

No military organization, and very few governments are able to do their jobs and defend their people without good intel. Intelligence. Which, of course, means spies and the proverbial "secret agent".

And Starfleet is no different. Starfleet Intelligence has been the bulwark of Federation security since the days of James T. Kirk. And many of The Fleet's famous officers have gone on the occasional clandestine mission for Starfleet Intel, including Kirk, Spock, Lt. Commander Data, and Captain Jean-Luc Picard.

This supplement gives rule guidelines for creating characters who serve in Starfleet Intelligence, as well as members of Starfleet Special Forces. The Special Forces, as envisioned by the campaign these rules were originally written for, are a separate entity from the Starfleet Marines.

The Special Forces are an elite unit comprised of both Marine personnel and officers and enlisted crewmen from the regular Fleet. The job of the special forces is to deploy in Rapid Response emergency situations. Special Forces officers are specialists in their particular fields (Engineering, Science, Medical, Tactical, etc.) who are trained to work as a unit to resolve emergency situations quickly, and with as little loss to life and limb as possible.

And while an experienced Away Team, in most cases can perform similar duties to a Rapid Response unit, there are times when a group of commandos so in tune with how each other member of the group functions can mean the difference between success and failure in a dangerous military operation, or emergency.

STARFLEET INTELLIGENCE

All Starfleet Intelligence operatives start out as officers in the regular Fleet. An Intel character is thus created using the same methods as any other Starfleet character, including background and professional developments, skills, and professional abilities.

A Starfleet Intel operative will begin her career as a Command officer, Engineer, Flight Controller, or any other elite Starship Officer profession available to Starfleet personnel.

Becoming a Starfleet Intel operative is a matter of choice for a Fleet officer. And it should be treated as a change of elite professions. A transfer, from Science, Security, or Command done in the same way any officer transfers from one department to another.

In other words, becoming a Starfleet Intel operative is a switch, from one elite profession to another, and should be handled as such by the Narrator, and according to the rules governing elite professions in the ***STAR TREK Roleplaying Game Player's Guide***.

Once a character transfers to Intel, she is only able to advance two of her professions, as per the rules. And in the case of an Intel operative, one of these is the Intelligence Operative elite profession.

Prerequisites: Starship Duty, Intrepid, Capable, Unarmed Combat 3+, Ranged Combat (Energy Weapon) 3+, System Operations 2+, Influence (Charm, Seduce, or Fast-talk) 3+, Observe (Spot) 3+, Investigate 2+, Inquire 2+, Computer Use 3+

Attributes: Perception is the favored attribute of an Intel Operative, as they often survive from their ability to spot a potential threat, or deduce the solution to a puzzle with little or no information to go on besides their own instinct or intuition. Presence is also an important attribute for an Intel agent, as is Intellect.

Reactions: Quickness, and Savvy are the most important reactions for an Intel agent to hone. Willpower, and Stamina are also useful, especially if an agent is to withstand an intense interrogation at the hands of enemy intel operatives.

PROFESSIONAL SKILLS

Unarmed Combat	AGL
Investigate	PER
Inquire	PRS
Observe (Spot)	PER
Influence (Charm)	PRS
Ranged Combat (Energy Weapons)	AGL
Stealth	AGL
Athletics	STR
Enterprise (Streetwise)	INT

Professional Abilities:

Intel Operatives will begin with whatever professional abilities they have from their basic profession, and any elite profession they acquired before becoming an intel operative.

After joining Starfleet Intelligence, however, they will no longer be able to advance in any other elite profession with respect to professional abilities. They must concentrate their efforts on their intel work.

Starfleet Intel operatives can acquire the same professional abilities as Spies. These should be available to the Intel operative at the same cost, available in the same tier arrangement, and requiring the same prerequisites as indicated for Spies on pages **167-168** of the ***Player's Guide***.

Other Intelligence Gathering Agencies

The Romulans have the Tal Shiar. The Cardassians their Obsidian Order. Klingons, Ferengi, Bajorans, even Betazoids and Deltans have their own network of operatives who work to gather intel against whomever they perceive as their enemies.

And the character creation guidelines given above can be used to create intel operatives for any government or military group.

Tal Shiar agents, for example, would begin as officers in the Romulan equivalent of Starfleet. Klingon agents start out in the IDF. Bajoran spies who work in an official capacity for their government begin their careers in the Bajoran military.

Any series allowing characters from alien military forces such as the Klingon IDF can also have spies working for those governments.

The prerequisites, favored attributes, and reactions would be the same in most cases. The professional skills might require a bit of tweaking to reflect the individual culture (Klingon agents would replace Influence (Charm) with Armed Combat (Klingon Weapons) for example). And the rules regarding professional abilities would remain the same.

Civilian Agents

Even if they ply their trade for a specific government, or a particular group, a Spy is still a Spy. A civilian agent – even one working exclusively for Starfleet, Romulus, or the Dominion, rather than freelance, is a Spy. This is the elite profession described on pages **167-168** of the ***Player's Guide***.

SPECIAL EQUIPMENT

Starfleet Intelligence may not have a Q-branch, but they do have a virtual hotline to the Starfleet corps of engineers, and the R&D personnel at Jupiter Station, and the Daystrom Institute.

