Sergeant in the Starfleet Marine Corps.

Fit: Brook's long record of disciplined physical fitness grants him a +1 bonus to all Physical tests.

Starfleet Bureau of Personnel

Starfleet Command

Emari ir' Idrani

Age: 23
Species: Andorian
Homeworld: Andoria
Gender: Female
Eyes: Blue
Hair: White

Rank: Corporal

Current Assignment:
 Scout/One, Force Recon Team Seven-One

Profile/History:

Emari ir' Idrani is the daughter of a clan chieftain in a remote section of northern Andoria, and has been hunting almost since she could walk. After several years with her clan militia, Emari decided that her calling lay off-planet and enlisted in the Starfleet Marines.

After excelling in several assignments, Emari was recruited for Team Seven-One.

Psychological Profile:

The sole female on Team Seven-One, Emari is a consummate hunter and stalker- skills she's honed to near perfection. As the Team's scout, Emari tends to operate semi-independently of the group in the field, using her skills at stealth and stalking (and her keen senses) to their fullest advantage. A passionate woman, Emari effects an amused tolerance and cool detachment at the exploits of her team mates.

Attributes

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

Quickness +2* **Savvy** +2 **Stamina** +1 **Willpower** +1

Miscellaneous Scores

Courage: 3 **Health:** 10 **Renown:** 1 **Advancements:** 5

Defense: 8
Initiative: +2

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat-Simple	AGI	+1	+5	+1	+7	
Athletics	STR	+1	+4		+5	(Running)
Computer Use	INT	+1	+2		+3	(Retrieval)
Demolitions	INT	+1	+3		+4	
Knowledge:Culture	INT	+1	+4		+5	(Andorian)
Knowledge:History	INT	+1	+3		+4	(Federation)
Knowledge:Specific World	INT	+1	+3		+4	(Andoria)
Language- Andorian	INT	+1	+4		+5	
Language- Fed Standard	INT	+1	+4		+5	
Ranged Combat:Energy	AGL	+1	+7		+8	(Phaser) (Phaser Rifle)
Repair	INT	+1	+3		+4	
Stealth	AGI	+1	+5		+6	
Survival	PER	+1	+6		+7	(Tracking)

System Operation	INT	+1	+3		+4	
Unarmed Combat	AGL	+1	+5		+6	(Starfleet Martial Arts)

Professional Abilities:

None

Species Abilities:

Antennae: Andorians sense a great deal about their environment through their antennae, and gain a +2 species bonus to tests involving sensing the area immediately around them (three meters or less) (including *Observe (Spot)* and *(Listen)* tests).

High Pain Threshold: Andorians are a hardy species accustomed to physical discomfort, and reduce TN penalties due to pain or injury by -2.

Keth- Indrani: The Indrani are trained as warriors from an early age and gain a +1 to either *Armed Combat* or *Ranged Combat* skill at character creation.

Redundant Circulation: Andorians have a two-layered circulatory system that allows them to ignore TN penalties for uncomfortable or extreme cold. This does unfortunately, render them more vulnerable to certain toxins (-1 to *Stamina* tests to resist poison).

Edges/ Flaws:

Promotion 3: Emari holds the enlisted rank of Corporal in the Starfleet Marine Corps.

Suit-Trained: Emari does not suffer the penalties normally associated with the use of an environmental suit.

Starfleet Bureau of Personnel

Starfleet Command

Timon Gatan

Age: 22
Species: Trill
Homeworld: Trill
Gender: Male
Eyes: Brown
Hair: Brown

Rank: Corpsman Petty Officer Third Class

Current Assignment:
 Medic/Four, Force Recon Team Seven-One

Profile/History:

Gatan was a high-profile medical student and a candidate in the Symbiote program till he was caught experimenting with illegal narcotics, at which point he was dismissed from the program (though his record was sealed by the Commission).

Gatan flirted with severe depression and spent a number of years wandering in a variety of capacities (mostly as a merchant crewman), before enlisting in Starfleet.

Based on his prior academic record, Gatan easily qualified for the independent duty corpsman program, and was assigned to the 22nd MEU.

Psychological Profile:

Gatan has more or less recovered his equilibrium in the wake of his humiliating dismissal from the Symbiote Program, but remains closed and secretive about his past. He is aloof, but not morose, withdrawn, but not forbidding.

Starfleet Command is aware of his drug conviction, but has chosen not to make those prior events part of his public record. Despite this, Gatan lives in fear that his dark secret may come back to haunt him once more.

