

STAR TREK ROLEPLAYING GAME

HOMEFRONT



A Movie Era Adventure
For Starfleet

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Introduction

"Homefront" 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 Star Fleet crew during the Motion Picture 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 near the Federation/Klingon border in the year 2284. Players who wish to take part in this adventure should not read any further.

Adventure Synopsis

A space-borne life form- a cross between the Great Crystalline Entity and the Doomsday Device- is headed for a peaceful Federation colony world. Archaeological evidence indicates that the life form has visited the planet twice in the distant past with cataclysmic consequences on each occasion.

Now, there are ten thousand Federation colonists on the world. The *USS Kitabi* must assess and prevent the threat to the colonists, and deal with an irate Klingon commander who wants to see the creature destroyed at all costs.

Recommended Date/Season/Stardate:

2284/ ST:II The Wrath of Kahn / SD 7929.

Setting:

Deep space near the Federation/Klingon border.

Evangeline Colony

Gamma Evangeline III is a Class M planet, one of seven orbiting the system

primary. The planet is unremarkable, and was surveyed by the *USS Soleta* in 2198.

The Evangeline colony was established on Gamma Evangeline III in 2245, with the arrival of 850 colonists. The initial landing established a small town called Madsen's Landing, an agricultural base, and a geothermal power plant. The remaining 2500 colonists arrived over the following three years.

Evangeline III has been both fortunate and prosperous, with a mild climate, abundant harvests, and few major problems. Between immigration and natural expansion, the colony hosts over 9,500 colonists at five major settlements.

Evangeline III has no major mineral, industrial, or technological wealth. Long-range planning hints at an eventual attempt to harvest the abundant hardwood forests for export, but those plans are at least fifty years in the future.

One singular note: Scientific survey teams from the *Soleta* noted a series of unusual and unexplained bowl-shaped geological formations. Each formation was lined with concentrations of mineral crystals, chemical salts, and trace metals, and each sat atop a major geothermal energy source. Lieutenant JG Costello (*Soleta*'s Science Officer) theorized that the formations might be evaporated mineral pools left over from a more geologically active period in the planet's history.

Dramatic Conflicts:

Conflict #1 (Central): Man vs. Unknown- the PCs must determine why the creature is headed for the Evangeline Colony and determine a proper course of action from there.

Conflict #2: Man vs. Man- The PCs must prevent the creature from destroying the Evangeline Colony.

Conflict #3: Man vs. Man- The PCs must prevent the Klingons from destroying the creature.

Deep In the Darkest Night

Open with Handout #1 (Captain's Log).

Kitabi on patrol following a clash with three small, unidentified raiders just over two weeks ago. Minor damage was sustained to the warp drive and the shields, and seven crewmen were injured. *Kitabi* suffered no fatalities, but all three raiders were destroyed (two self-destructed rather than be captured).

As the adventure opens, it's late in the ship's evening, and most of the crew is off-duty. The Captain should designate which officer has the conn/watch. The rest of the player characters are relaxing, sleeping, or resting. Each player should be allowed to state what his or her character is doing (with appropriate tests as needed).

New Orders

Once the setting and character activities are established, the duty officer should receive Handout #2 (Orders) and decide on a course of action (the wisest, of course, is to acknowledge the transmission and then notify the Captain or XO).

Due to *Kitabi*'s distance from Starbase Six, all communications with Starfleet will require at least a seven hours (round trip).

Per the message from Starfleet Command, an unidentified intruder has crossed the Klingon Neutral Zone and is headed for the Evangeline Colony. The object will reach the colony in seven days. Starfleet Intelligence reports radically increased Klingon activity along creature's flight path out of the Empire.

A Challenging (TN 15) *System Operations (Sensors)* test will allow the *Kitabi* to lock into the object's current position, but the distance is too great for detailed sensor readings. The object is on the course and speed indicated by Starfleet. It will arrive at the Evangeline colony in just over 165 hours. The object's energy emissions (as discernible at this range) are consistent with those of a starship roughly comparable to *Kitabi* herself- though they cover a much broader spectrum than those of a Federation starship.

An Extended (TN 50) *System Operations*

(*Communications*) test (each roll accounting for two minutes of searching) will reveal that the object is emitting a broad spectrum of RF (radio frequency) and subspace energy, but none appear to be patterned attempts at communications.

If the characters wish to analyze Klingon signal traffic along the border, a Routine (TN 10) *System Operations (Communications)* test will confirm Starfleet's report- there's a tremendous amount of chatter going back and forth between Klingon vessels at the Neutral Zone and various shore (planetary) outposts. Nearly all of the transmissions are encrypted, but a single transmission is not; in that transmission a very relieved planetary governor indicates that the object passed within 200,000 kilometers of his colony without incident.

Should the heroes decide to take the time, an Extended (TN 50) *System Operations (Sensor)* test may be attempted to scan for Klingon vessels. An Extraordinary success (any single roll of 21 or higher) will detect a very faint ion trail paralleling the alien object's course (about six hours behind it), but readings are inconclusive- it might or might not be a cloaked Klingon vessel. If no Extraordinary test is achieved, the completed scan will reveal at least four Klingon vessels patrolling on their side of the Neutral Zone near where the object left Klingon space (but will **not** reveal the anomalous ion trail).

