

STAR TREK

ROLEPLAYING GAME

Be Not Afraid



An Original Series Adventure
For Starfleet

"Be not afraid of greatness: some are born great, some achieve greatness, and some have greatness thrust upon 'em."

Malvolio, Twelfth Night (II, v, 156-159)
William Shakespeare

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Introduction

"Be Not Afraid" is an adventure for use with the *Star Trek: Role playing Game* by Decipher. It is suitable for a crew of 2-6 players playing a Starfleet crew during the post-DS9/post-Voyager era. With some modification, this adventure could be adapted for other crews and other eras.

Narrators will require the use of the *Star Trek: Player's Guide*, *Star Trek: Narrator's Guide*, and may require the use of the *Star Trek: Starfleet Operations Manual* in running this adventure. A number of pre-generated characters are available at the end of the mission. Alternately, players may substitute their own characters with the approval of the Narrator.

The adventure takes place in disputed territory near the Federation/Klingon border in the year 2268. Players who wish to take part in this adventure should not read any further.

Adventure Synopsis

While performing a routine health-and-welfare check on a Federation colony, the crew of the *Starship Chesapeake* become entangled with a powerful ancient artifact and the Klingons who wish to seize it for themselves.

Recommended Date/Season/Stardate:

2268/ *Star Trek The Original Series* Season 2 / Stardate 3236.1

Setting:

The Tannos System- deep space near the Federation/Klingon border.

Background:

Tannos IV is a Federation agricultural colony founded in 2266. The 120 colonists were intended as the first planting in what will one day become a thriving Federation settlement.

Intrigued by the mysterious mounds, Geologist Stewart unearthed the first of the six crystals in the array. When exposed to sunlight, the crystal began distorting space and time in the surrounding area, leading to the disappearances which decimated the colony and later plague the landing party. The crystal is also responsible for the gravimetric distortion surrounding the world and the ionization and

subspace interference which interferes with both sensors and communications (which is why the effect is lessened during local night).

Displaced with little or no warning, the colonists were ill-equipped to survive on a harsh and untamed world- though a particularly benevolent Narrator may decide that survivors can be found (once the jamming has been lifted) scattered across the surface of Tannos IV.

Conflicts:

Conflict #1: Man vs. Unknown- The heroes must determine what is taking place on Tannos IV in order to resolve the mystery.

Conflict #2: Man vs. Man- The heroes must overcome the Klingon attempts to wrest control of the crystals from the Federation.

Conflict #3: Man vs. Nature- Tannos IV will do its level best to kill the heroes if they are not cautious.

Conflict #4: Man vs. Self- The heroes must overcome *Chesapeake's* alleged "curse" and resist the natural temptation to respond to the Klingon's provocations. The Federation cannot want afford war with the Klingons at this point. The destruction of the *yoD Ho'oy* in the disputed territories would undoubtedly trigger just such a war.

Table 6.1 Universal Target Numbers

Difficulty	Base TN
Simple	5
Routine	10
Challenging	15
Difficult	20
Virtually Impossible	25
Heroic	30

ACT ONE

Another Fine Day in Starfleet

Federation starship U.S.S. *Chesapeake* arrives on outskirts of the Tannos System ordered to check in with a Federation colony on the fourth planet. The heroes should receive Handout #1 (Captain's Log) and Handout #2 (System and Planetary Profile).

Heavy Weather

As *Chesapeake* passes Tannos V (en route to planet IV), she should begin encountering increasingly violent gravimetric shears, which become severe enough to threaten to damage the ship as she struggles to make orbit.

The initial impact should take all hands by surprise, rattling *Chesapeake* down to her keel, tossing the crew about like dice, and (if she is traveling at warp speed) knocking the ship back to sublight speed. As soon as the shear impacts, the Red Alert klaxon begins sounding and the lights on the bridge begin flashing red.

The shears appear to be arriving every twelve to eighteen seconds (every second or third combat round). For each shear, the Narrator should roll 2d6+5. The result then becomes the TN for *Strength* or *Quickness* tests for crew to remain at their stations. A Disastrous failure (by eleven points or more) should cause 1d6 points of damage to the character as he or she lands badly after being tossed about by the shear. A SIMPLE (TN 5) *Space Science (Astrophysics)* test will confirm that the ship was hit with a gravimetric shear.

One shear in three (at the Narrator's discretion) should be sufficient to cause 1d3 points of damage to the *Chesapeake* herself. The Narrator should assign on block of system damage at random to the hull, sensors, weapons, or impulse engines.

A CHALLENGING (15) *System Engineering (Sensors)* test and five minutes work will allow the crew to re-tune the sensors to detect the incoming gravimetric distortions. Once the crew is able to detect the shears, they will be able to determine that the turbulence appears to be centered on Planet IV itself, and time their arrival. (Characters who are forewarned of a shear's arrival may add a +5 circumstance bonus to their *Strength* or *Quickness* test). A CHALLENGING TN (15) *System Operation (Conn or Flight Control)* with each wave will

allow the helmsman to turn *Chesapeake* in order to minimize the impact of the gravimetric distortions. If successful, the characters need not make a *Strength* or *Quickness* test, and *Chesapeake* herself will incur no damage from the wave.

The sensation is still akin to riding a roller coaster (or a sailboat in very heavy seas).

Eye of the Storm

As *Chesapeake* sails into orbit over Tannos IV, the shears abruptly disappear- with an eerie calm like the eye of a storm. Subspace interference levels remain fairly high, rendering sensors unreliable. RF and subspace communications are impeded, but not blocked. Transporters can be used safely by locking onto either a communicator signal or the colony's neutrino beacon.

A SIMPLE (5) *System Operation (Sensors)* test locates the beacon on the surface, but does not reveal any lifesigns. The colony does not respond to hails.

Tannos IV

Should they choose to beam down immediately, the heroes arrive at the colony site roughly a half-hour before sunset. Both of the planet's moons are visible from the beam-in site, one high in the sky, the other just rising on the eastern horizon.

The colony is set into a shallow bowl approximately two kilometers across. The colony is constructed of various pre-fab buildings and semi-permanent equipment tents. The colony is laid out in a rough grid square and surrounded by garden plots and a five foot tall perimeter fence (essentially a split-rail fence rather than a real obstacle).

The site is lush and green-brown, yet eerily quiet, save for a faint, eerie moaning that comes and goes, and rises and falls with the wind.

A quick search confirms that the colony site is intact, but abandoned. The buildings and equipment (except where disturbed afterward) are precisely as they were left.

The only signs that the colonists did not leave willingly are several unfinished meals, a shower that was left running (but has since run dry), and a badly scorched tea kettle on a camp stove- it was apparently left on until all the water boiled away and then scorched

before the safety sensor tripped and shut down the stove.

A ROUTINE (10) *Medicine (Forensics)* or *Life Science (Biology)* test confirms that meals are long-since spoiled. They've been exposed for several weeks. Based on the decomposition rate, the colony has been abandoned for roughly six weeks.

A ROUTINE (10) *Life Science (Botany)* test suggests that the fields/garden plots have been left untended for at least five weeks, and becoming overgrown with weeds. Several of the more delicate plants (the tomatoes in particular) are dying for lack of water.

A ROUTINE (10) *Investigate (Forensics or Inspect)* test confirms that 1) several of the tents and prefab buildings have been disturbed- most like by small scavengers, and, 2) that numerous small implements (research tools, farm implements, and the like) are also missing. Should the heroes think to check the colony's small arms case, they will discover that three hand phasers are missing.

One of the colony's tractor/cats is also missing.

Administration

The colony's administrative computer is in the administrator's hut. This (like most of the other colony buildings) is a pre-fabricated shack about fifteen feet on a side. It consists of a sleeping room with bunk, a shower/restroom cubical, and a larger work/living area. A central table has four chairs and is scattered with an unfinished chess game and various nick-nacks. The desk on the west side is cluttered with various printouts indicating likely weather patterns, projected crop yields, and geophysical surveys (notably, locations for drilling wells and projected land plats).

The computer is a standard-issue desk-top model, with a central processor/monitor module and several linked PADDs and styluses. Interestingly enough- the unit is physically intact but non-functional. A CHALLENGING (15) *System Engineering (Repair)* test reveals that the solid state duotronic memory chips are damaged on the molecular level. Given that the chips are designed to be extremely resilient and chemically non-reactive, this is extremely unusual. Despite the damage, a careful analysis of the memory chips should be

sufficient to recover the colonies records. This will, however, take time- an EXTENDED TN 150 *Computer Use (Retrieve)* test with a period measured in hours.

Nothing But The Wind

As the party moves about the colony site investigating, they should take note of the same eerie wail carried on the wind. (The Narrator is advised to use the "Space Wind" sound effect from the Original Series).

A ROUTINE (10) *Planetary Science (Meteorology)* or CHALLENGING (15) *Physical Science (Physics)* test suggests that the sound is harmonic interference- similar to the moan caused by air being blown over the mouth of a bottle. Sensors set to detect pressure variations or localized atmospheric distortions will be able to detect the phenomenon out to a range of fifty meters.

Disappearance

Shortly after the party separates to conduct their investigation, one of the red shirts (Crewman Green?) steps into one of the buildings and disappears with a choked off cry. A ROUTINE (10) *Investigate* test reveals no trace of the man. There are no hidden exits, no trap doors, no way out of the pre-fab structure. He has simply vanished.

A tricorder scan- DIFFICULT (20) *Space Science (Astrophysics)* or *Physical Science (Physics)* test- reveals a very faint Theta band radiation signature. Otherwise, there is no detectable particle residue to indicate the crewman's fate.*

If the tricorders were previously set to detect atmospheric/pressure variations, they will discover that a 4 in/HG (2-pound) pressure differential coincided with Green's disappearance.

