STAR TREK D20

STAR TREK: PIRATE HUNT

Table of Contents:

Preface -

This free Star Trek D20 adventure module is designed for 4 – 6 player characters of 6th – 7th level. This game is set in the original series era, however can be used in any Star Trek era. 8 pre-generated characters have been provided to choose from. The story is original but the art is barrowed from the far reaches of the internet.

A quick note about mechanics: The adventure uses Paizo's Pathfinder RPG as its core, with a few exceptions. The game mechanic for Federation Phasers is borrowed from Prime Directive D20 and Hit Points are replaced by the Wounds/ Vigor optional rule. Ship to Ship combat may be accomplished using any rule set the GM prefers, however an over simplified ship to ship combat mechanic is provided. These mechanics are explained in the Appendix of this module.

Hope you enjoy and please provide feedback.
Adventure written and formatted by Nicholas Cardarelli

Adventure Background -

Star Date 2269:

Pi Canis Majoris star system, in the Beta Quadrant on the boarder of Klingon space, sees moderate shipping traffic pass through to several different Federation planets. With the exception of an old forgotten Tellarite moon base outpost, the system is mostly deserted.

Captain Tegawin, a bold and ambitious Orion pirate, has been forced into service after being captured by Captain Kagran of the Klingon navy. Kagran has turned Tegawin into a privateer in order to harass Federation shipping lines. Tegawin at first was angry about his "employment" however, he has been granted supplies, armaments, ships, additional crew, and a safety zone to escape from pursuit. For months, Tegawin has been attacking merchant vessels from dozens of worlds, striping their ships for parts, selling survivors into slavery, and fencing stolen goods. Overall, Tegawin has found the arrangement very profitable. Since Tegawin's operation has been in effect, he has acquired a huge cache of goods and slaves. His base is starting to reach capacity and his cargo must be unloaded soon. His crew is lax and looking forward to a big pay day followed by some rest and relaxation.

Unknown to Tegawin, Star Base 24, as well as Outpost 6, has reported freighters failing to make their shipments as well as merchant vessels going missing. Star Fleet is launching a full investigation to ensure the Klingons are not violating the treaty. Tegawin is also unaware that Kagran is acting without the permission or knowledge of The Klingon High Council. Kagran knows the penalty for his illicit pet project and will do anything to prevent being connected to Tegawin's activities.

Adventure Summary -

The Alpha Team (Player Characters) are assigned to fly an augmented shuttlecraft through the system to scan for possible evidence of Klingon raiders. Instead of Klingons, they find Orion pirates and an old Tellarite moon base that is being used as their operations hub. The Alpha Team is ordered to infiltrate the moon base, set up beacons to allow any goods or captives to be beamed to safety, and to transmit all information about the pirates and their operation before rendezvousing with the Constitution Class Starship. The adventure ends with a space battle.

Adventure Introduction -

The Player Characters, referred to as "Alpha Team", are junior star fleet officers aboard USS MacKenzie, a Constitution Class Starship. They have gathered in the briefing room with their Captain and on the viewing screen are two other Captains.   "Alpha Team, Star Fleet has received reports from star bases and outposts that shipments near the Pi Canis Majoris star system, in the Beta Quadrant, have never arrived. Natural phenomenon has been ruled out since non-cargo laden vessels have passed through the area unharmed. Star Fleet is concerned due to the close proximity to the Klingon boarder. The rocky truce between The Federation and the Klingons has been holding this past year, however, if that

truce has been broken it will mean open war. Before Star Fleet can make any formal grievances, we need to be certain the Klingons are involved. Your main objective is to comb the star system for any proof of raiders and capture the responsible parties, if possible. Also, if there are any remaining goods or survivors of the lost freighters, you will place long range transport beacons to have them beamed back to the USS MacKenzie. Captain Burke of the USS Weehawken, a Miranda Class Medium Cruiser, and Captain Jordan of the USS Olympia, an Oberth class Starship, will assist in scans, receiving goods, and fire support if it comes to it. This could spell another Federation/Klingon War so discretion is key to this operation. Any Questions?" Allow the Alpha Team to ask any questions, answer to the best of your ability, and when they are finished "Good. Report to the shuttle bay immediately."

USS Enterprise in ST: Pirate Hunt

GM's may choose to use the USS Enterprise and crew in place of the USS MacKenzie. Some players enjoy interacting with the iconic characters of the franchise. However, GMs are cautioned to limit the interactions since the player characters are the stars of the adventure.

Shuttle Craft -

The Alpha Team takes the augmented shuttlecraft, Elcano, out into the system. Each member should take a station and be asked to make skill checks, computer checks, pilot checks, communications checks, etc. Request at least 4 skill checks per member. GMs should improvise information about the physical nature of the planets, energy signatures, coded communications, etc. being given. The locations of 3 small crafts on the edge of an asteroid belt are discovered. Intercepted communications between the ships reveal the following dialog: "Why are we still out here?" says a male voice. "There may be another freighter, today," Says another male voice. First male voice again, "We have no more room at the base! We need to move the loot and slaves…" He is interrupted by a harsh female voice, "Cut the chatter! Stay alert!" Computer check will confirm small vessels are security skiffs.

The Base –

The shuttle craft is not equipped to engage the scout ships, but they pick up their ion signature and can follow it to a moon orbiting the 4th planet. The moon has no atmosphere and low gravity, requiring environmental suits. A scan of the moon reveals an old moon base. Scanners cannot penetrate to the base's interior. Exterior scans reveal two possible entrances: a shuttle bay or a low security air lock.

Gaining Entrance -

Outlined are three ways to gain access to the base….

1. Open Hailing Frequencies – Alpha Team requests permission to dock, fabricating who they are and why, Bluff check (DC 20). Go to Section A1: ShuttleBay
2. Open Sesame – They can use the onboard computer's short range interface to trick the moon bases computer into allowing a shuttlebay landing without alerting anyone. Computer check (DC 20)
3. Moon Walk – On the outside of the base is a maintenance airlock which could permit the Alpha Team to land on the surface, moon walk in environment suites and access that airlock.

Inside -

This old Tellarite observatory has been refurbished by outlaws for smuggling long ago. Still the design is obviously Tellarite; the interior doors are shorter, wider, and in a pentagon shape; the very warm temperature is pleasant to any Tellarite characters; the walls have minimal paneling to show off the artfully intricate engineering and to make for easy repair access, and all signs are in Tellarite script. (The GM's and Players' Map included.)
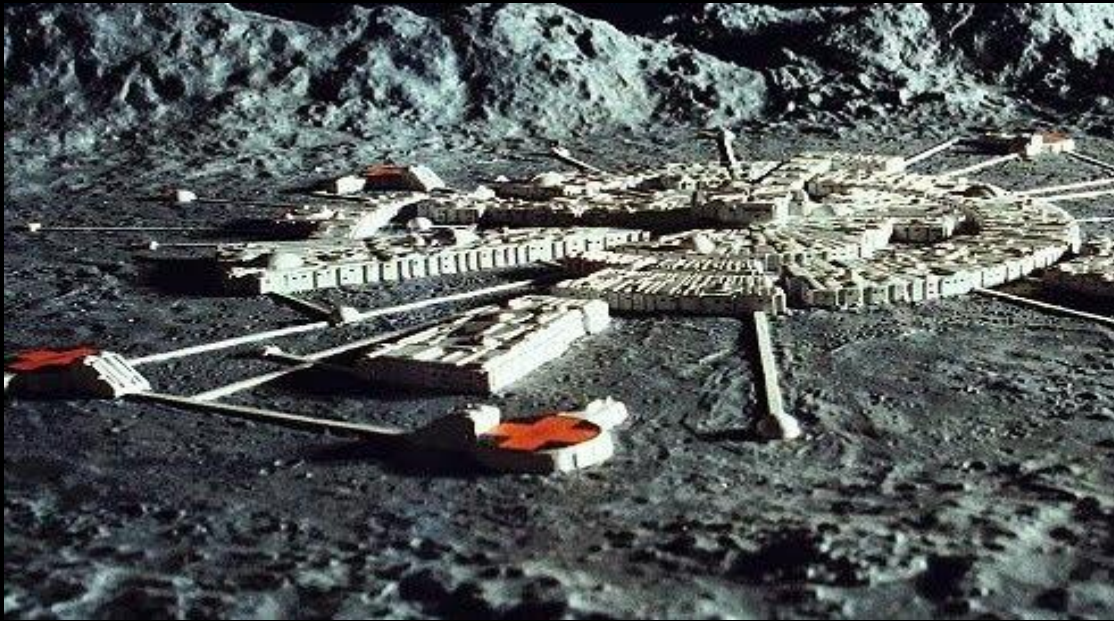
Airlock – Landing the shuttle craft requires a fly or Dex check (DC 12), failure results in bouncing. This is followed by a second check (DC 16). A second failure results in a crash landing, rendering the shuttle inoperable. In either situation, the team will have to wear environmental suits and moonwalk to the airlock. The access panel can be by passed by Disable Device, Escape Artist, or Computer Use checks (DC 15).

