

# Memory ★ ICON

## *All in the Family*

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by [Dave Biggins](#)

### FOREWORD

Sometimes Starfleet Command asks the seemingly impossible of its officers. Being an arbitrator is a prime example of this, especially when two peoples aren't yet at war. At least when they are at war, they have at seen the horror of it. What if these two peoples don't know the ugliness war can bring? What if they are of the same planet? What if that planet is in the process of being integrated into the Federation? That is something that challenges any Starfleet officer, especially when violence is not an answer.

### BACKGROUND

Wilson Granger is the Prime Minister of a colony with a very unusual problem. Every person in the colony, including himself, is a clone of the colony's original inhabitants, stranded when their ship crashed on this world three hundred years ago. With only five survivors, the colonists knew that they did not have a solid enough genetic base to form a colony. They resorted to cloning to keep the colony alive. That was only a short-term answer, so to speak. After three hundred years, replicative fading took its toll on the populace. They needed fresh genetic stock for the colony to continue.

When the U.S.S. *Enterprise* brought the Bringloidi to their world, it seemed that their problems were solved. There were some hitches, though. Cloning had become so integrated into their culture, that the act of sexual reproduction seemed to them to be repugnant. Additionally, each woman needed to give birth to children by three different fathers.

The Mariposans were so desperate to survive that the two factors were moot points. The Bringloidi were a very tough knot, however. The Bringloidi found having sex with three different women to be a novel idea in theory, but in application it bred jealousy and from that violence. They asked the Federation for assistance, so the UFP Commander Argyle, a man who was familiar with engineering, but completely new to arbitration. To make things worse, the Bringloidi representative, Danillo Odell, was a belligerent drunk. While Commander Argyle tried in vain to make the Bringloidi representative behave, Wilson hatched a plan of his own.

During one of Danillo's more serious drinking binges, Wilson kidnapped him and took a sample of his DNA. Following that he transported him to a cell in the remains of the *S.S. Mariposa* where he transported food and a particularly foul Klingon drink (that Danillo loved) called *Chech'tluth* on a periodic basis. He then took a tissue sample and made a clone of Danillo.

Owing to the fact that the Bringloidi would miss Danillo if he was gone for more than a day, Wilson had to do a "rush job" on the clone. This would come back and haunt him. With the "tame clone," negotiations became easier. Unfortunately, Wilson did a sloppy job. Two weeks later, the clone died of a stroke.

Danillo's daughter, Brenna, appointed herself the new representative for the Bringloidi. Although not the drunk her father was, she was fiercely protective of her people's way of life. The negotiations began to drag again. This time, Commander Argyle gets some assistance: the player characters.

### SYNOPSIS

When the character beam down to the planet, they will be met by a very harried Commander Argyle. He will brief the characters on the current situation on Mariposa and provide his insights as needed. From there, the characters are free to talk to the leaders of both the Bringloidi and the Mariposans. While talking to Wilson Granger, the characters will get their first clue that something is amiss when the Prime Minister expires from the Klingon equivalent of the measles.

As the negotiations and investigation progress, the Bringloidi get more and more belligerent and some characters may find

themselves between a rock and a hard place. Still, if they manage to follow the trail of breadcrumbs, They will find Danillo and deduce what truly happened.

Whether the mission is a success or a failure depends entirely on what the characters do from that point. Just reporting the events outright could lead to a riot and destroy any hope of a settlement. More canny characters might work with the Prime Minister and arrive to a solution.

## STORY

### LCARS 2.1

*Captain's Log, Stardate 45349.1: We have been temporarily reassigned to the Ficus Sector, an area of space bordering the Neutral Zone. In the Mariposa system, there is a planet of two groups of humans that migrated into this sector in the mid-22nd century. Reintegrating them into the Federation has been difficult due to problems existing between the two peoples. Admiral Moore of Starfleet's Diplomatic Corps has asked us to assist their current negotiator, Commander Biff Argyle.*

The briefing begins in the Captain's ready room where he or she will set down the parameters of the mission:

"We'll be in orbit of Mariposa in one hour so I'll make this quick. On November 27, 2123, the S.S. *Mariposa* was launched from Earth carrying two very different sets of colonists. The first were a group of Irish settlers, now called the Bringloidi, who eschewed technology in favor of a more rural life style. The second group, scientists for the most part, crashed on a world now called Mariposa. As you might guess they named both the ship and the system after their doomed ship.

"On Stardate 42823.2, the U.S.S. *Enterprise* received a distress signal from the Bringloidi, whose world was threatened by solar flares. While transporting the refugees, they discovered the second group of colonists on Mariposa who had to survive by way of cloning. The *Enterprise* dropped off the Bringloidi on Mariposa. It seemed like they were killing two birds with one stone. The Bringloidi had a new home and the Mariposans had fresh 'breeding stock,' if you'll excuse the vulgar expression.