* At the Narrator's discretion, Crewman Green may be either dead or alive. The actual transport is comparatively harmless, though there is a minor shock of transition.

The reason that the crewman remains out of contact is a combination of the limitations of mid-23rd century equipment, orbital mechanics, and the subspace interference. 23rd century communicators are line-of-sight and have an (unboosted) 300km range.

Unwelcome Strangers

Roughly at the same time as the heroes are exploring the Administrator's office, *Chesapeake*'s sensors should detect a Klingon D-7 cruiser approaching the planet, fighting its way through the turbulence.

As the vessel takes up a close orbit, the ship's sensors identify her as the I.K.V. *yoD Ho'oy* (which translates roughly as *Aegis Fang*).

A ROUTINE (10) *Computer Use (Research or Retrieve)* test should earn the heroes Handout #3 (Klingon Profile) revealing that the vessel is reported to be under the command of Captain D'Kar- a noted warrior and foe of the Federation. D'Kar is reported to be an experienced and savvy combat commander, and has clashed with the Federation on at least three occasions, resulting in the destruction of the Kolaris Subspace Observatory, the capture/destruction of a Federation convoy near the Lambdor colony, and the loss of the destroyer U.S.S. *Bennion* and heavy damage to the light cruiser *Rochester*. Clearly, the *yoD Ho'oy* and her commander are not to be underestimated.

The Klingon's weapons and shields are hot as she begins a series of intense scans of the planet's surface, but she will not attack first.

The Klingon ignores hails for the first half-hour while scanning the planet. When he finally does make contact, Captain D'Kar demands to know what the Federation is up to.

Upon failing to receive a satisfactory answer, D'Kar announces that he, too, is sending a landing party to the surface- as this planet lies in disputed territory, Starfleet has no right to object.

Rivals

The Klingon landing party is comprised of six Klingons led by Lieutenant Klaag. They are dressed in the standard uniform of the era- black under suit with a gold-metal tabard. The Klingons are armed with basic Klingon gear: disruptor pistols, knives, and communicators. One of the Klingons (Kral) is carrying a basic science kit. Upon materializing, the Klingons will take up a basic defensive stance, then begin moving to either confront the heroes or search the compound.

Klaag is under orders to find out what the

Federation is up to on the planet, rather than to start a war. As a result, he will be belligerent, rude, condescending, and (comparatively) straightforward. He states bluntly that he and his people are there to determine what the Federation is up to on Tannos- and is bluntly dismissive of protests of innocence.

Unless the heroes attempt to physically interfere with the Klingons, they make a thorough (if not necessarily orderly) search of the encampment.

Starry Starry Night

As the sun sets over the encampment, the crew must decide how they wish to proceed. Do they wish to return to *Chesapeake* and leave the encampment to the Klingons? Do they wish to search the surrounding area on foot for any trace of the missing crewman?

The Klingons, for their part, beam down bedrolls and other gear and prepare to make camp on the surface.

If the heroes decide to remain on the surface, they must decide whether to bunk in the abandoned colony or bunk out under the stars.

A ROUTINE (10) *Observe (Listen)* test will reveal that although the wind has picked up, that eerie moaning noise has disappeared entirely, as have any attendant pressure differentials.

Roughly a half hour after sunset, the interference subsides slightly, and *Chesapeake* can begin using her sensors to scan the planet- but a complete survey will take her out of contact with the landing party for up to twelve hours at a stretch.

Initial scans of the immediate area- a TN 20 *System Operation (Sensors)* test reveals the missing tractor/cat located in the foothills twelve kilometers west southwest of the colony site.

Records Search

Once the repairs to the colony's computer is completed, the expedition logs can be read. The records indicate that the colonists were doing so basic survey work around the colonies, and that the colony's geologist- a man named Stewart- had uncovered a series of regular mounds about five kilometers to the west. Stewart thought the mounds might be artificial, but others were skeptical.

Later records indicate that the disappearances began the next day, but no real notice was taken until people began disappearing from the colony encampment itself. The final log entry is nearly incoherent with panic- and was made just four days later.

Security Breach

During the mid watch, *Chesapeake* discovers Ensign Makarov (Security) unconscious on Deck 14, near Main Engineering. A nearby relay panel has been tampered with- but there is no evidence of intruders. A CHALLENGING (15) *Medicine* or *First Aid* test reveals the Ensign is suffering from acute neurological trauma- consistent with either a low-power disruptor blast or brief exposure to the ship's EPS grid. Should any of the heroes think to ask, this particular array feeds *Chesapeake's* weapons grid and Shields.

A deck-by-deck search of *Chesapeake* will take six hours. An internal scan will require both a TN 15 *System Engineering (Sensors)* test and an EXTENDED TN 50 *System Operation (Sensors)* test. Neither shows any evidence of Klingons (the most likely suspects) aboard.

A complete diagnostic of all ship's systems requires a series of *System* and *Propulsion Engineering* tests (as appropriate) for each of the following main systems: Propulsion, Shields, Ops, Sensors, Weapons, and Life Support.

How long the check takes depending upon how thorough the engineers wish to be. Narrators should consult the table below:

Diagnostic Level	Duration	Bonus
Level 4	5 minutes	+2
Level 3	30 minutes	+4
Level 2	1 hour	+6
Level 1	4 hours	+8

The sabotage (if any) to *Chesapeake's* weapons system is extremely subtle- an extraordinarily small sleeper bomb planted on the relay leads. Discovering the sabotage will require a VIRTUALLY POSSIBLE (25) *System Engineering (Weapons)* test.

The heroes do (as always) have the option to focus their efforts on the Weapons and Shields grid- but the Narrator is encouraged to play up the uncertainty involved in this short of focus.

If the Klingons have tampered with *Chesapeake's* weaponry, what else might they have tampered with?

ACT TWO

Sunrise Surprise

As daylight dawns on the encampment, a ROUTINE (10) *Observe (Listen)* test reveals that the atmospheric harmonic has returned (as do the subspace fractures). If the heroes do not notice- the Klingons should tip them off.

Within two hours of sunrise, one of the Klingon guards is gone- and the Klingons suspect the heroes. Lieutenant Klaag will deal with the disappearance in the most direct means available to him- by attempting to seize the Federation party. Any fighting should be short, sharp (both sides are equally matched) and inconclusive. The heroes have the choice of surrendering, subduing the Klingons, or merely beating them off. They also have the option of talking the Klingons down by sharing what they know and telling about the disappearance of Crewman Green. A ROUTINE (10) *Persuade* test is necessary to convince Klaag to stand down. The Narrator is advised to award a circumstance bonus (up to +5) for good role-playing.

Even if dissuaded from doing something foolish, Klaag is still unwilling to cooperate with the Federation team, and will content himself to following them and monitoring their progress.

The Dig Site

The heroes finish their march to the dig site (trailed closely by the Klingons). As the heroes crest the last ridge they find a small plateau marked off with surveyors stakes and numerous large furrows carved into the surface. A ROUTINE (10) *Structural Engineering* test suggests that these furrows are the first step in laying down concrete foundations.

The missing tractor/cat is wedged on its side against a large mound of dirt and rock. A SIMPLE (5) *Observe (Spot)* marks the furrows the machine dug with its treads. Apparently it was left running after it toppled over. The cab is empty and the power cells are completely drained- the machine was left running until it exhausted its fuel.

The Next Emanation

At this point, the Narrator is encouraged to have the characters on the surface roll a d6. Low number is the "winner". Ties should be

re-rolled. If possible, the Narrator should take the “victim” aside to discuss what happens next.

The loser is confronted by a wailing apparition- essentially a tall, shimmering distortion that appears only inches away. A Virtually Impossible (25) *Quickness* test is needed to avoid being sucked in.

After a brief flash of light and a dizzying moment of disorientation, the hero finds himself alone on a high mountain plateau. The wind is extremely cold and fierce, and a light dusting of snow is decorating the mountain side. Looking up, the hero can make out both of Tannos IV's moons. A ROUTINE (10) *Survival (Orienteering)* test will reveal that the character has been displaced nearly 300 kilometers from his last position.

From the rest of the party's perspective, the character has simply vanished. Tricorders previously set to detect atmospheric distortions will sound the alarm seconds too late- but will record the same 4 in/HG (2-pound) pressure differential seen in Green's disappearance.

While the character is (for the most part) potentially removed from the remainder of the adventure, the Narrator should not neglect the character or the player.

The Narrator should inquire what efforts the character is making to find shelter, contact the *Chesapeake*, or even to return to the landing party- though the character is likely working under the same constraints as the missing Crewman Green. *Survival, System Operation*, and other skill tests should be made as necessary.

If the character/player thinks to scan for the tell-tale atmospheric distortions, the Narrator should allow the character the option of returning through the distortion by making a TN 10 *Tactics, Investigate*, or other skill test to locate a nearby portal. The character should have only a small window in which to act, and must make a TN 10 *Quickness* or suitable *Athletic* test to re-enter the distortion and return back where he belongs).

Narrators with a strong sense of the dramatic may choose to time the return with the conflict in *Seizing the Find*, below.

The Mounds

Five kilometers from the colony site, the heroes find a series of six two-meter-high

mounds in a pyramid pattern in a small valley. One of the mounds has been cleared of dirt and debris to reveal a large, egg-shaped crystal a meter-and-a-half high.

A tricorder scan- a ROUTINE (10) *Physical Science (Chemistry or Geology)* test- reveals that the remaining eight mounds also contain large crystals. The crystals themselves defy classification (they are made of a material unknown to Federation databanks) and appear to be chemically non-reactive. Carbon dating on the mounds themselves suggest that the crystals are at least 150,000 years old.

The exposed crystal is glinting in the sunlight, and is surrounded by concentric rings of what look like floating, ragged panes of glass. The moaning/atmospheric distortions appear to be concentrated here.