A1: Shuttle Bay –

This rectangular shuttle bay is barren. No ships or supplies remain here. The shuttle bay control room has a broken viewing window and looks abandoned. There are several security cameras that look as if they were installed long ago with little thought of strategy. There is a single short, wide, pentagon shaped door on the opposite wall to the shuttle bay hanger doors. This door opens to a long hallway leading to a door identical to the first.

A2: Tram-Station –

This rectangular area is a recharging station for 6 hover trams. To the left and right of the area are corridors wide enough for a tram to travel in each direction. Each tram can carry 6 – 8 individuals and there are 4 trams currently in the station. Each tram is equipped with a display screen that shows a complete layout of the base, though nothing is labeled (Give the players Handout 1: Players' Map).

B1 – B6: Storage Facilities –B1 – B6 are the storage facilities which are

used to hold supplies for extended tours in the moon base. The B1 – B6 areas have each become warehouses for stolen goods and supplies for the pirates. Each circular warehouse has a large reinforced door and is at the end of a long two lane corridor. Each warehouse is 3 open air levels. Each of these warehouses hold different supplies or goods and are currently filled to capacity. The warehouses, though breathable atmosphere, do not have artificial gravity. This makes moving heavy supplies from the different levels easier. Alpha Team will need their low gravity boots or make Acrobatics or Dex checks (DC 12) to "Moon Walk". Pirates of varying aliens will be encountered throughout the base. (Pirate stats are for the GM only in Handout 2: Antagonists Stats.)

- B1 – Slave Pens
  - Two pirates guard this area from outside the large reinforced door. They have their backs to the tram and assume player characters are other pirates approaching. Dozens of freighter crews and a few female Orions are kept here. Only the female Orions leave this area to work in the mess hall. The crews are not soldiers and request the Alpha Team immediately beam them to safety. If the Alpha Team has set up beacons, they can rescue all of the captives, including the Orions, in 2d6 rounds. GMs roll percentiles with a 5% chance the energy spike is noticed by the pirates in C3. The crews tell the Alpha Team that the pirates have several ships; security skiffs, free traders, and at least one Orion pirate light cruiser. The pirates consist of a variety of races, including Romulans, Klingons, Humans, Orions and races allied with each.
- B2 - Ship Parts
  - Four pirates work this chop shop. They are busy cataloging and packing ship parts when the Alpha Team arrives. The pirates give no resistance; they are unarmed and shocked at the intrusion. This area contains the salvageable resalable parts of the freighters.

- B3 – Weapons
  - Four pirates guard the door to this armory. Inside are crates filled with small arms, ship armaments, and ammunitions ready to be shipped and sold. These pirates are the most focused and will fight ferociously to guard this area.
- B4 – Barracks
  - 30 pirates sleep in this area at any given time. Each level has bunk beds and storage lockers. Currently only the first level is occupied. Pirates here only have melee weapons. Alpha Team can use pirate clothes to disguise themselves (+10 on disguise checks)
- B5 – Food and Water
  - This area includes a hydroponic greenhouse, renewable eco-niche, and storage area for shelf stable goods. 4 pirates work this area and ensure it works properly, they surrender if confronted by Federation officers.
- B6 – Artifacts and Valuables
  - This is the least secure warehouse. The pirates hold little value for art and antiquities. 2 pirates are here: Grilod, an unscrupulous human archeologist, and his clerk. They are preoccupied with appraising a Vulcan deity statue when Alpha Team arrives. At first, they attempt to outrun the Alpha Team and steal the tram. If they are captured, Grilod explains they are not violent men and only work for the pirates a appraisers. He offers the team an amazing piece of technology in exchange to let them go. They honestly won't warn the other pirates, they will just lay low until it is over then leave the base (Sense Motive Check DC 15). If the players agree, he produces an arm brace and explains it is a personal cloaking device. [Personal Cloaking Device (PCD): Same as Ring of Invisibility http://www.d20pfsrd.com/magic-items/rings/ring-of-invisibility (GM's Only: the PCD only has a battery life of 1d4 rounds then must recharge for 10 rounds)

C1 – C4: -

- C1 – Mess Hall
  - A dozen pirates are stuffing their faces while 3 Orion slave girls serve. They are armed with melee and range weapons.
- C2 – Laboratory
  - Abandoned and ransacked, this old laboratory was used by the Tellarites for geological surveys. Perception check (DC 18) will reveal minerals that have explosive properties. Craft check (DC 15) will allow the team to create 2 grenades (Range attack against a specific 5-foot square. The square has an effective Defense of 10. If the attack succeeds, the grenade or explosive lands

in the targeted square. 2D8 to all creatures in or adjacent to target square, Reflex saves DC 15 for half damage.)

- C3 – Control Center
    - This is the facilities control center, security, communications, etc. Just like the bridge of a ship.   6 pirates are here drinking and enjoying the company of some slave girls while using the viewing screen to watch a gladiatorial match on a distant alien world. No one is paying attention. There are flashing lights on consoles and security cameras showing pirates missing from areas the Alpha Team have already been. Capturing this area results in control of the base and go straight to "Wrath of the Pirate Captain" section.
- C4 – Engineering
    - This has a tall ceiling, generators, gravity controls, and power silos. 4 pirates armed with tools (melee weapons). Auxiliary control only accessible through area C3 or the secret entrance in D2. If the players take over Auxiliary control the have captured the base and go straight to "Wrath of the Pirate Captain" section.

D1 & D2:

- D1 – Sewage, Steam, and Maintenance Tunnels –
    - Underneath the outpost run several tunnels with access points in C1, C2, and C4. All tunnels converge on D2.
- D2 – Hub –
    - Huge dome ceiling and circular room, a narrow ledge traces the outer edge of the room. Water runs in from the multiple pipes and tunnels, creating a moat around a story tall mound of garbage and waste. Creature: The Otyughian. Inside the mound lives a sentient alien, The Otyughian. This large creature has lived here since the outpost was built. Once the Alpha Team enters the Hub, The Otyughian beings to speak, "What do you seek in my dominion?" The alien remains hidden beneath its mound of garbage. Perception check (DC 17) will notice a cluster of yellow eyes of varying sizes with vertical slit pupils gazing out from under the garbage near the top of the pile. If asked to come out, The Otyughian will state that his form will frighten them, though he is benign and he feels safer in his nest. The players have a chance to make a powerful ally or enemy of the Otyughian. Whether they decide to use diplomacy and honesty, or intimidation and bluff will affect the Otyughian's disposition. The Otyughian will explain that he has lived here since the Tellarites built this place, and they made him the keeper of the lower levels. The Otyughian is tired of the instability of the outpost, changing from one group of smugglers or pirates to another, with long periods of abandon in

between. He offers to aid the Alpha Team in exchange for passage to an active outpost or space station, in order to ensure his survival.