This means that Starfleet Intel operatives have access to a wide variety of special equipment not available to officers in the regular Fleet.

Some examples of Starfleet Intel equipment are given below. And it can be assumed that agents from other governments will have similar equipment that functions on similar technological principals and to perform basically the same functions.

*(The following items originally appeared in **The First Line**, published by **Last Unicorn Games**, and written by Steve Long & Rick Dakan – original text copyright 1998.)*

Anti-Detection Suit

In some cases the most important part of a covert mission is making sure no one discovers it was ever performed. Removing all traces of an operation can be extremely difficult. The sensors used by most major spacefaring civilizations are capable of detecting minute traces of cells or clothing fibers and matching these clues to a specific individual. Federation scientists developed the anti-detection suit to provide operatives with a method of performing missions which leaves none of these traces.

Made of special fibers sealed in a high-density tripolymer coating. As long as the suit is not damaged it leaves no traces for sensors to detect. However, the suit must completely cover the wearer. It includes a one-piece jumpsuit with built-in boots, removable gloves, and a hood with a face-mask. The unit also comes with a re-breather unit which recycles the operatives air so no respiration residue is left behind, and a power cooling unit to eliminate all infrared signatures.

The suit's material dampens sounds made by the wearer, giving them a -2 to the TN of all Stealth tests. If the suit is torn or damaged in any way traces of the suit and possibly the wearer can be easily detected by ordinary sensors.

Armor: 2 (if the armor value of the suit is exceeded, traces of it and the wearer are left behind).

Size: A full-body jumpsuit 2mm thick
Mass: 6kg
Duration: 10 hours (recharges in 2 hours)

Anti-sensor Belt

Sensors are the chief obstacle to most covert missions. The sensors found on any starship, or military base in the Federation or among its enemies have the capacity to monitor and record the movements of every living being within range. The answer to this problem is the anti-sensor belt. This device renders the user invisible to all normal types of sensors. While it does nothing to render the user invisible or unrecognizable to living beings, ordinary sensors, including starship sensors and tricorders simply cannot detect the user's presence.

Although the user himself is not detectable by any sensors, any communicators or energy weapons used by the operative are easily noticed.

Sensors specially designed to detect anti-sensor belts have been designed, but they are unreliable and have a range no greater than three meters. Most anti-sensor belts have a second setting which masks the presence of any small technological devices carried by the user. This setting is designed to allow the user to smuggle in sensors weapons, or recording devices.

Anti-sensor belts also possess a detachable device known as the decoy unit, designed to fool sensors into registering the user's presence in a specific location. The user might appear to retire for the night, activating the anti-sensor belt and leaving the decoy unit in their bed.

Anti-sensor Belt

Size: A belt 2cm wide, 2mm thick, and at least 70cm long
Mass: 0.1kg
Duration: 100 hours (recharges in 2 hours)

Decoy Unit

Size: A disk 3cm in diameter and 2 mm thick often disguised as the anti-sensor belt's buckle.
Mass: 0.01kg
Duration: 100 hours

Biopattern Disk

In the Federation, and most technologically equal societies, many locks and limited-access devices can only be opened or activated by an authorized user's bio-print. Biopattern duplicators were developed to allow intelligence agents to copy and reproduce other bio-print patterns.

Biopattern duplicators are most commonly made in the form of a small disk which fits under the user's thumb. To copy another person's bio-pattern the user must touch the disk to the hand of the subject. A simple, one-second contact is sufficient to scan and copy a subject's bio-pattern. These disks can store up to 100 bio-patterns.

To use the disk to open a secured area, or activate a device the user simply touches the disk to the device's keypad after selecting the desired bio-pattern. The disk normally keeps the most recently used pattern active, but other patterns can be accessed using voice commands, or other, more secretive methods such as an integrated, implanted communications device.

Size: A disk 8mm wide and 1mm thick

Mass: 0.005kg

Duration: 1,000 hours

Computer Jammer

The security and surveillance systems used by all star-faring cultures are highly computerized. In most cases all systems in a starship or high security installation are run from a single central computer.

The computer jammer was designed to temporarily disable almost any type of computer. Once a computer jammer is placed in direct contact with any control panel or work station, the computer becomes disabled within 5 seconds. The computer jammer induces an oscillating feedback loop into the computer's circuits, preventing the computer from responding to any commands or other input.

Most computers will eventually detect these devices, however, and reroute their circuits around the region directly affected by the jammer. An unassisted computer will take 2d6X10 minutes to locate and deactivate the device. If qualified engineers or programmers are attempting to bring the computer back on line, finding and deactivating the jammer usually only takes 1d6X5 minutes.

If the computer jammer is physically removed, normal operation will resume in 10 seconds.

Using the Computer Jammer is considered messy by most SI agents.

Size: A disk 10cm in diameter and 4cm thick

Mass: 0.3kg

Duration: 10 hours

Disguise Kit

Sometimes, an operative needs to alter her appearance while on a mission. To this end the portable disguise kit was developed. This device contains a variety of isolinear chips that, when inserted into a replicator adapt it to manufacture masks and other disguise elements.