Should any of the heroes wander too close (make contact with one of the floating “panes”, there will be a brief flash of light and the character will disappear. As with the previous victim, the Narrator should take the player aside and describe his location and circumstances.

The Narrator is encouraged to indulge his creative side in where and when the character arrives (yes, the distortions work across temporal barriers, as well), but only to a certain degree. Killing the character outright or placing him more than a day outside of the current time frame is simply not sporting.

A malicious Narrator will toss the player far out to sea in one of the (warm) equatorial oceans.

A particularly merciful Narrator will also leave the character a small window (6-12 seconds) in which to attempt a TN 10 *Quickness* or suitable *Athletic* test to re-enter the distortion and return back where he belongs).

Here- where the disturbances are localized- a ROUTINE (10) *Space Science (Astrophysics)* or *Propulsion Engineering (Warp Drive)* will detect a considerable subspace distortion (varying between fifty millicochranes and 5 cochranses of distortion).

ACT THREE

A Blazing Mistake

One of the heroes (or the Klingons) opens fire on the crystals, inviting a high-energy

backlash. The shock wave of gravimetric distortion ripples out in an expanding dome pattern which knocks both landing parties off their feet and grows stronger as it expands. By the time it reaches the horizon (from the heroes' point of view) it is ripping up trees and toppling buildings. By the time it reaches the orbiting starships...

Chesapeake and her Klingon counterpart will have six seconds warning before impact. The expanding subspace shock wave will do 6d6 damage to any vessels in orbit. Raising the shields will cut the total damage in half (but will ultimately reduce the shields by 1d6 +2 levels of Strength).

A CHALLENGING TN (15) *System Operation* (Conn or *Flight Control*) will also allow the helmsman to turn *Chesapeake* in order to minimize the impact of the shock wave, cutting the damage in half (if the maneuver is successful and the shields are up, the final damage is ½ of the total).

As the heroes get to their feet, the crystal is undamaged.

Seizing the Find

Realizing the potential of the find, the Klingons attempt to seize control of the site by eliminating the characters. The Narrator should resolve this conflict normally- using the standard combat rules. Although they are very nearly transparent, the “distortion panes” provide three-quarters cover (+8 TN). At the Narrator's discretion, shots that are directed in the general direction of the crystal and which miss their intended targets by more than seven points strike the crystal itself, with predictable consequences.

Characters who get too close to one of the panes also risk being displaced, as noted above.

Battle Royale

As battle erupts on the surface, *yoD Ho'oy* joins the fray as well. Both starships should be pretty thoroughly beaten up by now- but should still be (roughly) evenly matched. If *Chesapeake* gains the upper hand too quickly (and the sabotage was not discovered), the Narrator has the option to temporarily cripple her weapons systems until a patch or bypass can be rigged. A jury-rig patch will require a TN 20 *System Engineering* (Weapons) test and

take one round to implement- but will fail in one minute. A “system patch” will take a full minute and a TN 15 *System Engineering* (Weapons) test and will last for ten minutes. Full repairs will take several hours, but will have to wait on the outcome of combat. If *Chesapeake* is destroyed, full repairs to the weapons grid are something of a moot point.

The Nuclear Option

Should the battle go badly awry, *Chesapeake* has one other option to prevent the Klingons from seizing the find. A photon torpedo salvo targeted on the valley may- or may not- destroy the crystals themselves, but it will bury the site between millions of tons of rubble and debris. The affect on the landing party goes without saying.

Resolution

Assuming that the crew has played their cards correctly, the crystal mounds are either destroyed or are firmly under Federation control. Depending upon their course of action, the *yoD Ho'oy* has either been destroyed or neutralized.

Special Victory Conditions

Chesapeake is operating in territory claimed by both the Federation and the Klingon Empire. Neither Starfleet nor the Federation want war with the Klingons at this time, but Klingon aggression is on the rise.

Per Starfleet regulations, *Chesapeake* may fire in defense of herself or others- but may not fire first. Even then, Captain Bristol must exercise restraint. The destruction of the *yoD Ho'oy* by a Federation vessel would trigger the very war they are trying to avoid.

Finally, the crystal array on the surface comprise a powerful weapon (if properly understood and configured). Allowing that weapon to fall into Klingon hands could be a disaster for the Federation.

There are three conditions under which the heroes will automatically lose the scenario: 1) *Chesapeake* fires first or without provocation, 2) the heroes are directly responsible for the destruction of the *yoD Ho'oy*, or 3) the crew allows the weapon to fall into Klingon hands.

Should any of these events occur, Captain Bristol and his crew will face a Board of Inquiry- and more likely, a General Court-martial- upon their return to base.

Rewards:

Experience Points and Renown Points are to be totaled (except where indicated otherwise) and divided equally among the PCs. The minimum renown award (before any penalties) is +1.

Experience Awards

PC survived	100 exp points
PCs scan the system on approach:	
	100 exp points
PCs identify the gravimetric shears and tune their sensors to detect them:	100 exp points
PCs attempt to hail the colony before beaming down:	100 exp points
PCs date the disappearances to roughly 5-6 weeks prior:	100 exp points
PCs determine that the colony computer's chips were damaged at the molecular level:	100 exp points
PCs identify the "space wind" as an atmospheric harmonic:	100 exp points
PCs set tricorders to detect the atmospheric differentials:	100 exp points
PCs detect the Theta band radiation trace when Green disappears:	100 exp points
PCs detect the pressure differential when Green disappears:	100 exp points
PCs research Captain D'Kar and the <i>yoD Ho'oy</i> :	100 exp points
PCs set a proper night watch at the colony encampment:	100 exp points
PCs scan the planetary surface as the jamming abates:	100 exp points
PCs reconstruct and analyze the colony records:	100 exp points
PCs determine that the array tampered with feeds <i>Chesapeake's</i> weaponry and shields grids.	100 exp points
PCs conduct a deck-by-deck search for intruders:	100 exp points
PCs conduct a full diagnostic check in the wake of the intruder:	100 exp points
PCs convince Klaag not to retaliate after his crewman disappears:	100 exp points
PCs note the identical conditions after the second disappearance:	100 exp points
PCs formulate an accurate hypothesis linking the mounds to the disappearances:	100 exp points
PCs prevent the find from falling into Klingon hands:	100 exp points
PCs neutralize, rather than destroy, the <i>yoD Ho'oy</i> :	100 exp points

Renown Awards

PCs identify the gravimetric shears and tune their sensors to detect them:	Renown +1
PCs date the disappearances to roughly 5-6 weeks prior:	Renown +1
PCs identify the "space wind" as an atmospheric harmonic:	Renown +1
PCs detect the Theta band radiation trace when Green disappears:	Renown +1
PCs reconstruct and analyze the colony records:	Renown +1
PCs determine that the array tampered with feeds <i>Chesapeake's</i> weaponry and shields grids.	Renown +1
PCs conduct a full diagnostic check in the wake of the intruder:	Renown +1
PCs formulate an accurate hypothesis linking the mounds to the disappearances:	Renown +1
PCs prevent the find from falling into Klingon hands:	Renown +1
PCs neutralize, rather than destroy, the <i>yoD Ho'oy</i> :	Renown +1

Optional Renown Results (per Officer):

-6 or less	Officer is court-martialed, Infamy Flaw possible (GM's discretion).
-3 to -5	Inquiry by Starfleet Command, possible reprimand.
0 or -2	Nasty message from Starfleet Command
1	Acknowledgment from Starfleet Command, next assignment.
2 to 4	Acknowledgment from Starfleet Command, well done.
5 or better	Commendation from Starfleet Command (Commendation 1 edge).

(Non-Player Characters)

Lieutenant Klaag

The first officer of the *yoD Ho'oy* is Klaag, son of Braak. A typical Klingon of his generation, Klaag is ambitious, belligerent, rude, condescending, and (comparatively) straightforward. He is also under orders to find out what the Federation is up to on the planet, rather than to start a war- and realizes that his best bet for doing so is to observe the Federation team closely, while conducting his own search.

Captain D'Kar

D'Kar, son of Molor, is an experienced and savvy combat commander, who has spent his career along the Federation border. D'Kar has clashed with the Federation on at least three occasions, resulting in the destruction of the Kolaris Subspace Observatory, the pillaging of a Federation convoy near the Lambdor colony, and the loss of the destroyer U.S.S. *Bennion* and heavy damage to the light cruiser *Rochester*. He is not to be underestimated.

D'Kar believes (based on the subspace distortions) that the Federation is up to far more in this system than a mere agricultural colony- and his suspicions will be exacerbated by the disappearance of one or more of his landing party. He is keenly interested in not only the Federation's "secrets" on IV, but also in driving the Federation from the system and solidifying Klingon control of the sector.

Lieutenant Kral

The science officer of the *yoD Ho'oy* is Kral. Slim, and unimposing, Kral is looked down upon by the more traditional warriors among the crew. Kral is cerebral and slightly fussy, but is also observant and pays excellent attention-to-detail. He is likely to be the most approachable of the Klingons, but will be cooperative only insofar as it serves his needs and those of his commander.

(Starships)

USS *Chesapeake* NCC-1725

"...it's the noble heart that makes you strong..."