"Unfortunately, the situation on the planet is not faring well. Starfleet sent Commander Argyle in hope of settling the problems. He is not doing well and he requested assistance. With the current situation between ourselves and the Cardassians, I cannot stress enough the importance of getting our own affairs in order. I had Lieutenant Whalen put together all the pertinent data. Let me know if you have any questions."

Give the characters handouts one through four. Answer any questions that you think that the Captain could answer. Once the Away Team is put together, they will be transported to Mariposa and met by Commander Argyle.

The Away Team will be beamed to the transporter room of the government center and greeted by Commander Argyle. He will brief the characters in the subdued manner of someone who has failed. The GM should have the briefing occur by way of conversation between the commander and the away team. The GM needs to ensure that the following points are covered:

- On most matters, they get along. The Bringloidi provide food and textiles to the colony while the Mariposans provide them with the technology to make their labor easier.
- The Mariposans, due to excessive cloning, are suffering from the effects of replicative fading. The Bringloidi could offer a solution but to ensure that the gene pool is reinvigorated, each woman would have to have a child by three different men.
- The representative of the Mariposans is Prime Minister Wilson Granger. He is an educated man and wants the Mariposans to thrive. One of the problems for his people is that sexual intercourse over the past three hundred years has been a social taboo.
- The representative of the Bringloidi was Danillo Odell. Like most Bringloidi men, he was a drunkard. His daughter, Brenna, assisted him. The Bringloidi men initially thought the concept of having children by three different women sounded like a good idea, when put into practice it caused social instability and a few brawls.
- About a month ago, Danillo died due to a stroke. Brenna has since taken over for him but she is beginning to lose the confidence of her people.

Commander Argyle can easily arrange an appointment with Prime Minister Granger. If they wish to also talk to the Bringloidi, he will

give them directions to the their encampment.

If anyone asks for details about the death of Danillo Odell, he will direct their questions to Prime Minister Granger. If any character asks about Romulan activity in the area, Commander Argyle will give a negative reply stating that the population here is too small for the *Tal Shiar* to infiltrate them.

### LCARS 2.2

This encounter takes place in the office of Prime Minister Granger. The Office is flawlessly clean and Prime Minister Granger will greet the characters warmly relaying his hopes that things can be settled between the Bringloidi and the Mariposans.

The character with the highest combined Intellect and Perception will note that the Prime Minister seems a little under the weather. As the interview continues, he seems to be more and more listless.

The Prime Minister will begin by stating his sorrow over the death of Danillo Odell. He will state that they were beginning to make progress when Danillo passed away. If asked, Commander Argyle will confirm that Danillo became more agreeable during his last days. He will even note that Danillo began attending their meetings sober.

He will concede that the Bringloidi's labors in agriculture have improved the colony's outlook greatly. Although they possess replicator technology, the addition of the crops ease the energy output and provide a "fallback" in the event of a technological disaster. His people are only too happy to provide them with the technological assistance to ease their labors.

As far as the breeding problems go, he lays most of the blame on the Bringloidi. He will point out that for the sake of survival, his people are willing to let go of the taboos of the past. The Bringloidi men, however, possess a childish jealousy that leads to violence.

As he regales the numerous instances of his people being admitted into the hospital after the Bringloidi started brawls, he will promptly collapse over his desk. If a doctor examines him, have he or she make a Personal Equipment (Medical Tricorder) Test at Routine (4) Difficulty. A success means that the doctor diagnoses him with *rop'ngor*...the Klingon equivalent to the measles. An antidote can be concocted with a Medical Science (Human) at Routine (5) difficulty.

If asked about any Klingon contact he will blearily tell them that Danillo Odell gained a taste for Klingon *chech'tluth* and had some shipped in before he died. A Medical Science (Human) at Moderate (7) test will indicate That it takes a lot less than a month for a human to contract *rop'ngor*.

### LCARS 2.3

Away Team members going to the Bringloidi encampment will find it in chaos. Brenna Odell is trying to have a meeting with her people. Half of the men are vigorously challenging her at every turn while the other half of the men are trying to get their distillery functional again. This distraction is in addition to the sights, sounds and smells of the place: livestock are running around the place willy-nilly, and the players are being followed by children. The Bringloidi adults are so caught up in their affairs that they will pay no heed to the characters.