The unit contains the necessary data to make prostheses to match most known humanoid races. The tools allow the user to alter her race, gender, or even species; although there are some limitations. Altering a Ferengi to appear Vulcan, for example, is not possible.

The device also contains a medical tricorder which can make a detailed scan of a specific individual, allowing an operative to base a disguise off of this information.

How successfully the resulting disguise is applied depends on an Impersonate (Disguise) test performed at TN10.

Size: A "briefcase" 50cm x 30cm x 6cm containing a medical tricorder and a dermal regenerator as well as the actual disguise kit.

Mass: 6kg

Duration: Up to 25 disguises before the unit must be recharged (a full solar day) and various chemicals must be replenished.

Energy Knife

Because phaser and disruptor discharges are detectable on all sensors, Starfleet technicians have developed a powerful melee weapon based on phaser technology. The energy knife uses a compact forcefield to contain a phaser-like beam. The forcefield's frequency is tuned to hold the beam's energy in it's designed configuration while allowing other matter to pass through normally.

This weapon produces a shaped energy beam capable of cutting through most material. The forcefield also masks the beam's energy signature from detection. Sensors notice the forcefield, but not the energy beam. So, alarms normally triggered by weapons discharge are not activated.

This weapon has variable power settings, and the length of the forcefield containing the beam can be altered.

Energy Knife Variable Settings

Setting	Damage	Charges	Cutting
1 (low)	1d6+2	9	1m hole / 10cm steel – 3 minutes
2 (medium)	1d6+4	18	1m hole / 10cm steel – 30 seconds
3 (high)	2d6+6	36	1m hole / Duranium bulkhead – 5 minutes

Range: The energy blade's length can be varied from 10-50cm

Size: 15cm long. 0.4 L in volume

Mass: 0.3kg

Duration/Energy: 180 charges

Intelligence Tricorder

This device, commonly known as a "spycorder", is a specialized tricorder designed for intelligence applications. This unit possesses all the capabilities of an ordinary tricorder (see the *Player's Guide*, pp. 175-176, and the *Starfleet Operations Manual*, pp. 64-65). It is also fitted with several special features designed for intelligence work.

An Intelligence Tricorder can identify and track individuals using their biochemical signature (+5, Observe (Track)) at a range up to 25 meters. Intelligence tricorders also employ software to help agents bypass most computer security codes (+3, Computer Use (Invasion)). The same software also gives a +3 to all attempts to control or deactivate electronic locks and other security systems.

The Intel tricorder also has a small, detachable sensor similar to those found on medical and engineering tricorders. This sensor functions similar to it's medical equivalent, and can detect changes in a subjects biochemistry due to drugs or other factors, as well as the alterations of certain biofunctions depending on mood, or emotion. The sensor can function as a form of lie detector, determine if a subject is sexually aroused, etc.

These tricorders are significantly reduced in size, and often disguised as anything from a PADD, to some item of clothing. The detachable sensor can be disguised as a small item such as a ring, or other piece of jewelry.

When the detachable sensor is being used as a lie detector, it can give a signal by vibrating, or by flashing a small light. A more detailed analysis must then be made using the full-sized unit.

Size: Variable. The tricorder is often a box 9cm x 6.5cm x 2cm. The detachable sensor is 3cm x 1.2cm x 1.2cm.

Mass: 0.2kg

Duration: 1,000 hours

Mnemonic Clothing

Developed very recently, mnemonic clothing consists of a complex sensor web and Tholian molybdenum threads worked into the fabric of the garment. This device alters the fabric's color, shape, cut and material to mimic almost any garment programmed into its memory banks.

Creating a new garment takes approximately 15 seconds, as the fabric's threads assume the programmed characteristics. The wearer must remain stationary while the garment creates a new suit of clothing. Mnemonic clothing contains the patterns for several hundred garments, stored into a miniature control device sewn into the lining. To change clothing the agent need only access the tiny control panel.

These garment patterns include a variety of uniforms, casual civilian clothing, fancy dress, survival gear, and even body armor. Many operatives find the ability to change clothing at a moment's notice can greatly increase the odds of escaping pursuit. Most operative still regard these units as somewhat experimental, but they are gaining in popularity.

The device can only create garments that have a maximum mass of 5kg. It cannot create extremely complicated garments such as diving gear or flight-suits. And the body armor generated by the device is only able to absorb up to 3 points of damage. And if the mnemonic clothing takes a total of 5 points, not counting the 3 points absorbed by armor, the unit cannot generate new clothing until it is repaired.

If the unit fails there is also a 1 in 6 chance the present garment will disintegrate.

Size: A standard set of clothing similar in size to a regular Starfleet uniform.

Mass: 2kg

Duration: The unit may make 15 transformations before requiring recharging.

Neural Recorder

One of the most effective methods of gathering data is to use another person's senses. A neural recorder actually records all the sensory information obtained by a living being while it is worn. Some operatives use neural recorders to make a full record of their missions.

Neural recorders are more often placed on or even implanted in unknowing subjects. The agent then later retrieves the neural recorder, containing a detailed record of everything the subject experienced.