Once the object's precise position is determined, a Challenging (TN 15) *System Operations (Navigations)* or *Space Science Astrogation* test will allow *Kitabi* to reach the creature in eighteen hours. An Extraordinary success will cut that down to fourteen hours away at best speed. Characters wishing to push *Kitabi* to her maximum emergency speed (per page 99 of the Narrator's Guide) a/o use the *Surfing Space Time Professional* ability may do so (per the rules presented on pages, cutting the intercept time down to 12 hours- but such extraordinary efforts may or may not be justified. The creature has not yet

demonstrated any hostile intent.

Stranger and Stranger

As *Kitabi* approaches the object, a Challenging (TN 15) *System Operations (Sensors)* test will reveal the following. Each degree of success (or each subsequent scan) will allow the Science Officer to ask one specific question about the object's physical configuration or emissions or will reveal one additional fact from the list below:

- The object is composed of a small central core surrounded by large crystalline petals.
- There is a large aperture (a bowl-shaped concavity) near the creature's front, of unknown purpose.
- The object is roughly circular, almost 300 meters in extreme length and breadth, and masses just under 250,000 tons (roughly the same size a *Kitabi* herself).
- The hull and outer petals and outer shell are crystalline in composition and is composed of quartz, various silicates and carbon compounds. The outer petals also contain analogs of sarium and verterium cortenide (a component of Federation warp engines), and several elements unknown to Federation memory banks.
- The petals are emitting low level waves of gravimetric distortion, and appear to function along the lines of starship warp coils- allowing the creature to maneuver at warp speed by means of variations in the distortions.
- A number of the petals are damaged- possibly by disruptor fire- and are working at a reduced output.
- The creature's high energy output over a range of frequencies is interfering with scans of the interior.
- Certain compounds in the outer hull are either photo- or radio-

electric (converting light or hard radiation into energy).

As an alternative, and to speed up the pace of the game, the GM may simply hand the player [Handout #3 \(Sensor Analysis\)](#) when the test is completed.

The Narrator is advised to tread carefully in his descriptions- and avoid unintentionally providing any clues as to the object's true nature. Unless and until the characters use the term "creature" or "vessel", the GM should stick to describing it as an "object". Otherwise, he or she might inadvertently steer the heroes to a conclusion and course of action. After the heroes have reached their conclusions, the Narrator should carefully mirror the players' choice of term, for the same reasons- allowing the heroes to come to their own conclusions (right or wrong) without interference.

As *Kitabi* approaches the object (moving into medium range), the object will scan the starship and then alter course to avoid her. The creature will emit a single low-level subspace transmission as soon as it alters course. A Simple (TN 5) *System Operation (Communications)* test will reveal that the transmission contains a low-density data pattern, but it is not immediately decipherable. The Universal Translator will have to chew on it.

Empathy or *Telepathy* tests will reveal nothing except a single presence- extremely alien in thought and process. The mind is simply too alien and perhaps too primitive to discern much more. *Mind Meld* tests are not possible because of the range and because of the alien nature of the intellect.

A Challenging (TN 15) *System Operations (Helm)* test (bonuses from *Fighting Captain* and *Dogfighter*) will allow the heroes to attempt to herd the object off-course, but in every event, the object will attempt to return to its base course towards the Evangeline Colony. If the heroes attempt to herd the creature, it will respond with two more transmissions identical to the first, then come to a dead stop. It will

wait for up to a half hour and then attempt to resume its base course.

If at any point, *Kitabi* crosses into short range, the object will respond with a single terse transmission, wait two beats, then open fire before retreating (and attempting to return to its base course).

Once hostilities have been initiated- whether by *Kitabi* or by the creature itself, no further warnings will be issued- the creature will simply open fire anytime *Kitabi* crosses into medium range.

The object's primary (and only) weapon does 6 points of damage, may be fired twice in one round, and flatly ignores 2 points of Threshold (essentially cutting straight through the starship's shields). A Simple (TN 3) *Intellect* test will allow any observer on the bridge to determine that *Kitabi*'s shields are only partially effective against the object's weapon. A Challenging (TN 15) *Physical Science*, *Space Science*, or *Systems Engineering- Weapons* test will reveal that the object is emitting a focused gravimetric/spatial distortion beam- essentially a needle of subspace/gravimetric energy. *Kitabi*'s defenses can be modified to handle the weapon, but it will take time.

The attack will cease as soon as the range opens to medium or longer. The creature will then attempt to return to its base course at the same speed (Warp 2). So long as *Kitabi* stays outside short range and does not interfere with its attempts to reach Evangeline, the creature will ignore them.

Decoding the Riddle

The object's transmissions are extremely alien, and the Universal Translator will take time- likely hours or days- to decipher its meaning. This should be treated as an Extended (TN 50) test, *Social Science- Xenolinguistics* or *Anthropology* test with each roll accounting for one hour's work.

Once the test has been completed, the Universal Translator will report that the transmission appears to be a basic communication- essentially "Stay Back", but that it has an insufficient sample to

determine whether the creature is sentient or not.

Repairs and Modifications

Once the precise nature of the enemy weapon is determined, *Kitabi*'s shields can be modified to defend against it. Partial modifications (software only) will take less time, but provide only partial protection. More complete modifications will take much longer and will involve physically modifying *Kitabi*'s deflector arrays.