Production Data

Origin: United Federation of Planets
Class and Type: *Constitution* Class Cruiser
Year Launched: 2245

Hull Data

Size: 6, 23 decks Length: 286m
Structure: 40 Crew: 396
Cargo Capacity: 70
Atmospheric Capable: No

Operational Data

Sensor Systems	<u>Class 4 (+4/E)</u>	Operations Systems	<u>Class 3 (D)</u>
Life Support	<u>Class 3 (D)</u>	Tractor Beams:	1 fd, 1av
Shuttlebays:	1a	Shuttles:	6 size worth
Transporters:	6 ea, personnel, cargo, emergency		

Propulsion Data

Impulse Engines: SBE (.5c) (D) Warp Drive: PB-32 Mod 3 (Warp 6 / 7 / 8) (D)

Tactical

Phaser Banks: <u>Type IV (x3/B)</u>	Photon Torpedoes	<u>Mk 12 IF (x2/B)</u>
Penetration 4 / 3 / 3 / 0 / 0	Penetration: 3 / 3 / 3 / 3 / 3	
Deflector Shields	<u>PFF-2a (B)</u>	
Protection/Threshold: 13 / 3		

Miscellaneous

Maneuver Modifiers +2 C, +0 H, +2 T Traits: Refit: Hardened System (Life Support),

The last of the original run of the *Constitution* class, *Chesapeake* was "tacked on" to the construction program. Her construction was plagued by funding shortfalls and poor management, and a number of compromises were made in her design.

A "short hull" vessel, *Chesapeake* is slightly smaller and more cramped than her full-sized sisters. *Chesapeake* has been disparaged as the "runt of the litter" (as it were) and (thanks to a series of accidents) has been marked as a "bad-luck" vessel.

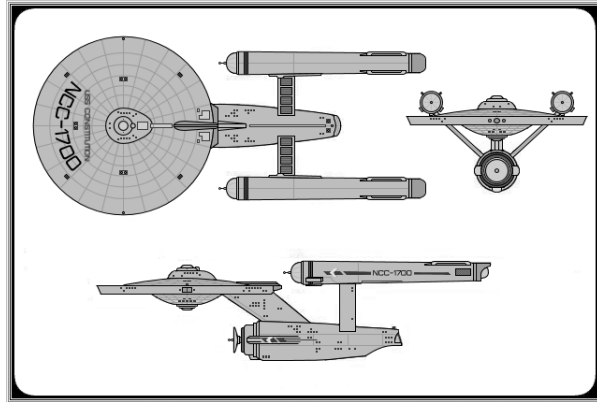
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Chesapeake spent the first ten years of her career in and around the Sol system, serving as a "test-bed" vessel testing equipment and procedures, and acting as an auxiliary training vessel for Starfleet Academy.

Two years after her commissioning, *Chesapeake* experienced a serious engine room fire which could not be contained. Captain Hart was forced to vent the compartment to space, and eight men were killed either by fire or exposure. A Starfleet Board of Inquiry determined that the ship's fire fighting system failed due to neglected maintenance and both Captain Hart and his Executive Officer were reprimanded for "neglect of duty" and reassigned.

Three years later, while being prepared for a deep-space assignment, *Chesapeake* collided with the civilian transport *Etharan Naru*. Though no lives were lost, *Chesapeake* spent three months in dry dock for repairs. Her five-year-tour was given to *Republic* instead.

Now, under the command of Captain Bristol, *Chesapeake* has finally been given a deep-space exploratory assignment.



Imperial Klingon Cruiser *yoD Ho'oy* (I.K.V. Aegis Fang)

Production Data

Origin: Klingon Empire
Class and Type: *K'Tinga* Class Heavy Cruiser
Year Launched: 2267

Hull Data

Structure: 40
Size: 6, 12 decks
Length: 390m
Crew: 347
Shuttlebay: 1 AD
Shuttlecraft: Size 6 worth
Separation Systems: Emergency Only
Atmospheric Capable: No

Operational Data

Transporters: 3 standard/emergency
Cargo Capacity: 40
Tractor Beams: 1fv, 1ad
Sensor Systems Class 2 (+2/C)
Operations Systems Class 3 (D)

Life Support Class 3 (D)
Cloaking Device Class 2 (18)

Propulsion Data

Impulse Engines: K-HEU-4 (.6c)(C)
Warp Drive: STN-5 (Warp 6 / 8 / 10)

(B)

Tactical

Disruptor Cannon 3 x K-GDM-4 (B)

Photon Torpedo 2 x KP-5 (B)

Penetration 4 / 4 / 4 / 0 / 0

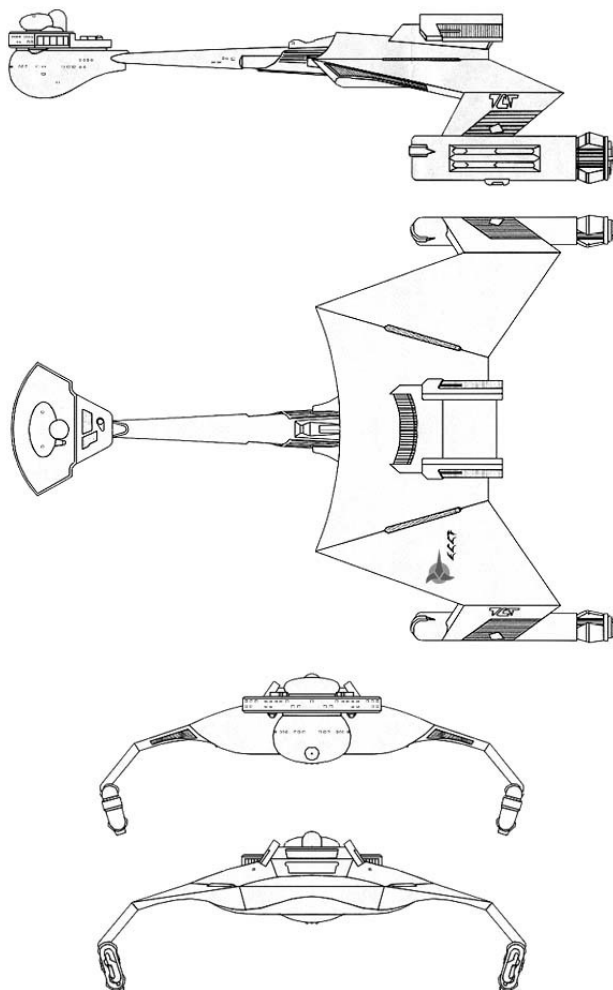
Penetration 3 / 3 / 3 / 3 / 3

Deflector Shields KPFF-2a (B)

Protection/Threshold 13/2

Miscellaneous

Maneuver Modifiers +1 C, +0 H, +3 T Traits Battle-tested



Handouts:

Handout #1: Captain's Log

Captain's Log: Stardate 3236.1:

"U.S.S. Chesapeake now arriving on the outskirts of the Tannos System. While patrolling the area, Chesapeake has diverted to conduct a routine health-and-welfare check of a Federation colony on the fourth planet. Starfleet Regulations mandate an annual medical check of all colonists, but the opportunity for the crew to stretch their legs ashore is also a powerful incentive for the stop over.

Chesapeake has spent the last ninety-five days patrolling the area- disputed territory between the Federation and the Klingon Empire. Although the Federation neither wants nor needs a war with the Klingons, tensions remain high.

Thus far, ship and crew have performed ably and without incident.

Handout #2: System and Planetary Profile: Tannos IV

The Tannos System is comprised of eleven unremarkable planets orbiting a Type G2 V type star (a fairly bright, yellow-white dwarf star much like Earth's sun).

Tannos I and II are Class F, Mercury-like balls of molten lead and rock. Tannos III is Class D, a small, airless, rocky world much like Earth's moon. Tannos V is Class K- much like Venus, save for that the atmosphere is a thick soup of poisonous gases and clouds of corrosive acids.

Tannos VI thru IX are Class J worlds, much like Jupiter and Neptune. Tannos X is Class T- a "super-jovian" rivaling a small star in size, and possessing an extensive orbital ring. Tannos XI is a Class G in an elliptical orbit at the edge of the star system. Tannos XI orbits in an elliptical path some thirty degrees of the orbital plane shared by the other worlds of the Tannos system. Federation astrophysicists speculate that this path may be due to a close encounter with a rogue planet or star sometime in the distant past.

Tannos IV is Class M (Earth-like), and the sole habitable world in system. It is orbited by two small moons. Tannos IV is covered by extensive oceans and five continents, three with extensive "young" mountain ranges. Climates range from thick equatorial jungles to barren arctic polar caps- and cover most of the terrestrial range in between.

The Tannos colony was set on high foothills at roughly 35° latitude in order to take advantage of fertile soil, good climate, and favorable weather patterns.

<u>Class</u>	M	<u>System Data</u>	3 small moons
<u>Gravity</u>	1.002 G	<u>Year and Day</u>	866 days / 23 hrs
<u>Atmosphere</u>	Thick Terrestrial	<u>Hydrosphere</u>	76%
<u>Climate</u>	Warm Temperate	<u>Sapient Species</u>	None
<u>Tech Level</u>	6/7		
<u>Government</u>	Colonial Administration		
<u>Culture</u>	Federation Standard (Predominantly Human)		
<u>Affiliation</u>	Federation Colony World		
<u>Resources</u>	Scarce- primarily intended as an agricultural settlement		
<u>Places of Note</u>	Tannos IV colony/"Madsen's Hope"		
<u>Ship Facilities</u>	None		

Handout #3 (Klingon Profile)

Starship Profile: Imperial Klingon Vessel *yoD Ho'oy*

Production Data

Origin: Klingon Empire
Class and Type: *K'Tinga* Class Heavy Cruiser
Year Launched: 2267