Neural recorders can only contain up to 100 hours of experiences, which can then be downloaded into a PADD, tricorder, or other device. Neural recordings can be replayed using a PADD, tricorder, or computer and all relevant sights and

sounds can be studied in detail. Replaying the recordings takes place at 50 times the rate at which they were recorded. Experiencing the full 100 hours would only require two hours. Replaying the recordings in this fashion allows the individual reviewing these sensory impressions to experience all the sensations perceived by the person who wore the recorder.

Use of such a device can provide access codes and other detailed information which would be nearly impossible to obtain by any other means. These units are often implanted under the subject's skin using a special implantation process that seals the implantation site with a dermal regenerator. In most cases, these neural recorders are placed behind the subject's ear or near the base of the skull. The neural recorder can only be detected by a detailed medical scan.

Neural Recorder

Size: A small cylinder 3mm long and 1mm in diameter

Mass: 0.01kg

Duration: 100 hours

Neural Recorder Applicator

Size: A pen-like rod 12cm long and 6mm in diameter

Mass: 0.1kg

Duration: The unit contains six neural recorders and can implant and retrieve them as often as desired

Stun Gloves

Every starship, and even a building with so much as a moderate level of security has sensors to detect and pinpoint the discharge of any energy weapon. When covert operators need to incapacitate a guard they are often left with unarmed combat or small melee weapons as an options. Starfleet Intelligence has developed a weapon that can circumvent these security precautions.

Stun Gloves can be disguised as any pair of gloves. The inner lining contains integrated phased circuitry, a power module, and insulation to protect the wearer. These gloves deliver a low-level phaser blast to a target the wearer touches.

A Stun Glove discharge is almost totally silent and produces energy emissions too diffused to be pinpointed or tracked by security systems. The user must actually touch the subject with the gloves to activate the stun effect (Unarmed Combat test similar to delivering a Vulcan's Nerve Pinch, but only suffering a -3 penalty instead of the usual -5 associated with the Nerve Pinch).

Settings: 1 – 3 (see standard Energy Weapon settings in the *Player's Guide*, p. 183)

Range: Touch

Size: A pair of ordinary gloves

Mass: 0.02kg

Energy: 40 charges

Surveillance Devices

Commonly known as "bugs", these devices have been used in intelligence work for hundreds of years. Some surveillance devices simply track a person or object's location, others record or broadcast audio or video information.

Avoiding detection is the most important aspect of such a device. Tracking and listening bugs merely need to be placed somewhere inconspicuous. Both kinds can even be implanted

under the skin of an unknowing subject. Video bugs are equipped with wide-angle lenses and light-amplification hardware. But they must still be placed in an advantageous location to "view" the desired target area.

All bugs can continuously transmit any information they receive or record it and then relay it in high-speed bursts. Bugs that continuously transmit are much easier to detect as those sending high-speed bursts can only be detected during the very brief period the data is actually being transmitted.

Surveillance devices have a range of 10 kilometers when transmitting to a standard tricorder or communicator. Starship communication systems are able to receive this data from a distance of up to 40,000km. The most effective bugs do not broadcast at all, but simply record information. To retrieve this information, however, the agent must later retrieve the bug.

Audio & Tracking Bugs

Size: A small cylinder 3mm long and 1mm in diameter

Mass: Negligible

Duration: 200 hours of continuous operation, or 100 hours of recorded and relayed information in no more than 4 burst transmissions.

Video Bugs

Size: A domed disk 5mm in diameter, and 1.5mm thick

Mass: Negligible

Duration: 50 hours continuous operation or 25 hours recorded and relayed in no more than 2 burst transmissions.

Tracking Drone

Following suspects is a major part of many intelligence operations. Tracking Drones can tail a target, providing sensory information about their activities.

These drones contain a small antigravity propulsion unit which propels them up to 150kph, in a standard atmosphere and up to 1.5Gs in a vacuum. They are equipped with two-way audio-visual communicators with the range of a combadge.

Remote drones also contain sensors allowing them to make short-range scans similar to those performed by a Starfleet tricorder. They also possess special sensors to detect an individual's biosignature at a range of 25 meters.

These drones can follow individuals using these sensors as long as the trail is no more than a few hours old. Tracking drones can also recognize specific individuals using visual recognition routines and other sensors.

This device also contains miniaturized holographic equipment capable of masking the drone's appearance or projecting a holographic image of humanoid size within 4 meters. Anti-sensor equipment masks the drone's power signature from long-range scans, but not from concentrated, close-range scanning.

Finally, all Tracking Drones contain a weapon equivalent to a Type-I Phaser. Remote drones are controlled by a PADD or a tricorder, and by Federation law the integrated weapon is set to perform at settings 1-3 automatically. The setting may only be increased manually by an agent possessing the appropriate security clearance.

The range of control for a remote drone is 100km from a PADD,

or other hand-held source, or 40,000km from aboard a Starship.

All drones contain an internal computer similar to that of a tricorder which can operate the drone independently.

Tracking Drone

Size: A smooth-edged disk 9cm in diameter and 2.5cm thick

Mass: 0.07kg

Duration: 100 hours

Integrated Type-I Phaser

Settings: 1-8

Ranges: 5 / 10 / 25 / 30 +5 meters

Energy: 70 charges

Voice-Print Implant

Voice-prints are the primary alternative to bio-prints. Accessing starship command protocols and similar high-security devices sometimes require both bio-prints and voice-prints. The ability to copy and duplicate someone's voice can be essential to many intelligence operations.