In either event, *Kitabi*'s shields will be at minimum power (30%) while the modifications are underway. Prudence and safety advise that the modifications are best made in a sheltered environment (such as planetary orbit). At warp 2, the creature will take another 164 hours to reach Evangeline. *Kitabi* can be there in just over two-and-a-half hours at Warp 7.

The modifications require an Extended TN 50 *System Engineering (Deflectors)* test. The short-term/software modifications have a period of ten minutes per roll, and cut the amount of Threshold the weapon ignores to 1. The full modifications have a period of 30 minutes per roll and reduce the amount of Threshold ignored to zero.

Evangeline

Making orbit should be uneventful (especially if the *Kitabi* has troubled to announce their arrival ahead of time).

If the crew radioed ahead, they are met, by Administrator Escobar, and given a brief tour of Madsen's Landing. Administrator Escobar is small, thin, and dark, with obvious Hispanic roots and accent. His eyes are dark and lively, and he seems bursting with nervous energy.

The town itself is young, thriving, and clearly robust. It is clearly a working town on the edge of the frontier, but it is nonetheless clean and well-organized. Escobar will take the characters to his offices, ply them with brandy, then ask what he can do for them. Escobar will clearly NOT be pleased with word of an alien object bearing down on his colony, and will bring in three other men-

Sandhurst, Grant, and Stone- to consult.

Adam Sandhurst is the town's doctor/medical officer (and doubles as the local meteorologist). He stands just under six feet tall, is middle-aged and suffering from "middle aged spread", though the hard work of the colony has kept him from spreading too much. Sandhurst is passionate and lively- prone to frantic gestures. He is the first to demand (loud and long) that *Kitabi* destroy the intruder, and thanks to his charm (and despite his some frenetic behavior) is able to make some headway swaying his fellow colonists to his view.

Bill "don't call me William" Grant is the town's engineer and hydrologist. Grant is tall, fit, tanned, and weathered. Grant's hair is thinning in top, a fact more emphasized than concealed by his thin comb-over. His hands show him to be a man accustomed to hard work.

Quentin Stone is the town's chief agronomist, handles security for the colony, and doubles as communications officer, shuttle pilot, and general jack-of-all-trades. Whereas the other three men are excited and excitable, Stone is calm, thinking, and almost dour. A dark man of physical and intellectual power, Stone reminds many people of Doctor Richard Daystrom in his prime. Though his strength is tempered by an inherently gentle demeanor, few trifle with the man, and fewer still repeat that mistake.

Faced with the impending arrival of the alien, Escobar and Grant fluctuate agitatedly between demanding to know what the Federation is going to do to protect them and (spurred by Sandhurst) that Starfleet destroy the thing immediately.

Stone, on the other hand, is more thoughtful- wondering what the object might want with *Evangeline*. The planet has no resources, no wealth, no real technology to speak of. The colony is sufficiently distant from the Klingon border and all major trade routes as to be a tactical and strategic non-entity. There are no archaeological ruins, no subspace anomalies, no alien civilizations anywhere

nearby who might take an interest in the colony- nothing.

Unless the players specifically ask for a profile from their computers, they should not receive Handout #4 (Evangeline Survey). Nonetheless, the four men arrayed in front of them will know nearly all of the particulars.

If asked, the locals will protest that *Evangeline* is unremarkable in nearly every respect. Stone will point out the only two anomalies that come to mind. The first is the "bowl-pits", the second, the "extinctions".

The "bowl-pits" are a series of broad, shallow hollows in the planet's crust. Each runs roughly 100 meters across and 50-60 meters deep, atop a thermal vent- usually a dormant one. The science teams who originally *Evangeline* III thought they might be the remnants of an earlier, more geologically active period when the hot springs were much hotter and more dynamic. At least a hundred have been found within a thousand miles of Madsen's Landing. Stone has personally surveyed at least a dozen of them.

When Stone mentions the "extinctions", the other three men will roll their eyes- Sandhurst in particular. Stone will carry on doggedly- his analysis of the areas surrounding Madsen's Landing (and supported by evidence gathered by others at the other four settlement) suggests that *Evangeline* III has suffered a mass die-off of plant and animal life roughly every five hundred. His data is sketchy, but radiometric dating suggests that the largest die-off may have wiped out up to 60% of the plant and animal life on the surface.

In response, Escobar and Sandhurst will point out that Stone himself has admitted that these appear to be local phenomenon, not global, and that each of the areas shows signs of chemical poisoning consistent with carbon monoxide, and sulfur dioxide- consistent with large-scale volcanic eruptions. Grant will also remind Stone that each of the areas he's "surveyed" has had a history of tectonic and volcanic activity- which supports the

others' claims.

More damning, as Escobar points out, is the fact that these are purely local phenomenon, and don't explain why an alien vessel or object would be interested in Evangeline.

Tell Tales and Clues

Unless they have something better to do, Stone will insist on taking the *Kitabi* away-team on a visit to one of the bowl-pits. Unless they insist on beaming, he'll transport them via his shuttle, a short trip, but an exciting one as Stone flies like a madman- too fast, too low, and too abrupt in his maneuvers, but utterly in control. Stone explains that he selected this particular bowl as it is the most sharply defined and "cleanest" he's discovered.