Attributes

Str 8 (+1) **Agl** 8 (+1)* **Int** 10 (+2)* **Vit** 8 (+1) **Prs** 9(+1)* **Per** 8 (+1)

Quickness +1 **Savvy** +1 **Stamina** +1* **Willpower** +2

Miscellaneous Scores

Courage: 3 **Health:** 9 **Renown:** 1 **Advancements:** 5

Defense: 8
Initiative: +1

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+1	+3		+4	
Computer Use	INT	+2	+4		+6	(Retrieval)
First Aid	INT	+2	+5	+1	+8	
Knowledge:Culture	INT	+2	+4		+6	(Federation)
Knowledge:History	INT	+2	+4		+6	(Federation)
Knowledge:Specific World	INT	+2	+4		+6	(Trill)
Knowledge:Politics	INT	+2	+2		+4	(Trill Symbiosis Commission)
Language- Fed Standard	INT	+2	+4		+6	
Language- Trill	INT	+2	+4		+6	
Medicine	INT	+2	+5	+1	+8	(Combat Trauma)

Ranged Combat:Energy	AGL	+1	+4		+5	(Phaser)
Repair	INT	+2	+2		+4	
Physical Science	INT	+2	+3		+5	(Chemistry)
Survival	PER	+1	+3		+4	
System Operation	INT	+2	+3		+5	(Flight Control)
Unarmed Combat	AGL	+1	+3		+4	(Starfleet Martial Arts)

Professional Abilities:

None

Species Abilities:

Joined: Gatan (like most other Trill) can be joined to a symbiont, though he was rejected from the program by the Symbiont Commission.

Skilled: Trill place an emphasis on education from very early in life, and as a result, Trill characters gain +2 skill picks at character creation.

Edges/ Flaws:

Cultural Flexibility: Gatan is very cosmopolitan and is unfazed by other cultures, and gains a +2 to Social tests involving species other than his own.

Meticulous: Gatan gains a +1 to cumulative Extended tests.

Multi-Tasking: Gatan may treat a full-round action as two actions and take additional actions at the standard penalty.

Dark Secret: Despite the fact that Starfleet Command has chosen not to include his prior drug convictions in his official record, Gatan worries that word will leak out and destroy his reputation once more.

Promotion 3: Gatan holds the enlisted rank of Petty Officer Third Class in Starfleet.

Suit-Trained: Gatan does not suffer the penalties normally associated with the use of an environmental suit.

Starfleet Bureau of Personnel

Starfleet Command

Blake

Age: 8
Species: Human
Homeworld: Nevari Prime
Gender: Male
Eyes: Green
Hair: Brown

Rank: Lance Corporal

Current Assignment:
 Engineer/Tech/Three, Force Recon Team Seven-One

Profile/History:

Corporal Blake is the result of a series of unauthorized cloning experiments conducted on Nevari Prime, with the intent of creating a super-soldier (much like the Eugenics programs of late 20th Century Earth).

Blake was rescued by Starfleet at age 5 (though he'd already achieved the physical maturity of a late adolescent), and following an "acclimation" period, he was released from Federation custody.

Blake's genetic resequencing endows him with above average physical attributes, but has severely and artificially curtailed his effective lifespan. Blake is not expected to live more than twenty years.

Psychological Profile:

Blake was raised in an extremely limited clinical environment, and as a result, was deprived of most cultural, historical, and social skills. This profound lack (along with his ingrained stoicism) and the clinical cultural conditioning has left him somewhat innocent, very stoic, and occasionally awkward. There is much about human society and customs that he still does not understand.

Lacking normal socialization skills, Blake joined the Starfleet Marines because he was already accustomed to the regimented lifestyle involved, and because it allowed him "to make a difference".

Attributes

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

Quickness +4* **Savvy** +1 **Stamina** +2 **Willpower** +2

Miscellaneous Scores

Courage: 4 **Health:** 13 **Renown:** 1 **Advancements:** 5

Defense: 9
Initiative: +4

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat	AGI	+2	+2	+1	+5	
Athletics	STR	+2	+3	+1	+6	(Running)
Computer Use	INT	+2	+3		+5	(Invasion)
Demolitions	INT	+2	+4	+1	+7	
First Aid	INT	+2	+2	+1	+5	
Knowledge:Culture	INT	+2	+1		+3	
Knowledge:History	INT	+2	+1		+3	
Knowledge:Specific World	INT	+2	+1		+3	(Nevari Prime)
Language- Fed Standard	INT	+2	+4		+6	