Starfleet designed a special implant based on technology used in the subcutaneous translator implant employed by anthropologists on first contact missions. The device is implanted next to the agent's voice-box, and to copy a voice the agent must be within 5 meters of the subject.

The operative must hear at least 5 minutes of conversation from the subject. At the end of this time, the agent may reproduce any phrase in the subject's voice. This artificial voice is precise enough to fool almost any voice-print activated lock.

The unit can store up to 100 separate prints. The user can select which voice-print to use with simple subvocalized commands.

This unit also includes an integrated universal translator to allow for reproduction of voices in alien languages.

Size: A disk 8mm wide and 1mm thick

Mass: 0.005kg

Duration: 1,000 hours

*(The following items originally appeared in **Ultra-Tech** (copyright 1996 & 1999), & **Ultra-Tech II** (copyright 1997 & 1999), published by **Steve Jackson Games**. Both volumes were written by David L. Pulver for the **GURPS** roleplaying line. The versions presented here have been converted for the CODA system, and into the Star Trek universe setting.)*

Chameleon Technology

Originally developed by Romulan scientists and based on their cloaking technology, prototypes of the chameleon technology was stolen by Tiburonian agents during the Klingon/Romulan wars of the mid 24th century. Chameleon technology provides a mnemonic overlay to any type of garment that produces a continuously fluctuating camouflage of changing color patterns.

Chameleon Armor

A chameleon surface may be added to vac-suits, combat armor, or even a standard uniform. Chameleon armor is sensor-controlled to change color to match its background surroundings. Chameleon armor gives +6 to the TN of anyone

trying to spot the wearer (Observe (Spot) test), if the wearer remains still and +3 if the wearer moves. It also gives a -3 penalty to Ranged Combat tests made against the wearer.

The chameleon system works for a full 24 hours on a standard power cell. And it does not actually provide any armor effects.

Size: Fitted over, or integrated into the material of any standard clothing item.

Mass: Variable

Duration: 24 hours

Chameleon Cloak

Working the same way as the Chameleon Armor, this is a large cloak that can be wrapped around an individual or object to camouflage it, as long as it remains motionless (+5 to Observe (Spot) TNs. Larger chameleon cloaks are used to conceal vehicles or heavy equipment.

These cloaks were favored by the Bajoran resistance during the Cardassian occupation of Bajor. With the advent of easily deployable cloaking technology chameleon cloaks are most useful to provide concealment for individuals.

Size: One large cloak (similar in size to a "Dracula cape" or the type worn by Batman)

Mass: Variable depending on the material and size of the cloak

Duration: 24 hours

Distortion Belt

The Distortion Belt functions similarly to the Anti-Sensor Belt, but it does not completely obliterate the wearer's signature. The distortion belt effects incoming scanner pulses to give a distorted or false reading. It gives a -5 penalty to anyone using sensors, or bioscanners to try and detect the wearer, including the integrated sensors in a transporter system used to get a lock.

Size: A belt 3cm wide, 2mm thick, and at least 70cm long

Mass: 0.2kg

Duration: 12 hours

Holobelt

This is a belt-mounted holographic projector that casts a preset three-dimensional holographic image around the wearer. The image is roughly humanoid in size and used for concealment purposes.

The image must be bigger than the person it is intended to conceal.

The belt provides no protection against scanners or sensors.

Size: Any belt mounted with a disk 3cm in diameter and 2 mm thick often disguised as the belt's buckle.

Mass: 0.01kg

Duration: 24 hours idle time, and 6 hours of continuous use

Sonic Screen

A unit worn strapped to a belt, baldric, or similar article of clothing. The sonic screen forms a portable privacy field which moves with the wearer. This field is 2.7 meters in diameter. Sounds from outside the field are inaudible to someone inside

the field and vice-versa. The field provides the equivalent of -10 to damage done by any type of sonic disruptor, or naturally occurring sonic attack.

Sonic screens are often used by assassins, or covert operators as well as by thieves. And outside of their applications by the intel community, they are outlawed in the Federation, as well as by the Klingon, Romulan, and Vulcan governments.

Size: A small tubular emitter wrapped around a belt or other garment. Roughly 3mm in diameter and 30cm in length

Mass: 0.05kg

Duration: 1 hour

Dream Net

An innovation of Cardassian technology, and used by the Obsidian Order on rare occasions. The Dream Net produces an energy field that paralyzes the nervous system of anyone stepping into it (Stamina reaction roll at -4). Once an individual is paralyzed by the net their body becomes immobilized while their mind is plunged into a virtual reality dream state controlled by neural projection emitters built into the net.

Physically removing a person from the Dream Net's grid before the simulation has run its course will end the virtual projection automatically, but there is a risk of shock to the person so removed (Stamina roll, -2).

Dream Nets emitters may be installed in doorways, built into bulkheads, or even built into a bed's framework. But they are not available in a portable unit and require at least 2d6 hours to install, using Systems Engineering (Holosystems) skill as an extended test.