Brenna is currently berating the men for their recent brawls with the Mariposan men, and insists that their broken distillery is a mixed blessing. Those she is yelling at are in no mood to listen to her. They make snide remarks, making known their belief that she is selling out to the Mariposans. Characters trying to intervene on Brenna's behalf will find themselves walking a fine line. The character is going to need to bring up the following points:

- An earnest understanding of the plight of the Bringloidi (whether they believe it or not)
- Assure things will be fixed in favor of the Bringloidi
- A rough time line to when things will be fixed

Additionally, the speaker will have to make a Persuasion (Oratory) Test at Moderate (7) difficulty. If the character has an edge in Willpower, he or she can add that to the test. Using any other specialization in Persuasion will only increase the difficulty to Challenging (10).

Of course, fixing the distillery will raise the characters in the eyes of the Bringloidi men (and earn the ire of Brenna). Repairing the distillery is little problem to anyone with a modicum of engineering experience. Repairing will require a Material Engineering (Mechanical) test at Routine (4) Difficulty. If this is done before the characters attempt to parlay with the crowd, reduce the speaker's difficulty number on the Persuasion test by three.

For good or ill, the characters will have an opportunity to speak to Brenna after the "meeting" is concluded. She will have some very sharp words for any characters that fixed the distillery, claiming that things will only get worse when the men get liquored up again.

She will admit that she sabotaged the distillery, but only for the good of the Bringloidi in general. She feels that a lot of the problems stem from the Bringloidi men's near-constant state of inebriation. She has some sharp words for the Mariposans as well. She will relate a recent claim by the Mariposans that in order to overcome their problem with replicative fading (referred by her as "repli-whatever"), that each woman must have a child by three different men. A character making a Life Science (Genetics) test at Moderate (7) difficulty will confirm this. She will go on to say that the Mariposans make it worse by not viewing it as an act of love or even lust but as a disgusting chore. She will conclude that she will do her best to keep the Bringloidi men in line but the Mariposans really need to straighten their attitude.

If asked about her father, she will turn sullen and mutter something along the lines of "With all that drinking, what do you expect?"

#### *LCARS 2.4*

Some characters might want to investigate the death of Danillo Odell. There are plenty of witnesses. He was out in the fields with the greater bulk of his people when he passed away. Any Bringloidi interviewed states that he stared listlessly for a few minutes then collapsed. A routine (4) Medical Science (Human) Test will confirm that symptom as a stroke.

Exhuming the body for an autopsy is absolutely out of the question as far as the Bringloidi are concerned. Any suggestion made to this effect will spark either outright anger or something along the lines of "let the dead rest."

Characters trying to exhume the body anyway will find they're dealing with a large group of irate Bringloidi armed with various farming implements (treat as liras) and a very irate captain when they return. If characters try to do it in the middle of the night, the bridge asking them just what they are doing in a graveyard in the middle of the night will hail them.

A pseudo-autopsy can be done by way of a medical tricorder with no digging required. This is reflected in a Personal Equipment (Medical Tricorder) Test at Moderate (7) Difficulty to determine that he did die of a stroke. Suspicious characters might try to determine if this is a clone of Danillo. The same test at Challenging (10) Difficulty is required for that.

#### *LCARS 2.5*

That evening, another meeting is scheduled between the Mariposans and the Bringloidi. Wilson Granger, Brenna Odell, and Commander Argyle will be there. The Commander will also request the presence of some of the Away Team as well. About halfway through the meeting, a mob of ten to twenty Bringloidi men will storm into the government center demanding to see the representatives. The characters will be asked to intervene.

When the characters meet with the Bringloidi men, things will be tense. The mob of Bringloidi is held at bay by three Mariposan security guards armed with phasers.

The Bringloidi come claiming that Brenna is under the spell of the Mariposans and that the Mariposans probably "wished

something" on Danillo.

Getting the Bringloidi to calm down will require another Persuasion (Oratory) Test at Moderate (7) difficulty. As before, any other attempt at persuasion will require the test to be made at Challenging (10) difficulty. Failing this test will only spark a riot. Use the Mariposan statistics for the security guards and provide them the skill Energy Weapons (Phasers) at 1 (2). The Bringloidi will be using their brawling skill.

Getting them to disperse will require a Command (Bringloidi) Test at Moderate (7) difficulty. If they're commanded to disperse before getting them calmed, raise the difficulty to Challenging (10). If the test failed and the character did not attempt to calm them first, a riot will occur as described above. If the test failed but the Bringloidi were calmed down, they will stubbornly inform the character that they will wait until the conference is over to talk to their representative. That is fine as far as the guards are concerned, but the meeting will be interrupted periodically by the sounds of accordions and the occasional bawdy ballad.