- If the Alpha Team accepts the Otyughian's offer, he will show them the secret entrance into C4, will arm the phasers for them, and create a sewer backup in areas B4 and C1 to distract any remaining pirates. (At end of mission, the Otyughian is taken to Starbase 24 and provided a much more acceptable habitat in their sewers.)
- If the Alpha Team offend or refuse the Otyughian's offer, he will only say, "That is… unfortunate." 1d4 rounds later, alarms begin sounding, the sound of heavy steel doors slamming shut in all directions and the dirty, smelly water starts to rise. The Alpha Team will have to hurry to escape. A perception check (DC 23) will reveal the secret door to C4. In 1d6 rounds, the water will reach waist deep, the mound explodes in all directions and the creature launches a full attack on the Alpha Team (Otyughian stats are in the Handout 2 Antagonist) If he loses 2/3 of his wounds, he retreats under the water and the doors reopen (the creature will become a reoccurring villain if not destroyed).

Wrath of the Pirate Captain -

Once the Alpha Team has taken control of the base, Tegawin appears on the viewing screen –

- <u>If they are in disguise:</u> Tegawin, slightly amused, will smugly ask, "Who are you? You must wish to court death to try to steal from the notorious Captain Tegawin."

- <u>If they are in uniform:</u> Tegawin fakes a calm confusion and says, "Federation guests! I must say, I do not understand the nature of your intrusion. This outpost is leased to me by the Tellarite government and I am protected under Orion law. Unless you have an Orion Security Force or my landlord, you are infringing on my rights."

As soon as the Alpha Team inform Tegawin that they know about his piracy or that they have taken his goods, Tegawin's mild pleasantries sharply turn to threats and curses. Tegawin calls in all of his ships to attack and recapture the moonbase.

The outpost is not defenseless. The pirates have knowledge of the outpost's lite shield capabilities. However, because they use so much of the outpost's energy output, the shields are short lived. Because of this, they are rarely used. Skill checks such as computer use or knowledge engineering (DC 14) will let the Alpha Team know that there is a way to boost shields and arm a forgotten defense system.

More Shields – One member of the team will have to race to area A2 and crawl 48 meters through a tight engineering crawlspace to make a repair to the damaged shield calibrator. The current shields (AC) of the base is 10 and this will increase it to 15.

Fire Power - To arm the forgotten phaser turrets of the base, a member will have to enter D2 to make a repair. If the Alpha Team has never been to D2 use the D2 encounter. If they have already had the D2 encounter if they have made an ally of the creature it will help them, if not they will have to brave its trap. Once the turrets are armed, the control room is treated as a ship's bridge and can engage in combat

Ship to Ship:

GM should turn to Appendix for the ship to ship combat rules and ship stats on Handout 3 Ship Stat Cards. Tegawin turns his might against the outpost, after 3 rounds the Federation vessels punch out of warp and engage the battle. GMs are encouraged to allow each player to command one Federation ship during the combat. GMs should also remind players that disabling and capture is the Federation's objective. Once the pirates are routed and their ships are disabled, Tegawin hails the Alpha Team, "I would like to offer you a significantly bigger fish to fry in exchange for our lives. We are prepared to beam aboard." As soon as Tegawin drops his shields in order to be beamed aboard, a Klingon Battle Cruiser uncloaks and fires photon torpedoes at the Orion pirate ship. The Alpha Team will have one round to

save Tegawin and his bridge crew by beaming them off of their ship. Have the Alpha Team roll a Computer Use (DC 22) multiple characters can assist to add +2 to the success.

End of an Era -

The Orion cruiser explodes and a Klingon Battle Cruiser looms in the black of space.

- *If the Alpha Team fails to rescue Tegawin* – Captain Kagran comes on the viewing screen, "I am Captain Kagran of the Klingon Empire. I have been hunting criminals that have used the Neutral Zone to elude capture. I saw that you had engaged my prey in battle, so I broke protocol to lend assistance. You are welcome for my saving of your lives. I will report to The Klingon High Council so they may explain what happened to your United Federation of Planets." Despite the Alpha Team's objections, Captain Kagran will cloak and sail back over the border. Upon examination of the moon base computer, The Alpha Team will stumble upon a recording of Tegawin and Kagran negotiating payment for arms.

- *If the Alpha Team successfully captures Tegawin* - Captain Kagran comes on the viewing screen, "I am Captain Kagran of the Klingon Empire. I have been hunting criminals that have used the Neutral Zone to elude capture. I saw that you had engaged my prey in battle, so I broke protocol to lend assistance. You are welcome for my saving of your lives. I will report to The Klingon High Council so they may explain what happened to your United Federation of Planets. Lower your shields and I will beam the pirate, Tegawin, to my ship and return to Klingon space." Tegawin will explode with anger, "You bastard! You blew up my ship and killed my crew! I was bluffing the Feds to get out of this but now I will tell them every detail!" Kagran ignores Tegawin and address the Alpha Team, "Turning over the criminal will help me to convince the Klingon High Council that the pirate was not acting as a privateer for the Federation. If I were to return without him however, warmongers may build a case that you have violated our treaty. Will you turn over the criminal or risk open war?" Game Masters should allow the players to role play out this encounter.

- If they hand over Tegawin - Kagran will condescendingly congratulate them on choosing peace. Once Kagran is gone, the Alpha Team finds files in the moon base computer showing Tegawin and Kagran negotiating their agreement. GM should narrate to the players Kagran offering Tegawin his life in exchange to confess to the Klingon High Council he was a privateer for the Federation, Tegawin agrees. Kagran gives a rallying speech to go to war with the Federation. Even though the council does not agree to launch a full scale war, he wins supporters on the council. Months later the files from the moon base reach the Klingon High Council and Kagran is tried for treason. He escapes with his loyal crew, swearing vengeance against the Away Team and the Federation. Kagran will come back as a greater villain in later adventures.

- If they refuse to hand over Tegawin - Kagran will say "Very Well." And his ship will cloak. He may or may not leave without attacking again, which is up to the Game Master. The Alpha Team will have to devise a plan to get from the moon base to their ships without exposing themselves to another Klingon sneak attack. The sensitive scanners aboard the USS Olympia can detect the cloaked ship. Have an Alpha Team member roll Computer Use (DC 18). Once detected the Klingon ship can be attacked. While cloaked it has no shields (AC) but the benefit of being cloaked is full concealment, so even a successful attack roll is subject to a 50% miss chance. Kagran will not choose to fight to the death. Once his ship has lost any hull points he will retreat across the Neutral Zone. If he is not killed, GM should narrate to the players Kagran giving an account to Klingon High Council of chasing a Federation privateer across the Neutral Zone and being confronted with a large Star Fleet force. He gives a rallying speech to go to war with the Federation. Even though the council does not agree to launch a full scale war, he wins supporters on the council. Kagran will come back as a greater villain in later adventures. Once secured, Tegawin will give detailed info about the Klingons and will be imprisoned on Orion.

This Star Trek Adventure is dedicated to....