Hull Data

Crew: 347
Size: 390 meters
Atmospheric Capable: No

Propulsion Data

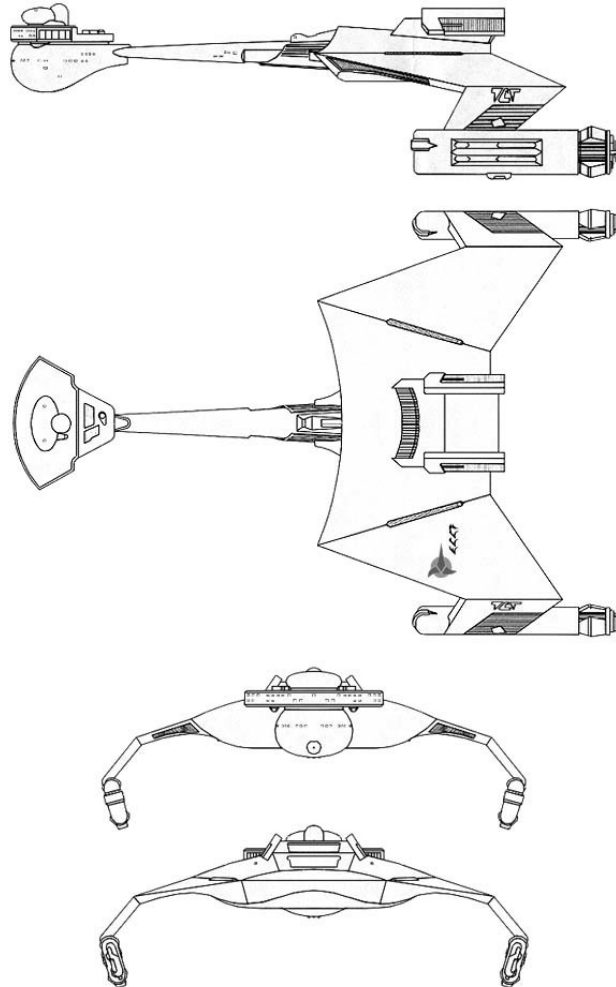
Maximum Sublight Speed: .6c
Cruising Speed: Warp 6
Flank Speed: Warp 8
Maximum Emergency Speed: Warp 10

The D-7 cruiser is the premier front-line vessel in Klingon service. It is considered the equivalent of the Federation's *Constitution* Class Heavy cruiser and is considered to have comparable armament, including heavy disruptor batteries and fore-and-aft photon torpedoes.

Unlike the *Constitution* class, the D-7's are primarily warships, optimized for combat and military operations, rather than exploration.

The Imperial Klingon Vessel *yoD Ho'oy* (roughly translated as "*Aegis Fang*") is reported to be under the command of Captain D'Kar- a noted warrior and foe of the Federation.

D'Kar is an experienced and savvy combat commander with excellent family and political ties within the Empire. D'Kar is known to have clashed with the Federation on at least three occasions, resulting in the destruction of the Kolaris Subspace Observatory, the destruction and capture of a Federation convoy near the Lambdor colony, and the loss of the destroyer U.S.S. *Bennion* and heavy damage to the light cruiser *Rochester*.



USS *Chesapeake* NCC-1725

"...it's the noble heart that makes you strong..."

Production Data

Origin: United Federation of Planets
Class and Type: *Constitution* Class Cruiser
Year Launched: 2245

Hull Data

Size: 6, 23 decks Length: 286m
Structure: 40 Crew: 396
Cargo Capacity: 70
Atmospheric Capable: No

Operational Data

Sensor Systems Class 4 (+4/E)
Operations Systems Class 3 (D)
Life Support Class 3 (D) Tractor Beams: 1 fd, 1av
Shuttlebays: 1a Shuttles: 6 size worth
Transporters: 6 ea, personnel, cargo, emergency

Propulsion Data

Impulse Engines: SBE (.5c) (D) Warp Drive: PB-32 Mod 3 (Warp 6 / 7 / 8) (D)

Tactical

Phaser Banks: Type IV (x3/B) Photon Torpedoes Mk 12 IF (x2/B)
Penetration 4 / 3 / 3 / 0 / 0 Penetration: 3 / 3 / 3 / 3 / 3
Deflector Shields PFF-2a (B)
Protection/Threshold: 13 / 3

Miscellaneous

Maneuver Modifiers +2 C, +0 H, +2 T Traits: Refit: Hardened System (Life Support),

The last of the original run of the *Constitution* class, *Chesapeake* was "tacked on" to the construction program. Her construction was plagued by funding shortfalls and poor management, and a number of compromises were made in her design.

A "short hull" vessel, *Chesapeake* is slightly smaller and more cramped than her full-sized sisters. *Chesapeake* has been disparaged as the "runt of the litter" (as it were) and (thanks to a series of accidents) has been marked as a "bad-luck" vessel.

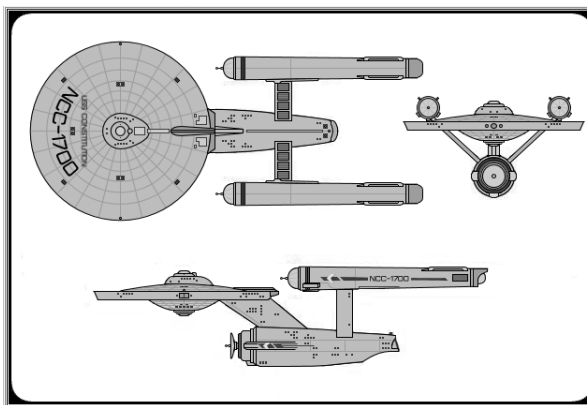
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USS Chesapeake Senior Staff

Position	Name	Species	Rank
Commanding Officer	Anthony Bristol	Human	<i>Captain</i>
Executive/Science Officer	Tholon	Andorian	<i>Commander</i>
Chief Engineer	Crockett Davis	Human	<i>Lieutenant</i>
Helm Officer	Peter McCrae	Human	<i>Lieutenant, JG</i>
Navigator	William Anton	Human	<i>Lieutenant, JG</i>
Communications Officer	Leia Holt	Human	<i>Lt. Commander</i>
Chief Medical Officer	Dr. T'Vey	Vulcan	<i>Lieutenant</i>

Chesapeake Shuttlecraft

Captain Samuel Barron
Commodore Thomas Truxtun
Captain William V. Morris
Commodore James Barron

Commodore Stephen Decatur
Captain Samuel Evans
Captain James Lawrence

Starfleet Bureau of Personnel

Starfleet Command

Anthony Bristol

Age: 39
Species: Human
Homeworld: Earth
Gender: Male
Eyes: Grey
Hair: Salt and Pepper (Grey and Black)

Rank: Captain
Current Assignment:
 Commanding Officer, U.S.S. *Chesapeake*, NCC-1725

Profile/History:

Anthony Bristol is a veteran starship officer and the prototypical "New England sea captain". With dark hair just frosted with grey and steel-grey eyes, Bristol would look perfectly at home in a pea-coat and standing beside a large ship's wheel.

Three classes ahead of James Kirk at the Academy, Bristol previously commanded the destroyer *MacDonough* and served as Chief of Staff on Starbase 12. Bristol is being considered for the rank of Commodore and command of Starbase 5- developments he regards with distinct distaste, as he prefers to remain with *Chesapeake*.

Psychological Profile:

Bristol is an experienced and seasoned commander and has excellent instincts. His manner is occasionally gruff and distant- he feels the burden of his command- but is, at heart, a kindly man who thinks well of his officers and crew. In point of fact, Bristol used his political connections and professional ties to hand-pick his officers- a rare privilege.

Although he cannot give them any sort of official credence, Bristol is aware of the rumors surrounding *Chesapeake* and of both her short-comings and strengths- and must find a way to both unite his crew and forge confidence in themselves and their ship. As commanding officer, Bristol is the rock upon which the morale and spirit of his crew must depend.

Attributes

Str 7 (+0) **Agl** 8 (+1)* **Int** 11 (+2) **Vit** 7 (+0) **Prs** 10(+2)* **Per** 8 (+1)
Quickness +3 **Savvy** +2 **Stamina** +0 **Willpower** +2*

Miscellaneous Scores

Courage: 4 **Health:** 7 **Renown:** 30 **Advancements:** 25

Defense: 7
Initiative: +3

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+2	+7		+9	(Retrieve)
Enterprise-Administration	INT	+2	+6		+8	(Federation)
Influence	PRS	+2	+7		+9	
Inquire	PRS	+2	+5		+7	(Research)
Knowledge:Culture	INT	+2	+6		+8	(Human)
Knowledge:History	INT	+2	+5		+7	(Federation)
Knowledge: Politics	INT	+2	+5		+7	(Interstellar Relations)
Knowledge: Religion	INT	+2	+2		+4	

Knowledge:Specific World	INT	+2	+4		+6	(Earth, Rigel IV)
Knowledge: Trivia	INT	+2	+5		+7	(Terran Nautical History)
Language- Fed Standard	INT	+2	+4		+6	
Language- Rigellian	INT	+2	+3		+5	
Negotiate	INT	+2	+6	+4	+12	
Persuade	PRS	+2	+6		+8	
Ranged Combat:Energy	AGL	+1	+7		+8	(Phaser)
Repair	INT	+2	+6		+8	
Social Science	INT	+2	+4		+6	(Economics, Political Science)
System Operation	INT	+2	+5		+7	(Command)
Tactics	INT	+2	+8		+10	(Klingon, Orion, Romulan, Space)
Unarmed Combat	AGL	+1	+7		+8	(Starfleet Martial Arts)

Professional Abilities:

Anticipate Opposition: Captain Bristol may spend a full-round action to make a *Perception* test (TN 7+ the target's *Presence* modifier). If successful, Captain Bristol gains insight into the social situation (such as dissent within factions, hidden objectives and the like) and allowing him to negate one social test modifier.

Commanding Presence: Commanding officers stick to their guns in tense situations. When making a *Willpower* reaction test, the Captain rolls an extra die (3d6) and keeps the higher of the two rolls.

Fighting Captain: If Captain Bristol is on the bridge during combat, *Chesapeake* receives a +2 to all *Command* Maneuvers

Infinite Diversity: Long experience with alien life forms has given Captain Bristol an insight into other species. Captain Bristol gains a +1 bonus (half his *Intellect* bonus) as an additional bonus when making social tests to deal with members of other species.