#### LCARS 2.6

Acting on previous hunches, some of the characters might want to investigate the cloning chamber. They will find the chambers. The chamber is dark and dusty from disuse. There are two horizontal tubes about three meters long, empty. Scanning the interior of the tubes for traces of Danillo's DNA will require a Medical Systems (Medical Tricorder) test at Moderate (7) difficulty will detect traces of epithelial cells. A Life Science (Genetics) test at the same difficulty will reveal that these cells lining the wall of the stomach are ideal for human cloning.

#### LCARS 2.7

By now, the characters will have figured out that something is definitely amiss. Bringing this information to Commander Argyle will set him in a panic. Where is the other Danillo Odell? Who was responsible for this?

The question of responsibility can probably be answered by looking through the list of supplies received by the colony. Remember that Wilson Granger came down with a case of the Klingon measles. This could be the characters' first clue. If the characters decide to look over past shipments to the colony, have the person investigating make a Computer (Research) test at Moderate (7) Difficulty. A successful test will reveal that the colonies have been receiving shipments of *chech'tluth* well after Danillo's "death". Wilson Granger had ordered the shipments.

As to finding the "other" Danillo, the characters might ask their ship to scan for traces of Danillo's DNA. This method will be successful but it will take some time. The ship will find Danillo's life signs in the wreckage of the *S.S. Mariposa*, about fifteen kilometers from the colony. If characters decide to check the colony's transporter logs for confirmation, they will need to make a Shipboard Systems (Transporter) Test at Routine (4) difficulty. If successful, they will note about six weeks ago, Danillo was transported to the wreckage of the *S.S. Mariposa*. This test will also reveal those provisions to include *chech'tluth* were sent to the wreckage at a regular basis since then.

Characters going to the wreckage will find Danillo in a chamber welded shut. Characters can either burn their way in or have him transported out courtesy of their ship.

Danillo is unconscious, snoring loudly. Waking him up, they will find him to be incoherent, suffering from a hangover. Whipping up a concoction for the hangover will require a Medical Science (Human) test at Routine (5) difficulty. Once he is coherent, he will call for the head of Wilson Granger.

#### LCARS 2.8

It is in the characters' best interest to get Danillo calmed down as quickly as possible because he is going to be needed back on the colony. The Bringloidi are simply unhappy with their current lot and begin to demand that Commander Argyle make arrangements for them to be transported elsewhere.

If Danillo is with the characters, he will tell them that they are going nowhere and there will definitely be a reckoning with the

Mariposans. Without him, the characters can try the same thing with a Persuasion (Oratory) at Challenging (10) difficulty. A failure, at the GM's discretion, could result in another riot.

#### LCARS 2.9

Commander Argyle knows transplanting the Bringloidi to another colony currently is not possible without doing some major renovations at other colonies and it is something that the Federation would like to avoid. A character with making a successful Life Science (Genetics) Test at Challenging (10) difficulty could also point out that the Mariposans and the Bringloidi have not interbred long enough for a viable genetic base to remain on the planet. The fates of the two people are still intertwined.

#### LCARS 2.10

The main thing currently on Danillo Odell's mind is Wilson Granger. He will march directly to the Prime Ministers offices, hopefully with the Away Team in toe. Everyone will be so startled to see him among the living again that no one will get in his way. Once he reaches the offices, members of the Away Team will find themselves having to restrain him from breaking Wilson's neck.

#### LCARS 2.11

When confronted, Wilson will be, to say the least, speechless. Kidnapping is a crime even in Mariposa and something like this can take him from power. That, unfortunately, will do nothing to cool things off between the two peoples. Characters who think more slyly will figure out that the Bringloidi now have a bargaining chip. If this is brought up to Danillo, he will readily agree.

Initially, Wilson will be very resistant to blackmail. He will cajole the characters to look at things from his side ("*Look at him! Ill mannered, barbaric...*"). Eventually, he will have to concede that this trap was that of his own making. He will be far more receptive to Bringloidi demands.

From this point a compromise can be reached with Wilson Granger. Although it is not a perfect solution, it is still a solution nonetheless.

#### LCARS 2.12

If the character depart the planet successful, they will have earned Commander Argyle's eternal gratitude. Award each character with the Advantage Contact +1.

If they failed in the mission, Commander Argyle will probably be recalled with the ship and he will leave the planet dejected. Federation membership will be declined and the planet will be left to the preying race of your choice. Hopefully, they pulled it off.

Award each character 2 experience points if they were successful, 1 if they were not. Each player that roleplayed his character should get a second or third point as a bonus. As to Renown, consult the table below making award individually.