The memory of Leonard Nimoy
All the people that have been inspired by Star Trek
And to my fearless daughter, Alexandria (Lexi)

Appendix:

1 . House Rules:

The adventure uses Paizo's Pathfinder RPG as it's core with a few exceptions. GMs should familiarize themselves with these rules and discuss them with their players so that everyone playing understands.

    A. Federation Phasers by Prime Directive D20
       http://www.starfleetgames.com/prime/pd-20.shtml
    B. Hit Points are replaced by the Wounds/ Vigor optional rule
       http://www.d20pfsrd.com/gamemastering/other-rules/wounds-and-vigor .
    C. Ship to Ship combat cards

All 3 of these mechanics are detailed here for your convenience.

    1. A. <u>Federation Phasers by Prime Directive D20</u>
        a. For GMs that do not own Prime Directive D20, I highly recommend purchasing a copy. Here is a synopsis of TOS Federation Phaser rules provided in their core rule book. There are several types of Phasers, Phaser I, II, and Rifle. The different Phasers have different settings (i.e. kill, stun, or disintegrate). Phaser settings cost Energy per shot. Each phasers' energy total is 40 before needing to be recharged or replace its energy cell. Players must designate their Phaser setting, spend Energy cost, roll for attack and then damage. If the player's shot fails to hit, the phaser's energy cost is still spent. Successful hit using Stun requires target to make a Fortitude saving throw, failing to save renders target unconscious for 1d4 rounds.

Setting	Damage	Type	Energy Cost	Phaser I (side arm)	Phaser II (combat pistol)	Phaser Rifle (heavy weapon)
Stun 1	Fort DC 15	Sonic	1	X	X	X
Stun 2	Fort DC 20	Sonic	2	-	X	X
Stun 3	Fort DC 25	Sonic	3	-	-	X
Kill 1	2d6	Fire	2	X	-	X
Kill 2	4d6+1	Fire	4	-	X	X
Kill 3	3d12+2	Fire	6	-	-	X
Disint 1	3d20x2	Energy	10	-	x	X
Disint 2	4d20x2	Energy	20	-	-	X

1. B. <u>Wounds/ Vigor from Paizo's Pathfinder RPG</u>

    a. Wounds/ Vigor is a great system especially for Science Fiction RPGs. For the full rules visit the link provided. Here is the short version.

"Instead of hit points, creatures using this system have a number of wound points and vigor points. These two replacement scores are kept track of separately, and represent different ways a character handles the damage inflicted on him. The following are descriptions of these scores and how they work within the variant system of damage tracking.

Wound Points Typically a creature has a number of wound points equal to twice its Constitution score. It also has a wound threshold equal to its Constitution score. Wound points represent the amount of physical punishment a creature can take before it dies. When a creature's wound points drop to or below its wound threshold, that creature becomes wounded. When a creature is wounded, it gains the staggered condition until it is no longer wounded. Furthermore, when a creature is wounded, if that creature takes any standard or move action on its turn, its remaining wound points are reduced by 1 and it must make a DC 10 Constitution check. If the creature fails that check, it falls unconscious. When a creature reaches 0 or fewer wound points, it is dead."

1. C. <u>Ship to Ship Combat</u>

a. Here is a hard and fast over simplified version of D20 ship combat to make the scene fun and fast for the players without resulting to full blown war gaming. On the next pages are ship cards to print, cut, and hand out to the players. Each card has stats and images of a ship. GM's should print out and distribute to players while GMs use the Orion Pirate and Klingon ship cards.

All game handouts; including ship stat cards, character sheets,

maps, etc.; are provided with this booklet.

STAR TREK AS YOU HAVE NEVER PLAYED IT BEFORE!

You and your friends play Star Fleet officers

sent to investigate the cause of missing freighter ships

in the Pi Canis Majoris star system on the border of Klingon Space!

Will the Alpha Team find who's responsible? Are the Klingons behind it? Will intergalactic war engulf the quadrant? Find out the answers to these questions and more as you *boldly go where no one has gone before!*

Game Master's Map

C2

B5

B6

D1

C4

B4

A1

C3

A2

D2

B1

B3

D1

C1

B2

KEY
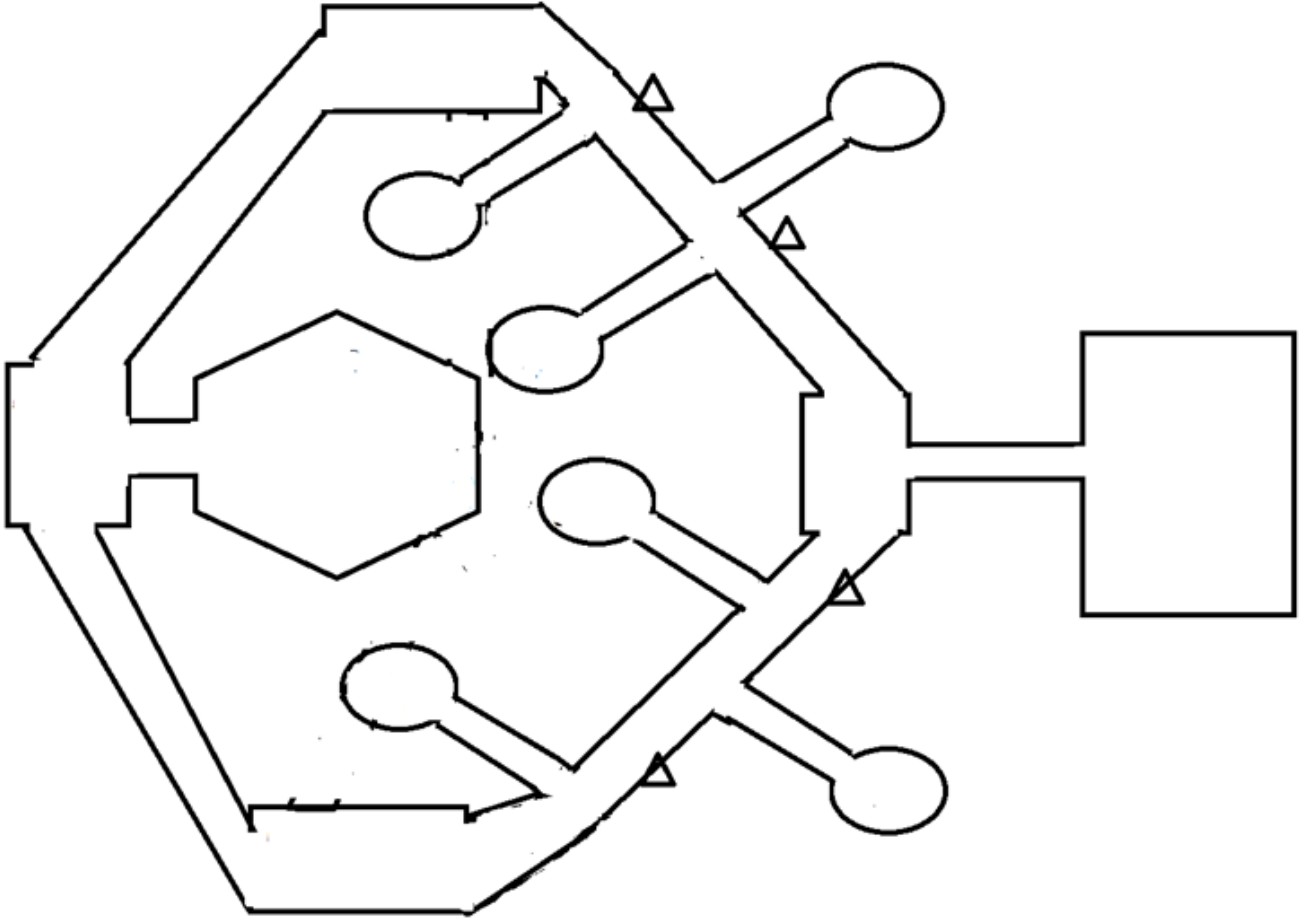
——— – walls

△ – air lock

Pirates (Stat Block)

The Pirates encountered at the moon base all have similar stats. GMs may add variety by rolling a D10 on the alien pirate chart gives adjustments to the combat of different species of pirate.