Intrepid: When spending courage to improve Professional skill rolls, Captain Bristol receives a +5 bonus instead of the usual +3.

Spirit of the Fleet: Captain Bristol is a never-say-die leader. Once per game session, he may re-roll a *Willpower* reaction test and use the better of the two results.

Starship Duty: Captain Bristol meets all the prerequisites for his post aboard *Chesapeake*.

Starship/Starbase Protocols: Long experience has taught Captain Bristol how best to navigate the Starfleet bureaucracy. Captain Bristol receives a +4 bonus to *Administration (Starfleet)* tests.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Captain Bristol a +2 bonus to his *Quickness* reaction.

Human Spirit: The humans of Earth are a driven, vital, and versatile species. Human characters begin the game with 4 courage points (instead of the usual 3).

Skilled: Humans tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

Edges/ Flaws:

Command 2: Bristol is assigned as the captain of a starship, and is fully qualified for command.

Promotion 5: Bristol holds the rank of Captain in Starfleet.

Skill Focus (Diplomatic): Captain Bristol gains a +4 bonus to his *Negotiate* skill.

Starfleet Bureau of Personnel

Starfleet Command

Tholon

Age: 38
Species: Andorian
Homeworld: Andor
Gender: Male
Hair: White
Eyes: Blue-Green

Rank: Commander

Current Assignment:

Executive Officer/Chief Science Officer, U.S.S. *Chesapeake*, NCC-1725

Profile/History:

Tholon is an Andorian with three tours as Science Officer on other starships, including the *MacDonough*. Tholon serves as Captain Bristol's chief adviser and as something of a "native guide" on matters of scientific research. The two have forged a solid and loyal working relationship.

Psychological Profile:

As Executive Officer, it is Tholon's job to ensure that the *Chesapeake* and her crew function efficiently- freeing Captain Bristol to worry about their overall mission. As such, he functions as the ship's disciplinarian and a steadfast supporter of the Captain.

Normally a passionate man (like most of his people), Tholon has cultivated a thorough, professional stoicism and calm- though his feelings still run deep. One or two of the younger crew call him "the Blue Vulcan" when they think he cannot hear.

Tholon, like his captain, is aware of the rumors surrounding *Chesapeake* and her reputation, and is torn in his own mind. On the one hand, Tholon is a rationale and objective scientist- scornful of metaphysical nonsense like "bad luck". On the other, he comes from a passionate and superstitious people who still resort to bloodshed to settle matters of honor.

Attributes

Str 7 (+0) **Agil** 8 (+1) **Int** 11 (+2)* **Vit** 12 (+3)* **Prs** 7(+0) **Per** 8 (+1)

Quickness +1 **Savvy** +1 **Stamina** +3* **Willpower** +3

Miscellaneous Scores

Courage: 3 **Health:** 12 **Renown:** 20 **Advancements:** 21

Defense: 8
Initiative: +1

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat	AGL	+1	+4		+5	(Simple Weapons)
Computer Use	INT	+2	+6		+8	(Retrieve)
Enterprise-Administration	INT	+2	+4		+6	
Knowledge:Culture	INT	+2	+4		+6	(Andorian)
Knowledge:History	INT	+2	+3		+5	(Andorian)
Knowledge:Religion	INT	+2	+3		+5	
Knowledge:Specific World	INT	+2	+5		+7	(Earth, Andor)
Influence	PRS	+0	+3		+3	
Investigate	PER	+1	+6		+7	

Language- Andorian	INT	+2	+4		+6	
Language- Fed Standard	INT	+2	+3		+5	
Life Science	INT	+2	+5		+7	(Biology)
Observe	PER	+1	+3		+4	(Spot)
Persuade	PRS	+0	+5		+5	
Physical Science	INT	+2	+6		+8	(Chemistry)
Planetary Science	INT	+2	+5		+7	(Geology)
Ranged Combat:Energy	AGL	+1	+6		+7	(Phaser)
Repair	INT	+2	+5		+7	
Social Science	INT	+2	+5		+7	(Sociology)
Space Science	INT	+2	+5		+7	(Astrophysics)
Survival	PER	+1	+5		+6	(Arctic)
System Engineering	INT	+2	+2		+4	(Sensors)
System Operation	INT	+2	+6		+8	(Sensors)
Unarmed Combat	AGL	+1	+5		+6	(Starfleet Martial Arts)

Professional Abilities:

Field Research: When making an *Investigate* test to explore a new phenomenon, Tholon gains an affinity bonus equal to $\frac{1}{2}$ his level in the appropriate skill level.

Journeyman: Tholon can use all the *Science* group skills untrained.

Scientific Protocols: Tholon has been trained in how to investigate scientific phenomenon safely. Whenever an *Observe* or *Investigate* test will endanger either himself or the crew directly, he may automatically make a TN 10 test against the appropriate *Science* skill to realize the danger.

Starship Duty: Tholon meets all the prerequisites for his post aboard *Chesapeake*.

Starship Tactics: Tholon has spent a lot of time honing his tactical skills. Once per game session, Tholon may reroll a single *Tactics* test, keeping the better of the two results.

Systems Technician: When making *System Engineering* tests to repair his console, Tholon receives a bonus equal to $\frac{1}{2}$ his *Computer Use* skill rounded up.

Species Abilities:

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

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

Keth- Aldin: Keth Aldin focuses primarily on the hard Sciences/ Keth Aldin members gain a +1 to any one *Science* Skill of their choosing at character creation.

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

Edges/ Flaws:

Command 2: Tholon is assigned as Executive Officer to the *Chesapeake*, and is fully qualified to command a starship.

Eidetic Memory: In academic tests with a TN greater than 5, Tholon receives a +2 bonus.

Promotion 4: Tholon holds the rank of Commander in Starfleet.

Starfleet Bureau of Personnel

Starfleet Command

Crockett Davis

Age: 31
Species: Human
Homeworld: Human
Gender: Male
Hair: Brownish-Blond
Eyes: Brown

Rank: Lieutenant
Current Assignment:
 Chief Engineering Officer, U.S.S. *Chesapeake* NCC-1725

Profile/History:

A West Texas farmboy, "Chance" Davis served on solar rigs and orbital construction platforms before joining Starfleet, and wandered between a half dozen postings before being assigned to *Chesapeake*.

Davis is a large man, built like a mountain range, and occasionally has problems with tight spaces in the Jeffries tubes.

Psychological Profile:

Davis is straightforward, often blunt, and prefers simple solutions to finesse. An inherently gentle person, he is often unaware of his own strength and sometimes clumsy. He is a confident and capable engineer, but has little ambition to more- he desires neither higher rank nor more prestigious post.

Davis is well aware of *Chesapeake's* reputation, but (almost) dismisses the rumors out of hand and believes that the ship will prove herself if given the chance.

Attributes

Str 8 (+1) **Agl** 7 (+0) **Int** 12 (+3)* **Vit** 9 (+1) **Prs** 7(+0)* **Per** 7 (+0)
Quickness +2 **Savvy** +0 **Stamina** +1* **Willpower** +3

Miscellaneous Scores

Courage: 4 **Health:** 7 **Renown:** 8 **Advancements:** 12

Defense: 7
Initiative: +2

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+3	+6		+9	
Construct	INT	+3	+6	+1	+10	
Knowledge:Culture	INT	+3	+4		+7	(Federation, Vulcan)
Knowledge:History	INT	+3	+4		+7	(Vulcan)
Knowledge:Trivia	INT	+3	+4		+7	(Orbital Habitats)
Knowledge:Specific World	INT	+3	+4		+7	(Earth)
Language- Fed Standard	INT	+3	+5		+8	
Language- Tellarite	INT	+3	+2		+5	
Observe	PER	+0	+3		+3	
Physical Science	INT	+3	+5		+8	(Mathematics, Physics)
Propulsion Engineering	INT	+3	+6	+2	+11	(Warp Drive)
Ranged Combat:Energy	AGL	0	+5		+5	(Phasers)

Repair	INT	+3	+5	+3	+11	
Structural Engineering	INT	+3	+7		+10	(Spaceframes)
System Operation	INT	+3	+6		+9	(Transporter)
Systems Engineering	INT	+3	+7		+10	(Computers, Electro-Plasma Systems)
Unarmed Combat	AGL	0	+5		+5	(Starfleet Martial Arts)

Professional Abilities:

Double Your Estimate: In a time crunch, things need to get done in a hurry. Davis may make any *Repair* test (including Extended tests) in half the base time.

Engineering Certification: Lieutenant Davis may use all of the *Engineering* group skills untrained.

Engineering Expertise: Davis is a Warp Drive specialist. When making a *Propulsion Engineering* (*Warp Drive*) test, Davis gains a +2 affinity bonus (equal to $\frac{1}{2}$ his *Physical Science* level).

Fix It: Davis loves to tear things apart to learn how they work- which means putting them back together again correctly. Davis knows all the specialties of the *Repair* skill.

Get Your Hands Dirty: Davis knows his way around his own ship. When making repairs to any system aboard the *Chesapeake*, Davis gains an additional +2 bonus to his *Repair* test.

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

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Lieutenant Davis a +2 bonus to his *Quickness* reaction.

Human Spirit: The humans of Earth are a driven, vital, and versatile species. Human characters begin the game with 4 courage points (instead of the usual 3).

Skilled: Humans tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

Edges/Flaws

Command 1: Lieutenant Davis is assigned as the Chief Engineer (and therefore a Department Head) aboard the U.S.S. *Chesapeake*.

Promotion 2: Davis holds the rank of Lieutenant in Starfleet.

Skill Focus (Craftsman): Davis is a careful and talented craftsman, and gains a +1 bonus to *Construct* and *Repair* tests.