An effective Dream Net virtual reality program can be very convincing to anyone who steps into it. If a character steps into a Dream Net and fails their Stamina roll, they will easily believe that whatever they see in their mind is real.

Any character with an Intellect of 9+ may make a Perception roll once per hour to notice some subtle flaw in the projection, etc., allowing them to hypothesize that he or she is really experiencing an illusion.

Size: Materials built into other items, roughly 8.16kg per meter of area effected.

Mass: 8.16 -9kg per meter depending on the level of sophistication of the program and detail of the VR projection

Duration: The Dream Net will run as long as programmed, off of the power source available for the area it has been installed in

THE STARFLEET SEALS

Officially referred to as Rapid Response Teams, the Starfleet SEALs are the elite of the elite forces of the Federation. Referred to colloquially as "The SEALs" as an affectionate homage to the Navy SEALs of Earth in the 20th and 21st centuries.

These Rapid Response Teams are comprised of specialists drawn from all divisions of Starfleet including the Starfleet Marines. Most SEAL units are posted aboard Starships for emergency deployment, and are commanded by a ranking

Marine officer. SEAL units usually consist of 10-12 members, but may be larger on larger ships such as a Sovereign or Expedition class starship.

Some even larger SEAL teams will be assigned to starbases for deployment, via runabouts, or escort ships into nearby hot spots in the event of an emergency situation.

SEAL teams are trained and have been deployed in a wide variety of missions, including direct action and special reconnaissance operations, unconventional warfare, foreign internal defense, hostage rescue, counter-terrorism, and other missions.

They were used extensively during the Dominion War.

The SEALs all wear standard duty uniforms and fatigues with a brown uniform color designation, regardless of duty station or specialty. And like their Marine counterparts, who all wear a green uniform, Marine officers assigned to a SEAL unit have their ranks designated by a series of silver pips rather than Starfleet's traditional gold-toned insignia.

Regular Fleet officers assigned to the SEALs as specialists display their rank using the standard Starfleet pips.

STARFLEET SEAL ELITE PROFESSION

Prerequisites: Starship Duty, Intrepid, Capable, Unarmed Combat 3+, Ranged Combat (Energy Weapon) 3+, System Operations 2+, Observe (Spot) 3+

Attributes: Vitality and Intellect are the favored attributes for most members of the Rapid Response Teams. Although this can depend heavily on the individual's specialty. A Starfleet engineer assigned to the SEALs will still favor the attributes appropriate for an engineer, for example.

Reactions: Stamina, and Quickness are a SEAL's favored reactions, as even medical and science specialists called into service in the SEALs are often required to fight in front-line military action.

PROFESSIONAL SKILLS

Unarmed Combat	AGL
Ranged Combat (Energy Weapons)	AGL
Observe (Spot)	PER
Stealth	AGL
Athletics	STR
First Aid	INT
Armed Combat (Simple Weapons)	AGL
Demolitions	INT
Tactics (Ground Unit)	INT

Professional Abilities:

Starfleet SEALs will begin with whatever professional abilities they have from their basic profession, and any elite profession they acquired before being transferred to the SEALs. This serves to illustrate the fact that SEALs are chosen from among the most specialized and well trained personnel in separate

divisions of Starfleet.

After joining the SEALs, however, they will no longer be able to advance in any other elite profession. They must concentrate their efforts, and their advancement picks, on their career with the SEALs.

SEALs can acquire the same professional abilities as members of the Special Forces elite profession. These should be available to the Rapid Response officer at the same cost, and in the same tier arrangement, requiring the same prerequisites as indicated for Special Forces on pages **166-167** of the **Player's Guide**.

SEAL units will be comprised of officers, and enlisted crew from all divisions of Starfleet, who operate as specialists in their own fields.

Starfleet Engineers join the SEALs as engineering specialists, Flight Controllers as flight specialists, Medical officers as Field Medics, etc. Unlike the Marine Corps, who do not produce Security officers, and prefer to train their personnel as basic infantry, the SEALs accept trained Starfleet security professionals as Security and Tactical specialists.

All SEAL units are commanded by a Marine officer, at the rank of 1st Lieutenant, or higher.

Rapid Response Team Weapons & Equipment

Like Marines, SEAL units are armed with the heavy arms of an infantry assault team. Type-III and Type-IV Phaser rifles, with Type-II Phasers as side arms are the norm.

When going into a military threat situation SEAL tactical personnel and Marine infantry will carry ordnance. Photon grenades, and the like are the norm, as per the Marine Corps.

Marine Officers assigned to SEAL units will also, almost inevitably, carry the Marine Corps Fighting Knife as a support weapon.

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 its length, and kept very sharp as a rule. The handle of the Knife is also fitted with a set of titanium "knuckles", modeled after the "brass knuckles" of the 20th century, but made of much sturdier material.

Parry Modifier: -1

Damage: 1d6+3 (blade) 1d6+1 (handle)

Due to the unique nature of a SEAL team's configurations, as well as their required duties, SEALs also have access to a wide variety of specialized equipment. Most of this equipment is standard for Marine units on assault maneuvers, or rescue missions.