Smuggler   CR 2

XP 600

Human rogue (smuggler) 3

CN Medium humanoid (human)

Init +6; Senses Perception +7

DEFENSE

AC 15, touch 12, flat-footed 13

(+3 armor, +2 Dex)

Vigor 21 Wounds 16

Fort +0, Ref +5, Will +2

OFFENSE

Speed 30 ft.

Melee Stun Baton +3 (1d6/18–20), (Fort save vs Stun DC 13)

Ranged Disruptor +4 (1d6/×3)

Special Attacks sneak attack +2d6

STATISTICS

Str 10, Dex 14, Con 8, Int 12, Wis 13, Cha 17

Base Atk +2; CMB +2; CMD 14

Feats Improved Initiative, Toughness, Weapon Finesse

Skills Appraise +7, Bluff +9, Diplomacy +9, Disguise +9, Intimidate +9, Knowledge (local) +7, Perception +7, Sense Motive +7, Sleight of Hand +8, Stealth +8

SQ bribery, conceal item, distraction, rogue talents (fast stealth)

Orion Pirates

Creature

Init +6; Senses Perception +7
AC 15, touch 12, flat-footed 13
Vigor 21 Wounds 16
Fort +0, Ref +5, Will +2
Melee Stun Baton +3 (1d6/18–20), (Fort save vs Stun DC 13)
Ranged Disruptor +4 (1d6/×3)
Special Attacks sneak attack +2d6

	Species	Bonus
1	Orion	+1 Sneak
2	Tellarite	+1 CMD
3	Vulcan	+1 CMB
4	Rigelian	+1 Melee
5	Dunarks	+1 Range
6	Klingon	+1 Melee damage
7	Romulan	+1 Bluff
8	Hildarians	+1 AC
9	Arcturians	+1 Range damage
10	Cromargs	+1 Fort Save

Otyughian (Creature Stats)

In the event the players did not ally with the Otyughian combat might ensue. Here is the stat block for the Otyughian. GMs should remember to use the environment in the Hub to the advantage of the Otyughian.

Otyughian is a large three-legged alien with a huge mouth. It has three tentacles, two tipped with barbs and one with eyes, extend from its sides.

CR 4
XP 1,200
N Large alien
Init +0; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE:
AC 17, touch 9, flat-footed 17 (+8 natural, −1 size)
Vigor 60 **Wounds** 26
Fort +3, **Ref** +2, **Will** +6
Immune disease

OFFENSE:
Speed 20 ft.
Melee bite +7 (1d8+4 plus disease), 2 tentacles +3 (1d6+2 plusgrab)
Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)
Special Attacks constrict (tentacle, 1d6+2)

STATISTICS:
Str 18, **Dex** 10, **Con** 13, **Int** 5, **Wis** 13, **Cha** 6
Base Atk +4; **CMB** +9 (+13 grapple); **CMD** 19 (21 vs. trip)
Feats Alertness, Toughness, Weapon Focus (tentacle)
Skills Perception +9, Stealth +2 (+10 in lair); **Racial Modifiers** +8Stealth in lair
Languages Common

SPECIAL ABILITIES; Disease (Ex) *Filth fever*: Bite—injury; *save* Fortitude DC 14; *onset* 1d3 days;*frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage;*cure* 2 consecutive saves. The save DC is Constitution-based.

Otyughian

Creature

Init +0; Senses darkvision 60 ft., scent; Perception +9, AC 17, touch 9, flat-footed 17 (+8 natural, −1 size) Vigor 60 Wounds 26 , Fort +3, Ref +2, Will +6 Speed 20 ft., Melee bite +7 (1d8+4 plus disease), 2 tentacles +3 (1d6+2 plusgrab) Space 10 ft.; Reach 10 ft. (15 ft. with tentacle) Special Attacks constrict (tentacle, 1d6+2) Base Atk +4; CMB +9 (+13 grapple); CMD 19 (21 vs. trip) Skills Perception +9, Stealth +2 (+10 in lair) Disease (Ex) Filth fever: Bite—injury; save Fortitude DC 14; onset 1d3 days;frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage;cure 2 consecutive saves. The save DC is Constitution-based.

★/★

Constitution Class

Ship

Constitution Class Starship
Shields (Vigor) - 100, Hull (Wounds) 80
Attack bonus: +4
Damage: Phasers 3D10 or Photon
Topedoes 3D10
AC: 22

Oberth Class

Ship

Shields (Vigor) - 100, Hull (Wounds) - 40
Attack bonus: +1
Damage: Phasers 1D10
AC: 15
Special: +8 Sensor Scan

Tellarite Moon Base

Base

Shields (Vigor) - 100, Hull (Wounds) - 60
Attack bonus: +2
Damage: Disruptors 1D10
AC: 15

Miranda Class

Ship

Miranda Class

Shields (Vigor) - 100, Hull (Wounds) 60
Attack bonus: +2
Damage: Phasers 2D10, Photon Topedoes
3D10
AC: 18

Orion Pirate Security Skiff

Ship

Shields (Vigor) - 100, Hull (Wounds) 20
Attack bonus: +4
Damage: Disruptors 1D10
AC: 22

Orion Pirate Free Trader

Ship

Shields (Vigor) - 100, Hull (Wounds) 40
Attack bonus: +1
Damage: Disruptors 1D10
AC: 15

Orion Pirate Cruiser

Ship

Shields (Vigor) - 100, Hull (Wounds) 60
Attack bonus: +2
Damage: Disruptors 2D10
AC: 18

Klingon Battle Cruiser

Ship

Shields (Vigor) - 100, Hull (Wounds) 80
Attack bonus: +4
Damage: Disruptors 3D10, Photon
Topedoes 3D10
AC: 20
Cloaking: Full Concealment (successful
attack roll is subject to a 50% miss chance, an
damage received goes directly to Hull
(Wounds).

Pre-Generated Characters:

8 characters are provided to create a 4 to 6 character Alpha Team. All 8 can be used however Game Master would need to scale the adventure. Players may select any of the follow characters to create their Alpha Team. However, it is recommended at least 1 character of each shirt color be included to round out the team. Full character sheets are on the following pages.