Just before landing the shuttle, Stone will orbit the site twice to give the heroes a feel for the landscape. As advertised, the crater is bowl-shaped depression 100 m across and perhaps 60m deep. The sides are heavily shadowed, and the vegetation surrounding this pit is largely hardy grass and scrub- few trees can be seen for several miles surrounding the pit, and water seems to have collected in the very bottom.

The perimeter and sides of the bowl are lined with mineral crystals (including shards of obsidian and natural glass), chemical salts, and trace metals. Sides of the bowl are eroded and settled and consist largely of loose sand and shale. Stone will comment that the other bowls he's discovered have all been more weathered, and more settled than this one, and far more overgrown.

The footing is treacherous- players descending into the bowl without climbing gear risk a fall and possible injury. A Routine (TN 10) *Athletics* test will take them to the bottom, those who fail and fall suffer 1d6 points of damage. Climbing gear grants a +circumstance 3 bonus to the test.

The small pool of water at the bottom is hot, foul-smelling and foul-tasting- and a warm mist rises from it, lingering in the

faint breeze. A tricorder scan (either a Routine (TN 10) *Planetary Science (Geology)* or *Physical Science (Chemistry)* test with a +5 bonus for the tricorder) reveals that the water is 108° F and full of sulfur and other metal salts. Not immediately poisonous, but not advisable for drinking either. The water is clearly being heated by a nearly dormant thermal vent.

A tricorder scan to determine the age of the bowl (a Routine (TN 10) *Planetary Science (Geology)* test with a +5 bonus for the tricorder) reveals that this bowl was formed approximately 485 years ago

A tricorder scan to determine the chemical composition of the pit (a *Physical Science (Chemistry)* test with a +5 bonus for the tricorder) reveals sand with traces of quartz, various lesser silicates and carbon compounds. A Superior success reveals traces of sarium and verterium cortenide analogs, and an Extraordinary success reveals that these trace compositions have been leached through the soil from much larger deposits. In short, the bowl-pit exists in what was once a large deposit of verterium cortenide (or its component elements) and those compounds were leached from the surrounding soil, leaving a hole. This is roughly analogous to a plant leaching nutrients from surrounding soil.

Repeated tests at various other bowl-pits (or an Extended 50 *System Operations (Sensors)* test from the *Kitabi*) will confirm a similar process at each of the bowls. It will also confirm that the bowls were created apparently randomly, one roughly every five hundred.

If a scan of the surface is ordered to locate and count the bowl-pits, an Extended (TN 150) *System Operation (Sensors)* test will be required, with +1 or +2 bonuses to each roll for affinities from *Planetary Science (Geology)*, and *Social Science (Anthropology)*. Each roll will account for one full minute of work. The results will be intriguing, but not conclusive- there are more than a thousand bowl-pits on the surface, some

comparatively fresh, some positively ancient and nearly erased by time.

If a scan of the surface is ordered to investigate the "extinctions" as Stone calls them, the same requirements apply- an Extended (TN 150) *System Operation (Sensors)* test with +1 or +2 bonus to each roll for affinities from *Life Science (Ecology)* or *Zoology*, and *Planetary Science (Mineralogy)*. Two separate officers may conduct the scans concurrently, but one officer may not conduct them simultaneously.

The results of this scan for "extinctions" show that at some point in the last 500,000 years, every point on the planet's surface has suffered a mass-extinction event- though not all at once. Several areas- especially those nearest Madsen's Landing- overlap. That's why the planet's surface is so fertile- the periodic composting of every living thing in a given area. A Challenging TN 15 *Life Science (Ecology)* test will reveal that the events appear to be occurring roughly every five hundred,

If both scans (one for the "bowl-pits" and one for the "extinctions") were ordered, then it becomes clear that each "extinction" is centered on a corresponding bowl-pit.

Comparing Notes

With all of this new data in hand, the heroes meet back at Madsen's Landing with the town fathers. There are several issues at hand.

First and foremost, circumstantial evidence indicates that Evangeline III is the creature's natural breeding grounds- Federation law suggests that the creature has priority here, (and as the colonists are technically "squatters") may well require that the colonies be evacuated, if necessary, to protect the species. The problem with this solution is that there simply isn't time or room to evacuate the entire colony (nor are they willing to go) before the creature arrives. All three starships- the *Kitabi*, *Brandywine*, and *Lexington*, have the capacity to carry everyone away, but the latter two starships

won't be on-scene for at least another eight days.

The Universal Translator has confirmed that the creature's transmission was indeed a communication- though it has insufficient data to determine whether or not the creature is truly sentient or not. If the creature is sentient, then Prime Directive definitely applies.

On the other hand, the same circumstantial evidence that gives the creature "first dibs" on Evangeline III also indicates that the creature (and any fellows) represents a clear and present danger to the welfare of the colony- and the humanoid population of Evangeline are Federation citizens deserving of protection by Starfleet.

As it becomes clear that the creature's nesting habits create widespread and long-term ecological damage, Sandhurst, Escobar, and Grant become more and more panicked- this creature, innocent or not- has the potential of wiping out the entire colony and killing every man, woman, and child on the planet unless clear and decisive action is taken. Even Stone has to agree that the creature represents a serious threat, though he is far more sanguine about the actions that must be taken.

Kitabi has a clear duty to protect life and rights (if any) of the creature, and at the same time to protect the rights and lives of the Federation citizens on Evangeline III.