Suit-Trained: Davis has spent long hours in environmental and space suits and may ignore the normal penalties associated with such suits.

Zero-G Trained: Long experience has taught Davis to ignore all penalties from operating in zero-gravity.

Starfleet Bureau of Personnel

Starfleet Command

Peter McCrae

Age: 26
Species: Human
Homeworld: Earth
Gender: Male
Eyes: Blue
Hair: Brown

Rank: Lieutenant, Junior Grade

Current Assignment:
 Helmsman, U.S.S. *Chesapeake* NCC-1725

Profile/History:

Peter McCrae is a human from South America, with a long heritage of fishermen and seafarers. As a youth, McCrae learned to both love and respect the sea- a mindset that readily translated to deep space service with Starfleet. Cut from the same cloth as Captain Bristol, McCrae first came to the Captain's attention during the former's midshipman cruise. Bristol took a liking to the young officer and has shepherded his career, finally pulling some strings to have McCrae assigned as his helmsman aboard *Chesapeake*.

Psychological Profile:

McCrae is an eager young officer in need of a great deal of seasoning and tempering- but the seeds of future greatness are already emerging. McCrae- for all his youth- is a steady, reliable officer, excellent in a pinch and level-headed in a crisis.

That having been said, McCrae is a romantic- full of heady notions of duty, honor, and all the passions of youth. While officially dismissive of the rumors and whispers, McCrae is nonetheless troubled by *Chesapeake's* reputation as a "bad luck ship".

Attributes

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

Quickness +3* **Savvy** +1 **Stamina** +1 **Willpower** +2

Miscellaneous Scores

Courage: 4 **Health:** 9 **Renown:** 6 **Advancements:** 4

Defense: 8
Initiative: +3

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+0	+1		+1	
Computer Use	INT	+2	+5		+7	
Enterprise-Administration	INT	+2	+1		+3	
Knowledge:Culture	INT	+2	+3		+5	(Human)
Knowledge:History	INT	+2	+4		+4	(Human)
Knowledge:Specific World	INT	+2	+3		+5	(Earth)
Language- Fed Standard	INT	+2	+4		+6	
Language- Portugese	INT	+2	+3		+5	
Observe	PER	+1	+2		+3	(Spot)
Operate Vehicle- Sailcraft	INT	+2	+4		+6	
Ranged Combat:Energy	AGL	+1	+3		+4	(Phaser)

Repair	INT	+2	+3		+5	
Space Science	INT	+2	+4		+6	(Astrogation)
Survival	PER	+1	+2		+3	(Ocean)
System Operation	INT	+2	+6		+8	(Flight Control)
System Engineering	INT	+2	+3		+5	(Flight Control)
Tactics	INT	+2	+3		+5	(Starship)
Unarmed Combat	AGL	+1	+3		+4	(Starfleet Martial Arts)

Professional Abilities:

Astrogation: McCrae has been taught how to use stellar phenomenon to bring out the best in his ship and how to avoid hazards. Whenever he rolls *System Operations* (*Flight Control*) tests to maneuver the ship, he gains a +2 affinity bonus (equal to $\frac{1}{2}$ his *Space Science* skill level).

Evasive Maneuvers: McCrae knows how to maneuver the ship to her best advantage. When making *System Operations* tests to maneuver the ship in combat, McCrae rolls three dice (instead of two) and keeps the highest two rolls.

Starship Duty: Lieutenant McCrae meets all the prerequisites for his posting aboard the *Chesapeake*.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given McCrae a +2 bonus to his *Quickness* reaction.

Human Spirit: The humans of Earth are a driven, vital, and versatile species. Human characters begin the game with 4 courage points (instead of the usual 3).

Skilled: Humans tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

Edges/ Flaws:

Command 1: McCrae is assigned the Chief Helmsman (and therefore a Department Head) aboard the *Chesapeake*.

Promotion 1: McCrae holds the rank of Lieutenant, Junior Grade in Starfleet.

Skill Focus (3-D Thinking): McCrae gains a +2 bonus to *Space Science* (*Astrogation*) and *System Operation* (*Flight Control*).

Starfleet Bureau of Personnel

Starfleet Command

William Anton

Age: 27
Species: Human
Homeworld: Earth
Gender: Male
Hair: Red
Eyes: Brown

Rank: Lieutenant, Junior Grade

Current Assignment:
 Navigator, U.S.S. *Chesapeake* NCC-1725

Profile/History:

William Anton is an Academy brat who grew up in San Francisco- in the shadow of Starfleet headquarters. Anton's mother was a Commander in the Supply Corps and his father an Academy instructor, and William has worked hard to shed any taint of family influence. Pushed to excel on his own merit, Anton graduated third in his class at Starfleet Academy.

Anton served a tour flying patrol craft along the K'Zin frontier and has learned to respect them as foes even while despising their culture.

Psychological Profile:

Anton is a rough-cut stone- brash, impetuous, and willful. With sufficient polishing and experience, however, he'll make an excellent officer.

Anton completed his midshipman cruise aboard *Chesapeake*, and knew Captain Hart through family connections, making him intimately aware of the ship's reputation. Anton prefers not to discuss the matter, and is torn between his fears over the ships reputation and the potential glory of a successful five-year mission.

Attributes

Str 7 (+0) **Agl** 8 (+1)* **Int** 10 (+2) **Vit** 9 (+1) **Prs** 8 (+1)* **Per** 8 (+1)
Quickness +3 **Savvy** +1 **Stamina** +1 **Willpower** +2*

Miscellaneous Scores

Courage: 4 **Health:** 9 **Renown:** 8 **Advancements:** 5

Defense: 8
Initiative: +3

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+0	+2		+2	
Computer Use	INT	+2	+4		+6	(Retrieve)
Enterprise-Administration	INT	+2	+3		+5	
Inquire	PER	+1	+2		+3	
Knowledge: Law	INT	+2	+2		+4	
Knowledge: Politics	INT	+2	+3		+5	
Knowledge: Culture	INT	+2	+4		+6	(Human)
Knowledge: History	INT	+2	+4		+6	(Federation)
Knowledge: Specific World	INT	+2	+4		+6	(Earth, Romulus)
Language- Fed Standard	INT	+2	+4		+6	
Language- K'Zin	INT	+2	+2		+4	

Negotiate	INT	+2	+2		+4	
Persuade	PRS	+1	+2		+3	
Ranged Combat:Energy	AGL	+1	+4		+5	
Repair	INT	+2	+3		+5	
Space Science	INT	+2	+3		+5	(Astrogation)
Survival	PER	+1	+2		+3	(Desert)
System Operation	INT	+2	+6		+8	(Tactical, Command)
Tactics	INT	+2	+3		+5	(Space)
Unarmed Combat	AGL	+1	+4		+5	(Starfleet Martial Arts)

Professional Abilities:

Starship/Starbase Protocols: Anton's by-the-book manner gives him an edge in navigating Starfleet bureaucracy. Lieutenant Anton receives a +4 bonus to *Administration (Starfleet)* tests.

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

Starship Tactics: As Tactical Officer, Anton has spent a lot of time in combat simulators honing his skills. Once per game session, Anton may reroll a single *Tactics* test, keeping the better of the two results.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Lieutenant Anton a +2 bonus to his *Quickness* reaction.

Human Spirit: The humans of Earth are a driven, vital, and versatile species. Human characters begin the game with 4 courage points (instead of the usual 3).

Skilled: Humans tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

Edges/Flaws

Command 1: Anton is assigned as the Navigator (and therefore a Department Head) aboard the U.S.S. *Chesapeake*.

Promotion 1: Anton holds the rank of Lieutenant, Junior Grade in Starfleet.

Starfleet Bureau of Personnel

Starfleet Command

Leia Holt

Age: 32
Species: Human
Homeworld: Earth
Gender: Female
Hair: Blond
Eyes: Brown

Rank: Lieutenant Commander

Current Assignment:

Chief Communications Officer, USS *Chesapeake*, NCC-1725

Profile/History:

Leia Holt is *Chesapeake's* third in command- a position of unusual prestige and authority for a communications officer. Holt is slim, beautiful, and aristocratic (like Audrey Hepburn or a young Jane Seymour). More a sociologist than a radio operator, Holt is an expert of etiquette and protocol, and is one of the more cultured, cosmopolitan officers aboard, having served as an attache at three separate Federation embassies and diplomatic missions.

Psychological Profile:

Holt is confident, sophisticated, and elegant- but she is also quite willful. She has the confidence of her convictions, and will advocate strongly for her beliefs without being insubordinate.

Holt is aware of *Chesapeake's* reputation and the effect that this has on the crew, but is skeptical without being dismissive. She doesn't believe that the ship is cursed, but does recognize that the crew's fears can become a self-fulfilling prophecy.

Attributes

Str 6 (+0) **Agl** 7 (+0) **Int** 11 (+2)* **Vit** 8 (+1) **Prs** 10 (+2)* **Per** 8 (+1)

Quickness +3 **Savvy** +2* **Stamina** +1 **Willpower** +2

Miscellaneous Scores

Courage: 4 **Health:** 8 **Renown:** 16 **Advancements:** 10

Defense: 7
Initiative: +3

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+2	+5		+7	(Encryption)
Gaming	INT	+2	+4		+6	
Influence	PRS	+2	+4		+6	
Knowledge:Culture	INT	+2	+5		+7	(Human)
Knowledge:History	INT	+2	+3		+5	(Earth)
Knowledge:Politics	INT	+2	+3		+5	(Federation)
Knowledge:Specific World	INT	+2	+4		+6	(Earth)
Language- Fed Standard	INT	+2	+4		+6	
Language- Haliian	INT	+2	+3		+5	
Language- Orion	INT	+2	+2		+4	
Language- Vulcan	INT	+2	+3		+5	
Negotiate	INT	+2	+4		+6	(Mediate)

Observe	PER	+1	+3		+4	(Listen)
Physical Science	INT	+2	+2		+4	(Mathematics)
Ranged Combat:Energy	AGL	+0	+4		+4	(Phaser)
Repair	INT	+2	+2		+4	(Communications)
Social Science	INT	+2	+4		+6	(Sociology)
System Engineering	INT	+2	+4		+6	(Communications)
System Operation	INT	+2	+5		+7	(Communications)
Unarmed Combat	AGL	+2	+3		+5	(Starfleet Martial Arts)

Professional Abilities:

Exemplary Support: Holt knows how to coordinate her activities in support of her fellow bridge officers. As a result, Leia may treat any *Computer Use*, *System Operation*, or *Tactics* test as a combined test, rolling the same test at TN-5 and providing a +1 bonus for a marginal success, +2 for a complete success, or +3 for an extraordinary success.