Character avoided physical confrontation with the Bringloidi	Aggression -1 Discipline +1
Character got into a fisticuffs with any of the Bringloidi	Aggression +1 Discipline -1
Character came up with ideas of his or her own to handle the situation	Initiative +1
Character silently "went with the flow"	Initiative -1

Character showed respect to the two peoples and honored their traditions	Openness +1
Characters exploited any of the two peoples like a Ferengi running a day-care center	Openness -1
Character succeeded in the mission	Skill +1
Character failed in the mission	Skill -1

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## HANDOUT #1

### System Data

**System Name:** Mariposa (Spanish for "butterfly"); named after the colony ship that crashed there.

**Affiliation:** Currently being incorporated into the United Federation of Planets (UFP).

**System Type:** M4V.

**Inhabited Planets:** Mariposa (Class M) shares name with system.

**Other Planets:** One Class K planet in first orbit.

**Other Stellar Objects:** None of note.

**Artificial Objects:** Five weather satellites orbit the planet Mariposa.

**SIS:** This system is located in the Ficus Sector bordering the Romulan Neutral Zone. The UFP views it to be critical that the system be incorporated or at least kept on friendly terms.

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## HANDOUT #2

### Planetary Data

**Planet Name:** Mariposa, Spanish for "butterfly".

**System Data:** Mariposa has no moons. 5 rings of ice orbit the planet.

**Gravity:** .9 G.

**Year & Day:** One Class K planet in first orbit.

**Atmosphere:** Oxygen-Nitrogen, with high ozone content. Earth-normal pressure.

**Hydrosphere:** 44% surface water; much of the moisture is in atmosphere

**Climate:** Humid.

**Sapient Species:** Human (two cultures: Mariposan, Bringloidi), 206

**Tech Level:** Level Six (Mariposans), Level Three (Bringloidi)

**Government:** Democracy.

**Culture:** The native Mariposans are a technology-based culture that has survived for the past three hundred years by cloning. The Mariposans follow the Neo-Transcendentalist philosophy: less technology in favor of nature.

**Affiliation:** United Federation of Planets (UFP) membership pending.

**Resources:** Textiles, Computer Applications

**Places of Note:** Mariposa's one colony reflects the divide between the two cultures. While the Mariposan center of the colony appears to be an urban paradise, the Bringloidi at the colony's perimeter is quite rural.

**Ship Facilities:** None.

**Other Details:** The ice rings contribute to the Hydrosphere.

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## HANDOUT #3

### Bringloidi

#### HOMEWORLD

The Bringloidi homeworld is Mariposa. This world is shared with the planet's original colonists, the Mariposans.

#### HOME REGION OR SOVEREIGN TERRITORY

The original homeworld of the Bringloidi, Bringloid V, was rendered uninhabitable due to massive flares from its sun. Both Bringloid V and Mariposa are located in the Ficus Sector.

#### Attributes

Fitness 3 [5]

Intellect 2 [5]

Logic -1

Presence 2 [5]

Willpower +1

Psi 0 [5]

#### Skills

Life Sciences (Agronomy) 1 (2)

Athletics (Lifting) 2 (3)

Culture (Neo-Transcendentalism) 2 (3)

History (Bringloidi) 1 (2)

Language, Federation Standard 2

World Knowledge (Bringloid V) 1 (2)

#### Size

Humanoid norm

#### Traits Common to the Species

Technical Incompetence -2

Characters possessing this disadvantage lose 1 die when making any Engineering related skills. This disadvantage is meant for characters that come from cultures with a technical level of three or lower.

#### STORY NOTES

Colonists from earth who settled Bringloid V, a Class-M planet in the Ficus Sector.

The Bringloidi were Irish descendants from the European Hegemony, a loose political alliance on 22<sup>nd</sup> century Earth. As an aside, the European Hegemony was considered to be among the beginnings of a world government on that planet.

The Bringloidi rejected technology in favor of a more agrarian lifestyle. This was following the beliefs of Liam Dieghan, a Neo-Transcendentalist philosopher who advocated a simple life in harmony with nature, a product of a time when Earth was still recovering from the nuclear holocaust of the previous century.

They left Earth on the S.S. *Mariposa* on 27 November 2123. The *Mariposa* was a DY-500 colony vessel commanded by Walter



Granger. Besides colonists, the ship's payload included an interesting mixture of high technology equipment (to include several Yoshimitsu Computers) and low technology gear such as spinning wheels and actual and livestock.

By 2365, the Bringloidi were threatened by solar flares, so the colonists relocated to the planet Mariposa with the assistance of the U.S.S. *Enterprise* (NCC-1701-D).

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## HANDOUT #4

### Mariposans

#### HOMEWORLD

The Mariposan homeworld is Mariposa. This world is shared with the planet's "new" colonists, the Bringloidi. Mariposa is a Class-M planet in the Ficus Sector settled by colonists from the *S.S. Mariposa*.