The other consideration the players will face is that this isn't a one-time problem- in theory, at least, the creature will be returning every five hundred years or so. Any decisions made now will profoundly affect the long-term future of both the species and of the Federation colony.

Destroying the creature in order to protect the colony on Evangeline III may very likely be construed as a violation of the Prime Directive- blatant interference in the species natural development. A negotiated settlement would likely face the same charge, but is much more defensible, as the creature (thanks to the Klingons) is already quite-familiar with extra-terrestrial

life.

The central questions that the heroes must face are whether or not the creature is sentient, and whether or not a mutual accommodation can be made. If no concession can be made, then *Kitabi* must choose one evil over another- either destroy the creature (and break the Prime Directive) or destroy (hopefully far less violently) the Evangeline colony.

The colonists, of course, aren't really interested. Evangeline is their home, and they're not going to be chased out by some alien beasties. Though they will pay lip service to Federation law in the matter, it is clear that they expect *Kitabi* to resolve this in their favor.

There simply haven't the time to evacuate and have no interest in doing so- and are confident that the law is on their side- unless *Kitabi* can drive the creature off, she must destroy it in order to protect the colony. In either case, the starship will have to deal with the alien in order to save the colony.

In the event that the starship fails, the colonists will begin taking emergency measures to safeguard their populations- moving supplies, equipment, and people into underground shelters until they can be evacuated.

As the discussion drags on without reaching the solution he demands, Sandhurst will become more and more irate and belligerent, eventually moving to threaten and then assault the player character most adamant about the creature's "rights".

Sandhurst can be forcibly restrained by an Opposed *Unarmed Combat* test or be persuaded to stand down by a Challenging (TN 15) *Influence (Intimidate or Command)* test.

Once the situation has been deescalated, Sandhurst will gather himself and collect the remaining shreds of his dignity. Straightening his clothing, he will apologize, making excuses about "stress" and "not sleeping well". It will be clear, however, to anyone who makes a Simple (TN 5) *Observe* or *Empathy* test, that

Sandhurst is still seething inside.

Second Contact

Second contact is made with the creature when *Kitabi* either intercepts it outside the system or when it arrives. The earlier rules of engagement still apply- so long as *Kitabi* stays outside short range and doesn't attempt to interfere with the approach to Evangeline III, her presence will be tolerated. As before, should *Kitabi* close to short range, the creature will attempt to warn her off and then attack only to drive her off.

Sensors (a Routine (TN 10) *System Operations (Sensors)* test) indicate that the energy levels the creature is generating are becoming more concentrated as it nears Evangeline. The creature's "metabolic rate" has increased sharply since their last encounter, but the energy is being internalized, rather than emitted.

Using the Universal Translator to establish communications requires a *System Operations (Communications)* test (with a +2 affinity bonus from *Social Science- Xenolinguistics*). The difficulty of the test depends upon the complexity of the message.

A simple message or concept such as "stay away", "danger", or "home" is a Challenging TN 15 test. The more abstract the concept or complicated the concept, the higher the difficulty. "You are endangering innocent people on the planet ahead" would be a Virtually Impossible (TN 25) test, and "We are a peaceful interstellar hegemony intent on cultural exchange and peaceful interaction" would be so completely alien and incomprehensible as to be impossible to convey. Given the range of possible messages, the actual target number will have to be determined by the Narrator in actual play.

If *Kitabi* begins translating messages it can understand, the creature will initially halt its advance out of curiosity, but cannot and will not put aside its biological imperative for long. If *Kitabi* transmits too much gibberish, then the creature will lose

The Prime Directive

The Federation's Prime Directive, or Starfleet General Order #1 was enacted to protect developing (less technically advanced) societies from contamination. The Prime Directive expressly prohibits any Starfleet personnel or spacecraft from interfering in the normal development of any society- even at the cost of the ship and her crew, if necessary.

The rule was adopted- and its wisdom proven- by several disastrous first contacts between Federation personnel and alien races unprepared to deal with the culture shock. The two greatest examples of a disastrous first contact are, of course, Sigma Iotia and the Ekosians and Zeons of M43 Alpha.

In 2265, Federation Cultural Observer (and noted historian) John Gill abandoned the Prime Directive and began making calculated changes to Ekosian society in an effort to unify the natives in a more efficient and effective central planetary government. Though his motives were pure, Gill's intervention proved disastrous. In order to unify the people, Gill patterned his nascent utopia on the zealotry and strong nationalistic tendencies of 20th century National Socialism- other wise known as the Nazi movement.

Gill's plan was to temper the strong militarism of the Nazi movement with compassionate principles and humane policies- but failed utterly when those closest to him were corrupted by the lure of power. An ambitious underling named Melakon drugged Gill, propped him up as a figurehead, and then subverted the movement. Melakon and changed the Ekosian movement from one loosely patterned on National Socialism to a horrific recreation of its basest evils- including the misguided notions of racial and genetic purity, and wars of genocidal aggression.

Only the timely intervention of the U.S.S. *Enterprise* in 2268 prevented interplanetary war between Ekos and neighboring Zeon- though a great many lives were lost before Gill was able to renounce the evil his experiment had become.

The U.S.S. *Horizon* visited Sigma Iotia II in 2168 and found a relatively peaceful, quiet world in the middle stages of an industrial revolution. When the *Horizon* departed, a crew member accidentally left behind a book called Chicago Mobs of the Twenties.