Observe	PER	+1	+2	+1	+4	
Ranged Combat:Energy	AGL	+2	+4	+1	+7	(Phaser) (Phaser Rifle)
Repair	INT	+2	+2	+1	+5	
Survival	PER	+1	+3	+1	+5	
System Engineering	INT	+2	+5		+7	
System Operation	INT	+2	+4	+1	+7	
Unarmed Combat	AGL	+2	+4	+1	+7	(Starfleet Martial Arts)

Professional Abilities:

Battle-Hardened: Blake has learned to function despite pain and injury. He gained +1 Health (already factored in) and reduces his TN modifier from pain and injury by -1

Species Abilities:

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

Addiction (Enhanced Metabolism): Blake's genetic modifications grant him a number of bonuses, but only at a cost- he must eat half again as much per day as a normal human being in order to fuel his voracious metabolism.

Excellent Metabolism: Blake gains a +4 bonus to tests to resist poison and illness.

Dark Secret: Blake is the result of illegal experiments in genetic engineering and is not expected to see his 20th birthday, neither of which fact does he want widely known.

Fit: Blake's great physical fitness grants him a +1 bonus to all Physical tests.

Great Vitality: Blake's metabolism grants him a +5 bonus to rolls to Stabilize him after injury, and a +4 to weekly (or bi-weekly) *Stamina* tests to recover lost wound points.

High Pain Threshold: Blake's clinical life and genetic dispositions has taught him to endure higher levels of pain than normal. He reduces all TN penalties due to pain and injury by -2.

Innovative: Blake has learned the Battle-Hardened Professional Ability.

Promotion 2: Blake holds the enlisted rank of Lance Corporal in the Starfleet Marine Corp.

Rapid Healing: Blake heals at twice the rate of a normal human (recovery 2 points per day of natural healing).

Suit-Trained: Blake does not suffer the penalties normally associated with the use of an environmental suit.

Starfleet Bureau of Personnel

Starfleet Command

Spencer MacKenzie

Age: 22
Species: Human
Homeworld: Luna
Gender: Male
Eyes: Brown
Hair: Light-Brown

Rank: Corporal

Current Assignment:
 Sciences/Computer/Two, Force Recon Team Seven-One

Profile/History:

A naturally talented engineer and technician, the reports are that MacKenzie was denied an application to Starfleet Academy due to criminal prosecutions for some of his earlier exploits.

Psychological Profile:

MacKenzie is Team Seven-One's resident practical joker. There's nothing he likes more- not wine, women, nor song- than a bit of technically induced mischief. MacKenzie exudes a devil-may-care nonchalance, and displays proper military discipline only under duress- but keeps his uniforms, equipment, and weapons meticulously clean.

Attributes

Str 6 (+0) **Agl** 9 (+1)* **Int** 10 (+2) **Vit** 10 (+2) **Prs** 6(+0) **Per** 9 (+1)*
Quickness +3* **Savvy** +1 **Stamina** +2 **Willpower** +2

Miscellaneous Scores

Courage: 4 **Health:** 11 **Renown:** 1 **Advancements:** 5

Defense: 8
Initiative: +3

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat	AGI	+1	+2		+3	
Athletics	STR	+0	+1		+1	(Running)
Computer Use	INT	+2	+5		+7	(Hacking)
Conceal	INT	+2	+5		+7	
Demolitions	INT	+2	+4		+6	
Knowledge:Culture	INT	+2	+4		+6	
Knowledge:History	INT	+2	+4		+6	(Federation)
Knowledge: Religion	INT	+2	+4		+6	
Knowledge:Specific World	INT	+2	+4		+6	(Luna)
Language- Fed Standard	INT	+2	+4		+6	
Physical Science	INT	+2	+3		+5	
Ranged Combat:Energy	AGL	+2	+5		+7	(Phaser) (Phaser Rifle)
Repair	INT	+2	+3		+5	
Survival	PER	+1	+2		+3	
System Engineering	INT	+2	+5		+7	Environmental Systems

System Operation	INT	+2	+4		+6	
Unarmed Combat	AGL	+2	+3		+5	

Professional Abilities:

Fix-It: MacKenzie may use any of the Repair specializations untrained.

Species Abilities:

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

Innovative: MacKenzie has gained the Fix-It Professional Ability.

Promotion- E-3: MacKenzie holds the rank of Corporal in the Starfleet Marines.