Gain Trust: Holt has a knack for gaining trust at the bargaining table. Even her enemies are likely to hear her out. When making a *Negotiate (Mediate)* test, Leia adds +4 to her roll.

Infinite Diversity: Holt is a student of multiple cultures. When making any social test dealing with another species, she adds a +1 bonus (half her *Intellect* modifier).

Ops Manager: Holt coordinates ship operations. At the start of the game, she may declare one *System Operation* specialization “mission critical”, granting a +1 bonus to that specialty for the duration of the session.

Rounded: Holt has developed the non-professional skill *Negotiate* as a professional skill.

Starship Duty: Holt has received all the training necessary to serve aboard a starship.

Station Proficiency: Holt has trained ruthlessly to qualify with every bridge system. Once per game session, Holt may reroll one *System Operation* skill test and keep the better of the two results.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Leia a +2 bonus to her *Quickness* reaction.

Human Spirit: The humans of Earth are a driven, vital, and versatile species. Human characters begin the game with 4 courage points (instead of the usual 3).

Skilled: Humans tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

Edges/Flaws

Command 1: Leia serves as Chief Communications Officer (and therefore as a Department Head) aboard the *Chesapeake*.

Innovative: Leia has learned the Diplomat's Gain Trust Professional Ability.

Promotion 3: Leia holds the rank of Lieutenant Commander in Starfleet.

Starfleet Bureau of Personnel

Starfleet Command

T'Vey, daughter of Solak, M.D.

Age: 45
Species: Vulcan
Homeworld: Vulcan
Gender: Female
Hair: Black
Eyes: Grey
Rank: Lieutenant

Current Assignment:

Chief Medical Officer, U.S.S. *Chesapeake*, NCC-1725

Profile/History:

One of the few Vulcans serving in Starfleet, T'Vey is rarer still- a Vulcan healer. T'Vey had hoped to be assigned to the all-Vulcan *Intrepid*, but accepted Captain Bristol's request that she join *Chesapeake* instead.

Psychological Profile:

T'Vey is in her mid forties- though legally an adult, it is rare for one so young to travel off-planet. Exposure to off-worlders and rigorous mental discipline have allowed T'Vey to cultivate the leonine grandeur and granite will common to Vulcans far older than she. T'Vey has little patience for fools and conveys a general air of disapproval towards "lighter" or "frivolous" pursuits- but is a dedicated and capable healer nonetheless.

T'Vey is aware of *Chesapeake's* reputation and the effect that this has on the crew, but is dismissive of this base superstition.

Attributes

Str 9 (+1) **Agl** 7 (+0) **Int** 12 (+3)* **Vit** 10 (+2) **Prs** 5 (+0) **Per** 7 (+0)* **Psi** 6 (+0)*
Quickness +0 **Savvy** +0 **Stamina** +2* **Willpower** +3

Miscellaneous Scores

Courage: 3 **Health:** 11 **Renown:** 10 **Advancements:** 21

Defense: 7
Initiative: +0

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat	AGL	+0	+3		+3	Vulcan Traditional Weapons
Computer Use	INT	+3	+5		+8	(Retrieve)
First Aid	INT	+3	+5		+8	
Influence	PRS	+0	+4		+4	
Inquire	PER	+0	+4		+4	
Investigate	PER	+0	+5		+5	(Forensics)
Knowledge:Culture	INT	+3	+4		+7	(Vulcan, Federation)
Knowledge:History	INT	+3	+4		+7	(Vulcan, Federation)
Knowledge:Specific World	INT	+3	+3		+6	(Earth, Vulcan)
Language- Fed Standard	INT	+3	+5		+8	
Language- Vulcan	INT	+3	+4		+7	
Life Science	INT	+3	+5		+8	(Biology, Bioengineering, Biotechnology, Genetics, Microbiology)

Medicine	INT	+3	+7		+10	(General, Psychology, Surgery, Forensic Pathology,)
Mind Meld	PSI	+0	+5		+5	
Mind Shield	PSI	+0	+5		+5	
Observe	PER	+0	+2		+2	(Listen)
Physical Science:	INT	+3	+5		+7	(Chemistry)
Ranged Combat:Energy	AGL	+0	+3		+3	(Phaser)
Repair	INT	+3	+4		+7	
Survival	PER	+0	+5		+5	(Desert)
System Operation	INT	+3	+5		+8	(Medical)
Unarmed Combat	AGL	+0	+3		+3	(Starfleet Martial Arts)

Professional Abilities:

Diagnosis: Doctor T'Vey has received special training in diagnosing alien diseases and toxins.

When T'Vey makes a *Medicine* test to identify an alien pathogen or disease, she gains a +2 affinity bonus equal to half her *Investigate* skill (rounded up). If successful, *Medicine* tests to treat the disease receive a bonus based on the degree of success of the diagnosis roll.

General Medicine: Doctor T'Vey has received a wide range of medical training in order to deal with any situation that might arise aboard a starship. Whenever T'Vey makes a *Medicine* test, she receives a +2 bonus to the result.

Field Medicine: Because top-of-the-line hospital facilities aren't always available, T'Vey has been trained to treat patients in the field and on the fly. Once per session, T'Vey may re-roll any single *First Aid* or *Medicine* test and take the better of the two results.

No Butchery: Knowing that her skill may be called upon in the most primitive circumstances, T'Vey has been specially trained- and can ignore penalties to *Medicine* or *First Aid* tests for antiquated or inadequate equipment.

Rehabilitation: T'Vey knows how to balance encouragement, demand, “T-L-C” and “Tough Love” to get her patients on their feet in the least time possible. Provided she can care for them in sickbay (or other adequate facility), T'Vey's patients heal at twice the normal rate.

Ship's Counselor: Doctor T'Vey is an expert in psychological medicine. When making a *Medicine (Psychology)* test, T'Vey receives an additional +4 bonus to the test result.

Starship Duty: Doctor T'Vey has received all the training necessary to serve aboard a starship.

Species Abilities:

Enhanced Rapid Healing: Once per day, T'Vey may enter a healing trance (pg 49), and recover a number of wound points equal to her *Vitality* modifier,

Mind Meld: With physical contact, T'Vey has the ability to telepathically join her mind to another.

Nerve Pinch: T'Vey may stun an opponent for 2d6 rounds by making an *Unarmed Combat* skill test. If the victim knows what he is attempting, T'Vey suffers a -5 penalty to the test.

Psionic: T'Vey has telepathic mental abilities.

Skill Focus (Keen Hearing): T'Vey receives a +4 bonus to *Observe (Listen)* tests.

Edges/Flaws

Command 1: Doctor T'Vey has been assigned as Chief Medical Officer (and a Department Head) aboard the U.S.S. *Chesapeake*.

Dodge: T'Vey gains a +3 bonus to *Quickness* when taking Dodge actions.

Promotion 2: Dr. T'Vey holds the rank of Lieutenant in Starfleet.

7TH FLEET SCORING SHEET

"Be Not Afraid"

Benchmark	Bonus	Achieved
PCs scan the system on approach:	+1	0
PCs identify the gravimetric shears and tune their sensors to detect them:	+1	0
PCs attempt to hail the colony before beaming down:	+1	0
PCs date the disappearances to roughly 5-6 weeks prior:	+1	0
PCs determine that the colony computer's chips were damaged at the : molecular level.	+1	0
PCs identify the "space wind" as an atmospheric harmonic:	+1	0
PCs set tricorders to detect the atmospheric differentials:	+1	0
PCs detect the Theta band radiation trace when Green disappears:	+1	0
PCs detect the pressure differential when Green disappears:	+1	0
PCs research Captain D'Kar and the <i>yoD Ho'oy</i> :	+1	0
PCs set a proper night watch at the colony encampment:	+1	0
PCs scan the planetary surface as the jamming abates:	+1	0
PCs reconstruct and analyze the colony records:	+1	0
PCs determine that the array tampered with feeds <i>Chesapeake's</i> : weaponry and shields grids.	+1	0
PCs conduct a deck-by-deck search for intruders:	+1	0
PCs conduct a full diagnostic check in the wake of the intruder:	+1	0
PCs convince Klaag not to retaliate after his crewman disappears:	+1	0
PCs note the identical conditions after the second disappearance:	+1	0
PCs formulate an accurate hypothesis linking the mounds to the : disappearances.	+1	0
PCs prevent the find from falling into Klingon hands:	+1	0
PCs neutralize, rather than destroy, the <i>yoD Ho'oy</i> :	+1	0
	___/ 21	

Proctors Notes:

Proctor: _____

Date Played: _____

Crew: USS _____

Final Score: _____ / 11

Officers Present:

_____	_____
_____	_____
_____	_____
_____	_____

Total XP Award: _____ Individual XP Awarded: _____ Individual Renown Awarded: _____

Reviewed By: _____

Commanding Officer

Fleet Commander