The Iotians then attempted to use the book as a "road map" to lead their society into space, and re-patterned their society on its example- with a corresponding breakdown in government and society. Huge swaths of native culture, practice, and custom were abandoned in favor of the example left behind by the *Horizon*, with the corresponding loss of life.

When the *Enterprise* visited in 2268, Captain Kirk was forced to resort to a "lesser" violation of the Prime Directive in order to steer the

planet back towards a more ethical and socially healthy course.

There have been at least eleven other notable (and questionable) violations of the Prime Directive- a surprising number of which involve starships named *Enterprise*.

The Prime Directive is one of Starfleet's simplest and most straightforward directives- but one of the hardest to adjudicate and enforce. While the law (and Starfleet Regulations) specify that a starship and her crew are expendable if necessary to uphold the Prime Directive, the law is not so clear (contradictory cases have been made) about whether Federation civilians are likewise bound.

In 2364, the survivors of the S.S. *Odin* violated the Prime Directive (though initially, not deliberately) by interfering with the natural development of Angel I, When the U.S.S. *Enterprise*-D attempted to remove them, Commander Riker and his party were hampered by the fact that the *Odin* survivors were not bound by the Prime Directive- and could not be forced to leave. On the other hand, when Cultural Observer Nikolai Rozhenko was slated to be prosecuted for violating the Prime Directive in 2370, he chose a virtual self-exile instead.

The basic thrust, of course, is that for the best of reasons and the worst of arrogances, Federation personnel will face the temptation to impose their own values, their own judgments, and own "best outcomes" on circumstances on species and societies which are ill-equipped to resist. The Prime Directive exists to prevent people armed with advanced technologies and planet-cracker weapons from running around the Universe playing God.- Captains James Kirk, Ronald Tracy, and Katherine Janeway notwithstanding.

In this particular episode, *Kitabi* and her crew are placed in what is essentially a "no-win" scenario- whichever way they turn, they risk violating both the Prime Directive and lesser Federation laws.

Forcing the creature away from Evangeline III is arguably a violation of the Prime Directive, while simply destroying it is clearly a violation. But what bout the Klingons? Is *Kitabi* responsible for a Prime Directive violation if she fails to defend the creature from the Klingons? The *Ev'Rakt* is in Federation space (and in violation of numerous treaties) when it attacks the alien. Is the *Kitabi* obligated to uphold Federation law in Federation space?

On the other hand, what about the Evangeline colonists? Are they, as civilians, bound to give up their homes, livelihoods, or even lives in defense of the Prime Directive? Can *Kitabi* stand by and allow them to be destroyed in defense of a law to which they are not bound?

Whatever decision *Kitabi* and her crew make in dealing with the creature, they run the serious risk of violating the Prime Directive- though in this case, they should work diligently toward the least of all evils.

interest and ignore all subsequent communication attempts.

If *Kitabi* does manage to establish contact, the creature will initially accuse them of being Klingons (it actually transmits a picture of a Klingon battle cruiser) as part of the accusation. If the heroes deny involvement with the Klingons and demonstrate good faith, the creature is willing to listen to the heroes' proposals, but is unwilling to trust them and makes no promises.

As the situation nears a solution, a Klingon cruiser decloaks and attacks the alien.

The Battle Is Joined

Kitabi must decide whether and how to protect the alien. If *Kitabi* opens fire in order to defend the alien, the Klingon will respond in kind. Captain Koros has orders (and personal reasons) to destroy the creature, and is fully intent on carrying out his instructions.

If contacted, Captain Koros identifies himself and his ship, and explains that the alien is responsible for the destruction of an Imperial Klingon vessel, and his instructions are to destroy the alien.

While Koros fully intends to carry out his orders, he is not truly prepared to risk a war with the Federation and the destruction of his vessel in order to accomplish that. Koros will only attack the *Kitabi* in self-defense, or by mistake (see below), and even then will attempt to drive off the Federation starship, rather than destroy her.

Koros will abandon his efforts to destroy the creature and attempt to disengage when *Ev'Rakt* suffers more than fifteen points of structural damage or has more than three blocks of system damage (in any combination) to Shields, Weapons, and Operations. If *Ev'Rakt* loses her warp drive (and thus, cannot escape), Koros will consider this a fight to the death, and is more than capable of destroying his ship- and anyone else nearby- in order to achieve his goals.

Kitabi's action will also bear heavily on the creature's decision- if *Kitabi* stands idly

The Nali

The creature approaching *Evangeline III* is semi-sentient, roughly analogous to a whale, dolphin, or perhaps a "caveman" in intelligence. It is self-aware, calling itself the Nali, though its thought processes are decidedly primitive and it has trouble with higher abstract and theoretical concepts. Even basic concepts (with arbitrary measurements) such as time, are almost impossible to convey- the Nali measure time only in breeding cycles- all other measures are meaningless. This particular Nali has existed for three "cycles"- meaning that this is the second time it has returned to breed.

Due to a quirk in its thinking, the creature refers to itself using the imperative (imperial) "we", though it has not seen another Nali since its nest-mates left almost 1500 years ago.

The creature is following a semi-instinctive biological imperative to return to *Evangeline III* to reproduce, just as its forebearers have done for all of time beyond memory. While this drive is semi-instinctive, the creature can be convinced to modify its actions and instead nest on *Gamma Evangeline IV*.