Some of the more specialized equipment commonly carried into the field by the SEALs include the following items.

(The following items originally appeared in **Ultra-Tech** (copyright 1996 & 1999), & **Ultra-Tech II** (copyright 1997 & 1999), published by **Steve Jackson Games**. Both volumes were written by David L. Pulver for **GURPS**. These versions here have been converted for the CODA system, and into the Star Trek universe setting.)

Life Support Belt

For emergency life-support purposes, only. The life support belt generates a low-level force field to trap, and hold in air and heat and keep out biohazards. The power cell in the belt keeps the force field activated for 100 minutes, but without a separate source of oxygen, or some type of re-breathing device the breathable air inside the field begins to go bad in half that time.

Activating the belt counts as one action in a round, or the belt can be activated instantly with a voice-command. It takes one round for the field to form, and the field must form around the wearer while they are still surrounded by a breathable atmosphere.

The force field provides the same protection against weapons fire as a standard shipboard forcefield such as the type used to seal off sections of ship during an emergency.

Size: A belt 3cm wide, 2mm thick, and at least 70cm long

Mass: 0.3kg

Duration: 100 minutes

Survival Cocoon

This is a pressurized inflatable sphere capable of containing one normal-sized humanoid. It takes one action to get into it, after it is inflated (1 round), and then the device provides 30 minutes of air. Once this runs out the cocoon has an emergency hibernation system built in to assure the occupant's survival.

The user hooks up the life support connections (which takes 1 minute, 30 seconds if assisted). The cocoon is then flooded, automatically, with a life-support gel and the occupant goes into hibernation.

The cocoon can sustain the occupant for months. There have even been cases of a survival cocoon sustaining an individual for several years. However, for each month spent inside the cocoon, a Vitality roll must be made or the occupant loses one health level.

Most cocoons include a powerful sub-space beacon that sends out a standard homing signal with the range of a Starfleet beacon.

Size: Roughly the size of a standard backpack (51cm long x 36cm wide)

Mass: 3kg

Duration: 10 years

Survival Module

A bioplastic box roughly the size of an old hardback book, or a 23rd century tricorder. When activated, it draws air from the surrounding environment and creates an interior atmosphere, expanding it's size into a shelter capable of sustaining two full-grown individuals (four in a pinch).

This module contains collapsed, expandable emergency

sleeping gear made of the same material as the shelter itself. It is pressurized with an emergency life support system, and a "door", or hatchway that is pressurized.

The only disadvantage to this otherwise remarkable device is that it is made of sturdy, but very light-weight material, and can be vulnerable in high winds and some severe storm conditions.

Size: 15cm x 20cm x 5cm (collapsed) or 4.2m x 4m x 2.4m (expanded)

Mass: 23 – 36kg

Duration: 3 months of steady operation

Survival Foam

This can be used to encase someone in a fast-hardening foam to create a life-sustaining cocoon. A can of survival foam will seal a normal sized humanoid in hibernation for up to 72 hours, even in a hard vacuum or temperature extremes.

It takes one round to harden; the individual being cocooned experiences an unpleasant drowning sensation combined with disorientation, but will lapse into unconsciousness in 1d6+ Vitality mod in seconds.

A survival foam cocoon can absorb 32 points of damage. It can be chipped off, or dissolved instantly with a neutralizing agent. For every six hours spent encased in the foam the subject will lose one wound level as a result of dehydration and oxygen deprivation unless a successful Stamina reaction roll is made.

Survival Foam Can

Size: 25.4cm

Mass: 0.9kg

Duration: 72 hours of protection for one individual

Survival Foam Neutralizing Agent

Size: (can) 25.4cm

Mass: (can) 0.2kg

Duration: Frees up to 3 people from hardened Survival Foam

Gravity Mat

Still in experimental stages, the G-Mat, or Gravity Mat was developed as a method of compensating for difficult gravity conditions on a planetary surfaces. Developed by the Starfleet Corps of Engineers during the Dominion War, the G-Mat is carried by most SEAL units.

The mat is a portable module roughly the size of a standard backpack which generates an artificial gravity field with a maximum of a 4.2 meter radius.

It can raise or lower the gravity within that area up to 1G (to a minimum of 0G. A G-Mat cannot generate a negative gravity field).

A G-Mat functioning in an area occupied by a SEAL team in a combat situation on a high-gravity planet, for example, can lower the gravity giving the SEALs an advantage, or at least equaling the odds when Starfleet responders go up against enemies more used to differing gravity levels.

Size: 12cm x 18cm x 5cm

Mass: 32kg

Duration: 24 hours

Force Snare

This specialized tractor beam generator is about the size of a dime novel. If any moving object from creature size level 2+ comes within 0.91 meters of the generator its sensor will trigger the trap. When that happens a gravitic tractor beam will grab the object and hold it within the grid unless the object (presumably a creature, or a person) cannot make a successful Quickness reaction roll.

A trapped animal or individual is protected by a standard forcefield, and can attempt to struggle free of the tractor beam with a successful Strength test. A test to escape the beam may be made once every minute, at a -1 penalty per minute of struggling. After every three minutes of struggling against the beam the trapped being must make a Stamina roll, or suffer fatigue.