#### HOME REGION OR SOVEREIGN TERRITORY

The Mariposans claim only the Mariposan system as theirs. They share this system with the Bringloidi. The colony is applying for membership with the United Federation of Planets.

#### Attributes

Fitness 2 [5]  
Coordination 2 [5]  
Intellect 2 [5]  
    Logic +2  
Presence 2 [5]  
    Willpower +1  
Psi 0 [5]

#### Skills

Life Sciences (Genetics) 1 (2)  
Physical Science (Computer Science) 1 (2)  
Systems Engineering (Computer Systems) 1 (2)  
Culture (Mariposan) 2 (3)  
History (Mariposan) 1 (2)  
Language, Federation Standard 2  
World Knowledge (Mariposa) 1 (2)

#### Size

Humanoid norm

#### Traits

Weakness -2

#### STORY NOTES

Mariposa is a Class-M planet in the Ficus Sector settled by colonists from the *S.S. Mariposa*.

They left Earth on the *S.S. Mariposa* on 27 November 2123. The *Mariposa* was a DY-500 colony vessel commanded by Walter

Granger. Besides colonists, the ship's payload included an interesting mixture of high technology equipment (to include several Yoshimitsu Computers) and low technology gear such as spinning wheels and actual and livestock.

The Mariposa settled colonists on Bringloid V and later crashed on the planet to be called Mariposa while settling the second group of colonists. The second group embraced technology and in fact survived only with the aid of cloning because their initial population base was too small to form an effective gene pool. Actual acts of reproduction became a taboo.

One of the five survivors, Walter Granger, became one of the Progenitors.

The colony suffered from replicative fading, a loss of genetic information when the organism is repetitively cloned. After several generations of cloning, subtle errors crept into the chromosomes eventually yielding nonviable clones.

When the Bringloidi arrived after being threatened by solar flares, they seemed to be the solution to the problem.

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## NONPLAYER CHARACTERS

### WILSON GRANGER

Wilson Granger is the cloned descendant of Walter Granger, the Commander of the S.S. *Mariposa*. He is also the Prime Minister of the Mariposans.

He initially welcomed the Bringloidi to his homeworld since they seemed to be the answer to his people's problem with replicative fading. Cultural differences were worked out smoothly. There was only one problem: Danillo Odell. The old man stubbornly argued with him every step of the way trying to preserve his power. Wilson is not a violent man, but there are times when desperate situations call for desperate measures. He had Danillo kidnapped and replaced by a clone. Now the clone is dead and some of the older Bringloidi are claiming that Danillo was done in.

He loves Brenna Odell dearly but fears what would happen if she found out what he did with her father.

#### Attributes

Fitness 2  
Coordination 2  
Intellect 2  
    Logic +2  
Presence 2  
    Willpower +1  
Psi 0  
Fitness 2  
Coordination 2  
Intellect 2  
    Logic +2  
Presence 2  
    Willpower +1  
Psi 0

#### Skills

Administration (Mariposan Government) 3 (4)  
Command (Colonial) 2 (3)  
Culture (Mariposan) 2 (3)  
History (Mariposan) 2 (3)

Language, Federation Standard 2  
Law (Federation) 2 (3)  
    (Mariposan) (3)  
Life Science (Genetics) 2 (3)  
Persuasion (Oratory) 2 (3)  
Physical Science (Computer Science) 1 (2)  
Planetside Survival (Urban) 2 (3)  
Security (Law Enforcement) 1 (2)  
Social Science (Political Science) 2 (3)  
Systems Engineering (Computers) 1 (2)  
Vehicle Operation (Land Crawler) 1 (2)  
World Knowledge (Mariposa) 2 (4)  
Administration (Mariposan Government) 3 (4)  
Command (Colonial) 2 (3)  
Culture (Mariposan) 2 (3)  
History (Mariposan) 2 (3)  
Language, Federation Standard 2  
Law (Federation) 2 (3)  
    (Mariposan) (3)  
Life Science (Genetics) 2 (3)  
Persuasion (Oratory) 2 (3)  
Physical Science (Computer Science) 1 (2)  
Planetside Survival (Urban) 2 (3)  
Security (Law Enforcement) 1 (2)  
Social Science (Political Science) 2 (3)  
Systems Engineering (Computers) 1 (2)  
Vehicle Operation (Land Crawler) 1 (2)  
World Knowledge (Mariposa) 2 (4)

**Advantages/Disadvantages**

Promotion (Prime Minister) +15, Weakness -2  
Promotion (Prime Minister) +15, Weakness -2

**Courage:** 5

**Renown:** 6 (Aggression -3, Discipline 0, Initiative 0, Openness 0, Skill 3)

**Resistance:** 2

**Wound Levels:** 2/2/2/2/2/0

**BRENNA ODELL**

Brenna Odell is the daughter of the recently "deceased" Bringloldi leader, Danillo Odell. A beautiful but practical woman, Brenna is the real leader of her people. She was initially attracted to the First Officer of the U.S.S. *Enterprise* (NCC-1701-D) but she was willing to settle for the Prime Minister of the Mariposans, Wilson Granger.