The Nali is (technically speaking) an organic life form rather than silicate, but its biological structures are crystalline in nature. The creature reproduces roughly once every five hundred years, laying between three and-twelve "egg", which metabolize surrounding minerals using the abundant energy available from the geothermal vent.

by and allows the Klingon attack, the creature will consider that it has all the proof it needs- there is no difference between the Federation starship and those of the Klingons, and will attempt to destroy both vessels out of hand, then nest on *Evangeline III*.

If, on the other hand, *Kitabi* places herself in harm's way to defend the alien, it will be willing to take a chance on trust- and agree to nest on *Gamma Evangeline IV*. The simplest way to keep the antagonists apart is by placing *Kitabi* between the weapons of both- though the proposition is both risky and requires both an Opposed *Tactics* (*Starship* or *Klingon*) test and an Opposed *System Operations* (*Helm*) test against Captain Koros and the *Ev'Rakt*. Bonuses from the *Fighting*

Captain, Thinks Like a Klingon, and Dogfighter Professional Abilities apply, Should either test fail, the Klingon vessel and the alien manage to gain line-of-sight on each other and can bring their weapons to bear. If either Koros or his gunner fail their test by more than six points, they accidentally open fire on the *Kitabi*.

Once attacked, the creature will defend itself, and the Klingons have not made the same shield modifications as *Kitabi*, and are thus vulnerable. Unless *Kitabi* opens fire on the Nali, it will not attack her (except, perhaps, by accident), but the Klingons enjoy no such grace. Having been attacked and injured by Klingon vessels more than once, and now being so near to its nest, the Nali is out for blood.

Even when the *Ev'Rakt* begins to disengage, the Nali will pursue (unless blocked by a/o persuaded to stand down by *Kitabi*). Convincing the creature to stand down should be a Challenging (TN 15) *Persuade* or *Influence* test.

Sandhurst's Fury

When/if the Evangeline colony determines that *Kitabi* has not a/o will not destroy the creature, Sandhurst decides to take matters into his own hands. No longer quite right in the head, and unwilling to trust either the alien or Starfleet, Doctor Sandhurst slugs Stone, steals his shuttle, and sets out to destroy the creature. *Kitabi* must deal with Sandhurst to protect the creature, and do so as delicately as possible.

A Routine (TN10) *System Operations (Sensors)* test will reveal that Sandhurst has created an overload in the shuttle's engines (similar to what Commodore Decker did in his attempt to destroy the Doomsday Device, and to the subsequent successful detonation of the *Constellation*'s impulse drives by Captain Kirk). There is a very good chance that Sandhurst's mad plan will succeed- killing the creature.

Dealing with Sandhurst is no easy

matter- by the time *Kitabi* is made aware of the theft, Sandhurst's shuttle is beyond tractor range. *Kitabi* would have to close two range increments (two success Opposed *Close (H)* maneuvers) (page 117 of the *Star Trek: Narrator's Guide*) in order to reach tractor range. Destroying the shuttle is a definite possibility, but a wasteful, and inelegant solution. Targeting the shuttle's impulse engines is a third possibility, but difficult to achieve at range. Simply beaming Sandhurst off is likewise difficult, if not impossible- the scientist has raised the shuttle's shields.

In any event, *Kitabi* and her crew must balance the costs versus the risks involved- are they willing to kill a Federation citizen in order to protect the alien?

Resolution

The resolution of this adventure depends upon the methods the heroes choose, and upon how well they carry them out.

Kitabi certainly has the means to destroy the creature should it come to that, just as she has the means to destroy Sandhurst and his shuttle. She even has the means (though the vessels are evenly matched) of destroying the *Ev'Rakt* (especially in concert with the alien).

Ideally, though, the crew should find a means for all parties involved to co-exist- even as much as they don't want to.

The mission of Starfleet is to seek out new life and new civilizations. The Nali definitely qualify as the former, if not the latter. By the same token, Starfleet has a duty to protect Federation citizens and property. While this scenario deals with shades of grey, there are as many "happy" solutions available as there are tragic ones- and it is incumbent upon the officers and crew of the U.S.S. *Kitabi* to honor the spirit of the law as much as the letter of the law.

If a peaceable solution can be found, they should find it, preserving both the alien and the colony alike.

(Non-Player Characters)

Escobar, Ernesto

Administrator Escobar is small, thin, and dark, with obvious Hispanic roots and accent. His eyes are dark and lively, and he seems bursting with nervous energy- but also reveals himself to be an administrator, rather than a genuine leader. He leans heavily on his advisors (Grant, Stone, and Sandhurst) and is generally uncomfortable with having to make hard decisions, and can generally be persuaded by the most reasoned (or at least the loudest) voices around him.

He will demand that the *Kitabi* and her crew protect the colony and resolve the situation, but has little practical advice on how, precisely, they should achieve this.

Grant, William

Bill "don't call me William" Grant is the town's engineer and hydrologist. Grant is tall, fit, tanned, and weathered. Grant's hair is thinning in top, a fact more emphasized than concealed by his thin comb-over. His hands show him to be a man accustomed to hard work.

Grant is generally a reasonable man, and tends to approach most issues from an engineering or logistical mindset. That having been said, he and the other Evangeline colonists have labored for almost four decades to build the colony- and he is patently unwilling to consider any solution that involves dismantling the fruits of that labor.