Yellow Shirts:

- Lt Commander Adamsen (Male Human)
- Navigations Officer Dalia th'Zarath (Female Andorian)
- Pilot Sh'yotuo (Female Caitian)

Blue Shirts:

- Medical Officer Francesca Pontecorvo (Female Human)
- Science Officer Joryn (Male Vulcan)

Red Shirts:

- Security Officer Valras th'Glveb (Male Andorian)
- Communications Officer T'Tallendil (Female Vulcan)
- Engineering Officer Levekl (Male Tellirite)

LCDR Adamsen

Male human Command Officer 7 - CR 6
Neutral Good Humanoid (Human); Age: **24**; Height: **5' 9"**;
Weight: **145lb.**; Eyes: **Green**; Hair: **Blond**; Skin: **Pale**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	14	+2	
WIS WISDOM	12	+1	
CHA CHARISMA	17	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4 =	+2	+2				

Well Versed: +4 bonus vs. bardic performance, sonic, and language-dependant effects, **Courageous**: +2 trait bonus vs. fear

REFLEX (DEXTERITY)	+6 =	+5	+1				

Well Versed: +4 bonus vs. bardic performance, sonic, and language-dependant effects, **Courageous**: +2 trait bonus vs. fear

WILL (WISDOM)	+6 =	+5	+1				

Well Versed: +4 bonus vs. bardic performance, sonic, and language-dependant effects, **Courageous**: +2 trait bonus vs. fear

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	16	=	+2		+1				+1	+2

Touch AC 14 **Flat-Footed AC** 10

			BAB	Strength	Size	Misc
CM Bonus	+5	=	+5	+0	-	-

			BAB	Strength	Dexterity	Size
CM Defense	17	= 10	+5	+0	+1	-

Base Attack +5

Initiative +1

Speed 30 ft

Total Current
Vigor 56

Total Current
Wound 28

Phaser II

Ranged, **Kill**: **+7**, 2D6+2 (EC2)/ 4D6+2 (EC4)
Ranged, **Stun**: **+7**, Fort. **DC 15 (EC1)/ DC 20 (EC2)**
Ranged, **Disintegrate**: **+7**, 3D20x2 (EC10)
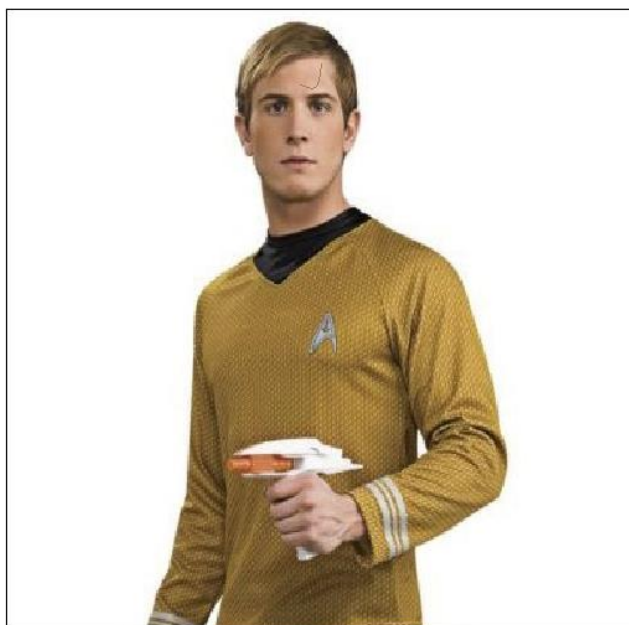
Skill Name	Total	Ability	Ranks	Temp
⛊ Acrobatics	+10	DEX (1)	6	
Appraise	+6	INT (2)	1	
Bluff	+14	CHA (3)	6	
⛊ Climb	+8	STR (0)	3	
Diplomacy	+12	CHA (3)	6	
Disguise	+9	CHA (3)	1	
⛊ Escape Artist	+7	DEX (1)	3	
⛊ Fly	+4	DEX (1)	3	
Heal	+2	WIS (1)	1	
Intimidate	+12	CHA (3)	6	
Linguistics	+6	INT (2)	1	
Perception	+10	WIS (1)	6	
Profession (soldier)	+7	WIS (1)	3	
⛊ Ride	+4	DEX (1)	3	
Sense Motive	+10	WIS (1)	6	
⛊ Sleight of Hand	+7	DEX (1)	3	
⛊ Stealth	+7	DEX (1)	3	
Survival	+7	WIS (1)	6	
⛊ Swim	+5	STR (0)	3	

Feats

Armor Proficiency (Light)
Athletic
Deceitful
Dodge
Exotic Weapon Proficiency (Firearms)
Leadership (Base Score 11)

STAR TREK

Dalia th'Zarath

Female Andorian Navigation Officer 6 - CR 5
Neutral Good Humanoid; Age: **31**; Height: **6'**; Weight: **186lb.**;
Eyes: **Violet**; Hair: **White**; Skin: **Blue**

Ability	Score	Modifier	Temporary
STR STRENGTH	11	0	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	12	+1	

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Ability	Score	Modifier	Temporary
INT INTELLIGENCE	12	+1	
WIS WISDOM	17	+3	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6 =	+5	+1				

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, Courageous: +2 trait bonus vs. fear

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
REFLEX (DEXTERITY)	+6 =	+5	+1				

Courageous: +2 trait bonus vs. fear

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
WILL (WISDOM)	+5 =	+2	+3				

Courageous: +2 trait bonus vs. fear

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	15 =	+4		+1					

Touch AC	11	**Flat-Footed AC**	14

		BAB	Strength	Size	Misc
CM Bonus	+6 =	+6	+0	-	-

See the Base Attack (below) for modifiers that may also apply to CMB

			BAB	Strength	Dexterity	Size
CM Defense	17	= 10	+6	+0	+1	-

Base Attack +6

Favored Enemy (Constructs +2) : +2 vs. constructs,
Favored Enemy (Klingons +4) : +4 vs. klingons

Vigor	Total 66	Current

Initiative +1

Favored Terrain (Space +2) : +2 while in space terrain

Wound	Total 24	Current

Speed 30 ft

Phaser II

Ranged, **Kill**: **+9/+4**, 2D6+2 (EC2)/ 4D6+2 (EC4)
Ranged, **Stun**: **+9/+4**, **Fort. DC 15 (EC1)/ DC 20 (EC2)**
Ranged, **Disintegrate**: **+9/+4**, 3D20x2 (EC10)

Favored Enemy (Klingons +4): +4 vs. klingons
Favored Enemy (Constructs +2) : +2 vs. constructs,

Special Abilities

Favored Enemy (Constructs +2) (Ex)
Favored Enemy (Klingons +4) (Ex)
Favored Terrain (Space +2) (Ex)
Track +3

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (1)	3	
Appraise	+1	INT (1)	-	
Bluff	+5	CHA (2)	3	

Favored Enemy (Constructs +2) : +2 vs. constructs, Favored Enemy (Klingons +4) : +4 vs. klingons

Skill Name	Total	Ability	Ranks	Temp
Climb	+9	STR (0)	6	
Diplomacy	+4	CHA (2)	2	
Disguise	+2	CHA (2)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+7	DEX (1)	6	
Handle Animal	+8	CHA (2)	3	
Heal	+7	WIS (3)	1	
Intimidate	+8	CHA (2)	3	
Knowledge (Navigation)	+10	INT (1)	6	

Favored Enemy (Constructs +2) : +2 vs. constructs, Favored Enemy (Klingons +4) : +4 vs. klingons

Skill Name	Total	Ability	Ranks	Temp
Perception	+9	WIS (3)	3	

Favored Enemy (Constructs +2) : +2 vs. constructs, Favored Enemy (Klingons +4) : +4 vs. klingons, Favored Terrain (Space +2) : +2 while in space terrain

Skill Name	Total	Ability	Ranks	Temp
Ride	+6	DEX (1)	2	
Sense Motive	+6	WIS (3)	3	

Favored Enemy (Constructs +2) : +2 vs. constructs, Favored Enemy (Klingons +4) : +4 vs. klingons

Skill Name	Total	Ability	Ranks	Temp
Stealth	+6	DEX (1)	2	

Favored Terrain (Space +2) : +2 while in space terrain

Skill Name	Total	Ability	Ranks	Temp
Survival	+9	WIS (3)	3	

Favored Enemy (Constructs +2) : +2 vs. constructs, Favored Enemy (Klingons +4) : +4 vs. klingons, Favored Terrain (Space +2) : +2 while in space terrain, Track: +3 to track

Skill Name	Total	Ability	Ranks	Temp
Swim	+5	STR (0)	2	

Endurance: +4 to resist nonlethal damage from exhaustion

Sh'yotuo

Female Caitian Pilot 7 - CR 6
Neutral Good Humanoid ; Age: **22**; Height: **5' 9"**;
Weight: **135lb.**; Eyes: **Blue**; Hair: **White**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	13	+1	
WIS WISDOM	13	+1	
CHA CHARISMA	15	+2	