She has no idea what Wilson did to her father. All that concerns her is finding a way to settle some of the old cranks claiming that her father was murdered.

**Attributes**

Fitness 3  
    Strength -1  
    Vitality +1  
Coordination 2  
Intellect 2  
    Logic -1

Presence 2  
Willpower +1  
Psi 0  
Fitness 3  
Strength -1  
Vitality +1  
Coordination 2  
Intellect 2  
Logic -1  
Presence 2  
Willpower +1  
Psi 0

### **Skills**

Administration (Mariposan Government) 3 (4)  
Animal Handling (Cow) 1 (2)  
Artistic Expression (Weaving) 1 (2)  
Athletics (Lifting) 2 (3)  
(Riding) (3)  
Charm (Seduction) 1 (2)  
Command (Colonial) 2 (3)  
Culture (Mariposan) 2 (3)  
(Bringloidi) (3)  
History (Bringloidi) 1 (2)  
Language, Federation Standard 2  
Law (Bringloidi) 2 (3)  
Life Science (Agronomy) 1 (2)  
Persuasion (Debate) 2 (3)  
Planetside Survival (Plains) 2 (3)  
Security (Law Enforcement) 1 (2)  
Social Science (Sociology) 1 (2)  
Unarmed Combat (Brawling) 1 (2)  
World Knowledge (Bringloid V) 1 (2)  
(Mariposa) (2)  
Administration (Mariposan Government) 3 (4)  
Animal Handling (Cow) 1 (2)  
Artistic Expression (Weaving) 1 (2)  
Athletics (Lifting) 2 (3)  
(Riding) (3)  
Charm (Seduction) 1 (2)  
Command (Colonial) 2 (3)  
Culture (Mariposan) 2 (3)  
(Bringloidi) (3)  
History (Bringloidi) 1 (2)  
Language, Federation Standard 2  
Law (Bringloidi) 2 (3)  
Life Science (Agronomy) 1 (2)  
Persuasion (Debate) 2 (3)  
Planetside Survival (Plains) 2 (3)  
Security (Law Enforcement) 1 (2)  
Social Science (Sociology) 1 (2)  
Unarmed Combat (Brawling) 1 (2)  
World Knowledge (Bringloid V) 1 (2)  
(Mariposa) (2)

**Advantages/Disadvantages**

Technical Incompetence -2, Promotion (*de facto* Bringloidi Leader) +10

**Courage:** 5

**Renown:** 4 (Aggression 1, Discipline 0, Initiative 0, Openness 0, Skill 3)

**Resistance:** 4

**Wound Levels:** 4/4/4/4/4/0

**DANILLO ODELL**

Danillo Odell was the leader of the colonists from Bringloid V. A proud Irish descendant, Danillo seemed as concerned with ensuring that his daughter, Brenna, found a suitable husband as with the safety of his people.

Settling on Mariposa seemed to be an answer to both of his problems. He was wrong on both counts. For one, non-monogamous marriages put a real pinch on his people's ego. Another thing was that Prime Minister Granger made his position obsolete.

**Attributes**

Fitness 3

Coordination 2

Intellect 2

Logic -1

Presence 3

Empathy -1

Willpower +2

Psi 0

Fitness 3

Coordination 2

Intellect 2

Logic -1

Presence 3

Empathy -1

Willpower +2

Psi 0

**Skills**

Administration (Bringloidi Faction) 2 (3)

Animal Handling (Sheep) 2 (3)

Athletics (Lifting) 2 (3)

Command (Bringloidi) 2 (3)

Culture (Bringloidi) 2 (3)

Fast-Talk 2

History (Bringloidi) 1 (3)

Intimidation (Bluster) 3 (4)

Language, Federation Standard 2

Law (Bringloidi) 2 (3)

Life Science (Agronomy) 1 (3)

Persuasion (Story Telling) 2 (3)

Planetside Survival (Plains) 2 (3)

Unarmed Combat (Brawling) 1 (2)

World Knowledge (Bringloid V) 1 (3)

Administration (Bringloidi Faction) 2 (3)

Animal Handling (Sheep) 2 (3)

Athletics (Lifting) 2 (3)