The generator itself is outside the field, and thus can be deactivated, or destroyed by anyone not caught in it's field. The Force Snare is most often used for hunting in survival situations, and it can only hold one object or creature at a time.

Size: 10.16cm x 18cm x 1.5cm

Mass: 0.9kg

Duration: 24 weeks (sensor use), 24 minutes (beam emotion after an object has been trapped)

NEW TRAITS

Although these traits can be bought for any character during advanced character creation, or using advancements, they tie in to the careers of Starfleet Intelligence and Special Forces operatives.

NEW EDGES

Battle-Hardened

You've seen a lot of fighting and are used to having disruptors pointed at you, or photon grenades going off all around you. When others flee their posts, you stand your ground.

When a Battle-hardened character spends a courage point during a combat situation she gains a +5 bonus instead of the usual +3.

Security Clearance

You possess a security clearance authorized by Starfleet Intelligence (or the intelligence agency of whichever government you work for).

In general a character receives a security clearance equal to their rank. A Captain receives a Captain's security clearance. But characters with this edge are granted a security clearance higher than would normally apply to someone of their rank.

Edge Level	Clearance Level & rank equivalent
1	+1 rank (min., Lieutenant), Secret Material
2	+2 rank (min., Captain), Top Secret Material
3	+3 rank (min. Admiral), Ultra Secret Material

Tactical Genius

You have an instinctive grasp of strategy and tactics in all their forms and applications.

The character receives a +2 to all Tactics tests.

NEW FLAWS

Combat Trauma

Called Post Traumatic Stress Disorder, or even Shell Shock by Earth humans at various points in history. The character has suffered so much, and seen so much horror on the battle field that they have a permanent, emotionally engrained reaction to situations that remind them of their combat experiences.

A character with Combat Trauma must roll a successful Stamina reaction test when exposed to anything likely to remind them strongly of their combat experiences (sounds, images, or even certain types of people).

A failed test means the character will have some type of psychotic episode; perhaps becoming violent, perhaps reacting with fear, and panic.

The actual result of an episode of Combat Trauma is largely up to the Narrator, and the Player, in mutual agreement as to exactly how the traumas from the battle field effect that individual character.

Once the actual effects of combat trauma on the individual is determined, the Narrator must then assign an effect in game terms.

A penalty to Social Tests, or a need to spend a courage point to resist attacking an individual. Or a situation in which the character freezes and is unable to act until whatever triggered the traumatized reaction is out of the character's view, etc.

This is a trait that must be roleplayed, more than it will effect a character's tests and dice rolls.

Impulsive

Rather than listen to reason, you rush headlong into situations without always thinking things through.

The character must spend a courage point to resist acting impulsively. Otherwise he will rush into battle, enter a radiation filled chamber, or do some other act appropriate to the situation at hand that reflects impulsiveness.

Spending the courage point means the character thinks better and restrains a potentially irrational act.

Sworn Enemy

This could be considered an upgrade of the Enemy flaw (**Player's Guide**, p. 141) as it functions in the same way. However, the enemy in question will make a concerted effort to make the life of the character miserable. The enemy will go out of their way, even to the point of putting themselves at risk to exact some kind of misery or vengeance upon the character.

This is a very common flaw in the lives of successful Intel agents (think of James Bond's adversarial relationship with Blofeld).

ADVANCEMENT PACKAGES

STARFLEET INTELLIGENCE OPERATIVE

You've been asked to transfer to the Intelligence service, based on your skills, and your previous performance, either in Intel operations, or in similar circumstances during your regular career as a Starfleet officer.

Pick 3 Professional Skills: Select 3 professional skills listed above for Intel Operatives. If you do not yet have these skills add +1 level to them. If you have already gained these skills add +1 level to your current skill value.

Pick 2 Edges: Security Clearance (level 1 or +1 level), Battle-hardened, Alert, Dodge

Pick 1 Flaw: Sworn Enemy, Familiar Face, Impulsive, Proud, Reckless

RAPID RESPONSE TEAM MEMBER

Starfleet Command has requested you to accept a position on a Starfleet SEAL team as a specialist performing the duties of your chosen field of specialization as part of an elite special forces team.

Pick 1 Professional Skill: Ranged Combat (Energy Weapons) +1, Stealth +1, Demolitions +1

Pick 1 Skill: Choose one professional skill associated with your pre-SEAL profession or elite profession (ie. If you are a Starfleet Engineer, pick an engineering professional skill) and add +1 to your expertise in that skill.

Pick 1 Edge: Battle-hardened, Quick Draw, Quick Shot, Dodge, Promotion

RAPID RESPONSE TEAM LEADER

Starfleet Command has offered you a the opportunity to lead a team of elite Special Forces rapid responders.

Note: Only available to Marine Corps officers at 1st Lieutenant rank or higher.

Pick 2 Professional Skills: Take any two professional skills listed for SEAL officers above and either add the skill at +1 level, or add +1 level to your current level in the skill.

Pick 1 Edge: Battle-hardened, Tactical Genius, Command 1, Promotion (1 rank upgrade)

Pick 1 Flaw: Proud, Reckless, Familiar Face, Infamy (Battle-field aggression)