Saving Throw	Total		Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2	=	+2					
REFLEX (DEXTERITY)	+11	=	+5	+4		+2		
WILL (WISDOM)	+3	=	+2	+1				

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	14	=			+4					

Touch AC 14   **Flat-Footed AC** 10

			BAB	Strength	Size	Misc
CM Bonus	+5	=	+5	+0	-	-

			BAB	Strength	Dexterity	Size
CM Defense	19	= 10	+5	+0	+4	-

	Total	Damage / Current Vigor
Vigor	56	

	Total	Damage / Current Wounds
Wound	20	

Base Attack	+5
Initiative	+10
Speed	30 ft

Phaser II

Ranged, **Kill**: **+10**, 2D6+2 (EC2)/ 4D6+2 (EC4)
Ranged, **Stun**: **+10**, Fort. DC 15 (EC1)/ DC 20 (EC2)
Ranged, **Disintegrate**: **+10**, 3D20x2 (EC10)

Claw x2 (Catfolk Exemplar (Sharp Claws))

Main hand: **+0**, 1d4   Crit: ×2
Light, B/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+16	DEX (4)	7	
Appraise	+1	INT (1)	-	
Bluff	+8	CHA (2)	3	
Charming: +1 vs. characters who could be attracted to you				
Climb	+10	STR (0)	7	
Diplomacy	+8	CHA (2)	3	
Charming: +1 vs. characters who could be attracted to you				
Disguise	+8	CHA (2)	1	
Escape Artist	+10	DEX (4)	3	
Fly	+16	DEX (4)	7	
Heal	+1	WIS (1)	-	
Intimidate	+8	CHA (2)	3	
Knowledge (Computer Use)	+7	INT (1)	6	
Perception	+13	WIS (1)	7	
Profession (Pilot)	+11	WIS (1)	7	
Ride	+14	DEX (4)	7	
Sense Motive	+5	WIS (1)	1	
Sleight of Hand	+8	DEX (4)	1	
Stealth	+14	DEX (4)	5	
Survival	+4	WIS (1)	1	
Swim	+4	STR (0)	1	

Feats

Acrobatic
Armor Proficiency (Light)
Catfolk Exemplar (Sharp Claws)
Deadly Aim -2/+4
Exotic Weapon Proficiency (Firearms)
Improved Initiative
Lightning Reflexes

Doctor Francesca Pontecorvo

STAR TREK

Female human Medical Officer 6 - CR 5
Lawful Good Humanoid (Human); Age: **31**; Height: **5' 6"**;
Weight: **128lb.**; Eyes: **Blue**; Hair: **Black**; Skin: **Tan**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	10	0	
CON CONSTITUTION	11	0	
INT INTELLIGENCE	16	+3	
WIS WISDOM	18	+4	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5 =	+5					
Courageous: +2 trait bonus vs. fear							
REFLEX (DEXTERITY)	+2 =	+2					
Courageous: +2 trait bonus vs. fear							
WILL (WISDOM)	+9 =	+5	+4				
Courageous: +2 trait bonus vs. fear							

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	17	=	+2						+1	+4

Touch AC	12	**Flat-Footed AC**	10

			BAB	Strength	Size	Misc
CM Bonus	+4	=	+4	+0	-	-

				BAB	Strength	Dexterity	Size
CM Defense	14	= 10		+4	+0	+0	-

Base Attack	+4

Initiative	+0

Speed	30 ft

	Total	Current
Vigor	48	
Wound	22	

Phaser I

Ranged, **Kill** : **+5**, **2d6+1 (EC 2)**
Ranged, **Stun** : **+5**, **Fort. Save DC15**
    (EC 1)

Crit: ×4
1-hand, B/P,

Skill Name	Total	Ability	Ranks	Temp
Appraise	+3	INT (3)	–	
Bluff	+3	CHA (1)	2	
Climb	+1	STR (0)	1	
Craft (Pharmaceuticals)	+12	INT (3)	6	
Diplomacy	+7	CHA (1)	3	
Disguise	+1	CHA (1)	–	
Heal	+15	WIS (4)	6	
Intimidate	+1	CHA (1)	–	
Knowledge (Medicine)	+9	INT (3)	6	
Knowledge (Xenio-biology)	+5	INT (3)	2	
Linguistics	+7	INT (3)	1	
Perception	+9	WIS (4)	5	
Profession (Doctor)	+13	WIS (4)	6	
Sense Motive	+8	WIS (4)	1	
Survival	+9	WIS (4)	3	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Medic
Exotic Weapon Proficiency (Firearms)
Self-Sufficient

STAR TREK

Joryn

Male Vulcan Science Officer 6 - CR 5
Lawful Good Humanoid; Age: **29**; Height: **5' 9"**; Weight:**145lb.**;
Eyes: **Brown**; Hair: **Brown**; Skin: **Pale**

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	22	+6	
WIS WISDOM	12	+1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3 =	+2	+1				
REFLEX (DEXTERITY)	+3 =	+2	+1				
WILL (WISDOM)	+6 =	+5	+1				

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	11 =			+1					

Touch AC 11   **Flat-Footed AC** 10

		BAB	Strength	Size	Misc
CM Bonus	+4 =	+3	+1	-	-

			BAB	Strength	Dexterity	Size
CM Defense	15	= 10	+3	+1	+1	-

	Total	Damage / Current Vigor
Vigor	36	

	Total	Damage / Current Wounds
Wound	26	

Base Attack +3

Initiative +3

Speed 30 ft

Phaser I

Ranged, **Kill** : +6, 2d6+1 (EC 2)
Ranged, **Stun** : +6, Fort. Save DC15 (EC 1)

Vulcan Nerve Pinch

Main hand: +4, 1d3+1 (Fort. Save DC14)   Crit: ×2
If target fails save, paralyzed 1d4+1 round   Light, B

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (1)	1	
Appraise	+6	INT (6)	-	
Bluff	+0	CHA (0)	-	
Climb	+2	STR (1)	1	
Craft (Chemistry)	+15	INT (6)	6	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+7	DEX (1)	3	
Heal	+2	WIS (1)	1	
Intimidate	+0	CHA (0)	-	
Knowledge (Astroscience)	+15	INT (6)	6	
Knowledge (Botany)	+15	INT (6)	6	
Knowledge (Chemistry)	+15	INT (6)	6	
Knowledge (Physics)	+15	INT (6)	6	
Knowledge (planes)	+11	INT (6)	1	
Linguistics	+10	INT (6)	1	
Perception	+5	WIS (1)	4	
Profession (Scientist)	+10	WIS (1)	6	
Ride	+1	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
Techcraft	+12	INT (6)	3	
Stealth	+2	DEX (1)	1	
Survival	+2	WIS (1)	1	
Swim	+2	STR (1)	1	

Valras th'Giveb

Male Andorian Security Officer 6 - CR 5
Lawful Good Humanoid; Age: **44**; Height: **6' 2"**; Weight: **210lb.**;
Eyes: **Black**; Hair: **White**; Skin: **Blue**

STAR TREK

Ability	Score	Modifier	Temporary
STR STRENGTH	15	+2	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	13	+1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7 =	+5	+2				