Command (Bringloidi) 2 (3)

Culture (Bringloidi) 2 (3)  
Fast-Talk 2  
History (Bringloidi) 1 (3)  
Intimidation (Bluster) 3 (4)  
Language, Federation Standard 2  
Law (Bringloidi) 2 (3)  
Life Science (Agronomy) 1 (3)  
Persuasion (Story Telling) 2 (3)  
Planetside Survival (Plains) 2 (3)  
Unarmed Combat (Brawling) 1 (2)  
World Knowledge (Bringloid V) 1 (3)

### **Advantages/Disadvantages**

Argumentative -1, Technical Incompetence -2, Promotion (Bringloidi Leader) +10

**Courage:** 5

**Renown:** 6 (Aggression 0, Discipline -1, Initiative 2, Openness -2, Skill 1)

**Resistance:** 3

**Wound Levels:** 3/3/3/3/3/0

## **COMMANDER BIFF ARGYLE**

Commander Argyle has had a long, fruitful career with Starfleet as an engineer. The peak of his career was when he was assigned as Chief Engineer of the U.S.S. *Enterprise* (NCC-1701-D) during her maiden voyage. When his tour ended, he thought a change of pace would be good. He requested a transfer to Starfleet's Diplomatic Branch. After three years of intensive study, he was assigned to Mariposa to sort out the problems between that world's two peoples. Things went downhill from there.

The crux of his problem lies in his lack of experience. Although he is very "book-smart," he is a babe lost in the woods when dealing with real world situations.

### **Attributes**

Fitness 2  
Coordination 2  
Intellect 2  
Presence 2  
    Willpower +1  
Psi 0  
Fitness 2  
Coordination 2  
Intellect 2  
Presence 2  
    Willpower +1  
Psi 0

### **Skills**

Athletics (Parrises Squares) 2 (3)  
Computer (Modeling) 2 (3)  
Culture (Human) 2 (3)  
    (Mariposan) (3)  
Diplomacy (Commercial Treaties) 4 (5)  
    (Federation Law) (5)  
Dodge 1  
Energy Weapons (Phaser) 2 (3)  
History (Human) 1 (2)

(Federation) (2)  
 Language, Federation Standard 3  
 Law (Starfleet Regulations) 1 (2)  
 (Mariposan) (2)  
 Material Engineering (Personal Equipment) 1 (2)  
 Personal Equipment (Tricorder) 1 (2)  
 Persuasion (Negotiation) 2 (3)  
 Physical Science (Physics) 1 (2)  
 Planetside Survival (Mountains) 1 (2)  
 Propulsion Engineering (Impulse) 3 (4)  
 (Warp) (4)  
 Shipboard Systems (Environmental Control) 2 (3)  
 (Transporter) 2 (3)  
 Social Science (Political Science) 1 (2)  
 (Sociology) 1 (2)  
 Vehicle Operation (Shuttle) 1 (2)  
 (Work Bee) (2)  
 World Knowledge (Earth) 2 (3)  
 (Mariposa) 2 (3)  
 Athletics (Parrises Squares) 2 (3)  
 Computer (Modeling) 2 (3)  
 Culture (Human) 2 (3)  
 (Mariposan) (3)  
 Diplomacy (Commercial Treaties) 4 (5)  
 (Federation Law) (5)  
 Dodge 1  
 Energy Weapons (Phaser) 2 (3)  
 History (Human) 1 (2)  
 (Federation) (2)  
 Language, Federation Standard 3  
 Law (Starfleet Regulations) 1 (2)  
 (Mariposan) (2)  
 Material Engineering (Personal Equipment) 1 (2)  
 Personal Equipment (Tricorder) 1 (2)  
 Persuasion (Negotiation) 2 (3)  
 Physical Science (Physics) 1 (2)  
 Planetside Survival (Mountains) 1 (2)  
 Propulsion Engineering (Impulse) 3 (4)  
 (Warp) (4)  
 Shipboard Systems (Environmental Control) 2 (3)  
 (Transporter) 2 (3)  
 Social Science (Political Science) 1 (2)  
 (Sociology) 1 (2)  
 Vehicle Operation (Shuttle) 1 (2)  
 (Work Bee) (2)  
 World Knowledge (Earth) 2 (3)  
 (Mariposa) 2 (3)

**Advantages/Disadvantages**

Department Head (Engineering) +4, Promotion (Commander) +10  
 Department Head (Engineering) +4, Promotion (Commander) +10

**Courage:** 5

**Renown:** 40 (Aggression -7, Discipline 9, Initiative -8, Openness 8, Skill 8)

**Resistance:** 2

Wound Levels: 2/2/2/2/2/0

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