Courageous: +2 trait bonus vs. fear

	Total	Base	Ability	Resist	Misc	Temp	Notes
REFLEX (DEXTERITY)	+6 =	+2	+4				

Courageous: +2 trait bonus vs. fear

	Total	Base	Ability	Resist	Misc	Temp	Notes
WILL (WISDOM)	+3 =	+2	+1				

Bravery: +2 vs. fear, Courageous: +2 trait bonus vs. fear

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	18 =	+4		+4					

Touch AC	14	**Flat-Footed AC**	14

		BAB	Strength	Size	Misc
CM Bonus	+8 =	+6	+2	-	-

			BAB	Strength	Dexterity	Size
CM Defense	22 =	10	+6	+2	+4	-

Base Attack	+6

Initiative	+4

	Total	Current
Vigor	72	

Speed	30 ft

	Total	Current
Wound	28	

Skills

Skill Name	Total	Ability
⛨Acrobatics	+9	DEX (4)
⛨Climb	+11	STR (2)
⛨Escape Artist	+4	DEX (4)
⛨Fly	+5	DEX (4)
Heal	+2	WIS (1)
Knowledge (Tactics)	+2	INT (0)
Linguistics	+1	INT (0)
Perception	+9	WIS (1)
⛨Ride	+4	DEX (4)
Sense Motive	+3	WIS (1)
⛨Stealth	+4	DEX (4)
Survival	+1	WIS (1)
⛨Swim	+7	STR (2)

Phaser Rifle

Ranged, **Kill**: **+13/+8**, 2D6+2 (EC2)/ 4D6+2 (EC4)/ 3D12+2 (EC6)
Ranged, **Stun**: **+5**, Fort. **DC 15(EC1)/ DC 20 (EC2)/ DC 25 EC3)**
Ranged, **Disintegrate**: **+13/+8**, 3D20x2 (EC10)/ 4D20x2 (EC20)
Main hand, **Butt**: **+7/+2**, 1d6+2

Feats

Alertness
Amateur Gunslinger
Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Exotic Weapon Proficiency (Firearms)
Martial Weapon Proficiency - All
Point-Blank Shot
Precise Shot
Quick Draw

T'Tallendil

Female vulcan Communications Spc 6 - CR 5
Lawful Good Humanoid; Age: **23**; Height: **5' 6"**; Weight:
135lb.; Eyes: **Brown**; Hair: **Brown**; Skin: **Brown**

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	20	+5	
WIS WISDOM	13	+1	
CHA CHARISMA	13	+1	
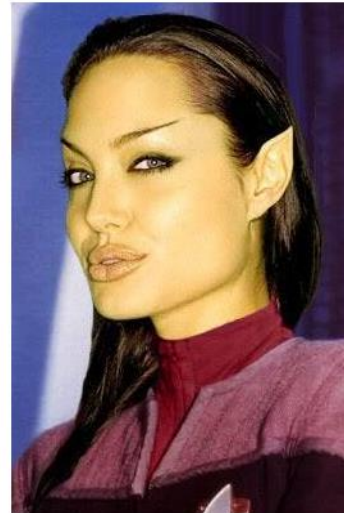
Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3 =	+2	+1				
Fearless: +2 vs. fear							
REFLEX (DEXTERITY)	+3 =	+2	+1				
Fearless: +2 vs. fear							
WILL (WISDOM)	+6 =	+5	+1				
Fearless: +2 vs. fear							

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	17 =	+2		+1					+4

Touch AC 12   **Flat-Footed AC** 12

		BAB	Strength	Size	Misc
CM Bonus	+4 =	+3	+1	-	-

			BAB	Strength	Dexterity	Size
CM Defense	15	= 10	+3	+1	+1	-

Base Attack	+3
Initiative	+1
Speed	30 ft

	Total	Current
Vigor	36	
Wound	26	

Phaser I

Ranged, **Kill** : +6, 2d6+1 (EC 2)
Ranged, **Stun** : +6, Fort. Save DC15 (EC 1)

Vulcan Nerve Pinch

Main hand: +4, 1d3+1 (Fort. Save DC14)   Crit: ×2
If target fails save, paralyzed 1d4+1 round   Light, B

Skill Name	Total	Ability	Ranks	Temp
⑪Acrobatics	+2	DEX (1)	1	
Appraise	+9	INT (5)	1	
Bluff	+3	CHA (1)	2	
⑪Climb	+2	STR (1)	1	
Diplomacy	+7	CHA (1)	6	
Disguise	+1	CHA (1)	-	
⑪Escape Artist	+1	DEX (1)	-	
⑪Fly	+8	DEX (1)	4	
Heal	+2	WIS (1)	1	
Intimidate	+4	CHA (1)	3	
Knowledge (Civics)	+10	INT (5)	2	
Knowledge (Cultures & Customs)	+10	INT (5)	2	
Knowledge (History)	+10	INT (5)	2	
Knowledge (Politics)	+10	INT (5)	2	
Linguistics	+18	INT (5)	6	
Perception	+9	WIS (1)	6	
Profession (Communications Specialist)	+6	WIS (1)	2	
⑪Ride	+5	DEX (1)	4	
Sense Motive	+9	WIS (1)	6	
Canter: +5 trait bonus to intercept a secret message				
⑪Stealth	+2	DEX (1)	1	
Survival	+2	WIS (1)	1	
⑪Swim	+2	STR (1)	1	

Traits

Canter
Cosmopolitan

Levekl

Male Tellarite Engineering Officer 6 - CR 5
Neutral Good Humanoid; Age: **55**; Height: **5' 2"**; Weight: **202lb.**;
Eyes: **Black**; Hair: **Brown**; Skin: **Tan**

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	10	0	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	18	+4	
WIS WISDOM	15	+2	
CHA CHARISMA	7	-2	

Saving Throw	Total		Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+2	+1				
REFLEX (DEXTERITY)	+5	=	+5					

Trap Sense : +2 bonus vs. traps

	Total		Base	Ability	Resist	Misc	Temp	Notes
WILL (WISDOM)	+4	=	+2	+2				

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	10	=								

Touch AC 10   **Flat-Footed AC** 10

Trap Sense : +2 bonus vs. traps

			BAB	Strength	Size	Misc
CM Bonus	+5	=	+4	+1	-	-

			BAB	Strength	Dexterity	Size
CM Defense	15	= 10	+4	+1	+0	-

See the AC section (above) for situational modifiers that may also apply to CMD

	Total	Damage / Current Vigor
Vigor	48	

	Total	Damage / Current Wounds
Wound	26	

Base Attack	+4
Initiative	+0
Speed	20 ft

Phaser I

Ranged, **Kill** : +6, 2d6+1 (EC 2)   Crit: ×4
Ranged, **Stun** : +6, Fort. Save DC15 (EC 1)

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (0)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+13	INT (4)	6	
Bluff	+3	CHA (-2)	2	
Climb	+6	STR (1)	2	
Craft (mechanical)	+13	INT (4)	6	
Craft (weapons)	+13	INT (4)	6	
Diplomacy	-2	CHA (-2)	-	
Disable Device	+13	DEX (0)	6	
Disguise	-2	CHA (-2)	-	
Escape Artist	+0	DEX (0)	-	
Fly	+6	DEX (0)	6	
Heal	+2	WIS (2)	-	
Intimidate	+5	CHA (-2)	4	
Knowledge (Computer Use)	+10	INT (4)	6	
Knowledge (engineering)	+15	INT (4)	6	
Linguistics	+8	INT (4)	1	
Perception	+11	WIS (2)	6	
Trapfinding: +3 to locate traps				
Profession (engineer)	+13	WIS (2)	6	
Ride	+2	DEX (0)	2	
Sense Motive	+11	WIS (2)	6	
Sleight of Hand	+5	DEX (0)	2	
Stealth	+5	DEX (0)	2	
Survival	+4	WIS (2)	2	
Swim	+5	STR (1)	1	
Use Magic Device	+7	CHA (-2)	6	