Koros, son of Moktahn — Captain, Imperial Klingon Cruiser *Ev'rakt*. A competent warrior with an eye on post with the High Command, Koros took command of the *Ev'Rakt* by defeating the previous commander in single combat. Koros is eager for confrontation with the Federation- both to remove a stumbling block to the Empire's expansion, but also to accumulate accolades and propel himself and his House to greatness. This desire, unfortunately, conflicts with his current orders.

The Klingon High Command has ordered Koros and the *Ev'rakt* to destroy the alien in response to the destruction of the Klingon cruiser *Quo'dos*, but they've also ordered him not to provoke the Federation into a full scale war- meaning he cannot attack the *Kitabi* except in self-defense, and cannot simply destroy her out of hand.

Koros will only attack the *Kitabi* in self-defense, or by mistake (see below), and even then will attempt to drive off the Federation starship, rather than destroy her.

Koros will abandon his efforts to destroy the creature and attempt to disengage when *Ev'Rakt* suffers more than fifteen points of structural damage or has more than three blocks of system damage (in any combination) to Shields, Weapons, and Operations. If *Ev'Rakt* loses her warp drive (and thus, cannot escape), Koros will consider this a fight to the death, and is more than capable of destroying his ship- and anyone else nearby- in order to achieve his goals.

Age: 35 **Species:** Klingon **Gender:** Male **Eyes:** Brown **Hair:** Black
Courage: 3 **Advancements:** 22 **Renown:** 3
Str 10(+2) **Agl** 7(+0)* **Int** 9(+1) **Vit** 10(+2) **Prs** 10(+2)* **Per** 9(+1) **Psi** 0(-3)
Quickness +2 **Savvy** +2 **Stamina** +2 **Willpower** +2* **Defense:** 7
Skills: *Armed Combat (Traditional Klingon Weapons)* 6, *Enterprise-Administration* 4, *Culture (Klingon)* 3, *History (Klingon)* 3, *Specific World (Quo'nos)* 3, *Language-Klingon* 3, *Language- Federation Standard* 3, *Computer Use (Retrieve)* 4, *Inquire* 3, *Influence (intimidate)* 3, *Law (Interstellar)* 3, *Persuade (Propaganda)* 3, *System Operations (Command, Tactical)* 6, *Ranged Combat (Disruptor Pistol)* 5, *Tactics (Romulan, Federation)* 5, *Repairs* 3, *System Engineering (Tactical)* 4, *Unarmed Combat (Mok'bara)* 3

Professional Abilities: Starship Duty, Starship Tactics, Command 2, Fighting Captain
Species Abilities: Brak'lul, High Pain Threshold, Honor, Ferocity, Klingon Traditional Weapons
Edges/ Flaws: Command 2, Promotion 5,

Klingon Soldier: a warrior hand-picked by Koros for his loyalty, ferocity, and aggressiveness.

Str 8 (+1)* Agl 10 (+2)* Int 5 (+0) Vit 9 (+1) Prs 6 (+0) Per 7 (+0)
Quickness +2 Savvy +0 **Stamina +3 Willpower +1** **Defense: 9**
Skills: Athletics (Climbing) +2, Armed Combat (Klingon Traditional Weapons) +4,
Observe (Spot) +2, Ranged Combat- Energy Weapons (Disruptor Rifle) +4, Stealth
+3 Survival +2, Tactics +2, Unarmed Combat (Mok'bara) +3

Professional Abilities: Battle Hardened

Species Abilities: Brak'lul, High Pain Threshold, Honor, Ferocity, Klingon Traditional Weapons

Edges/ Flaws: Dodge, Bloodlust

Sandhurst, Adam, M.D.

Adam Sandhurst is the town's doctor/ medical officer (and doubles as the local meteorologist). He stands just under six feet tall, is middle-aged and suffering from "middle aged spread", though the hard work of the colony has kept him from spreading too much.

Sandhurst is passionate and lively- prone to frantic gestures. He is the first to demand (loud and long) that *Kitabi* destroy the intruder, and is unwilling to take "no" for an answer.

Those who spend anytime around Sandhurst (including Doctor Pierce) will discover that he is terse, sullen, and generally uninformative, but that he also runs a taut ship- his medical offices and meteorology labs are clean and well-organized. They will also note that Sandhurst is unusually single-minded and displays a number of small habits or tics that suggest a mild obsessive-compulsive disorder.

Stone, Quentin

Quentin Stone is the town's chief agronomist, handles security for the colony, and doubles as communications officer, shuttle pilot, and general jack-of-all-trades. Whereas the other three men are excited and excitable, Stone is calm, analytical, and almost dour.

A dark man of physical and intellectual power, Stone reminds many people of Doctor Richard Daystrom in his prime. Though his strength is tempered by an inherently gentle demeanor, few trifle with the man, and fewer still repeat that mistake.

Imperial Klingon Cruiser *Ev'Rakt*

Production Data

Hull Data

Origin: Klingon Empire
Structure: 40
Class and Type: *K'Tinga* Class Heavy Cruiser
Size: 6, 2 decks
Year Launched: 2267
Length: 390m
Crew: 347
Atmospheric Capable: No
Shuttlebay: 1 AD
Shuttlecraft: Size 6 worth
Separation Systems: Emergency Only

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

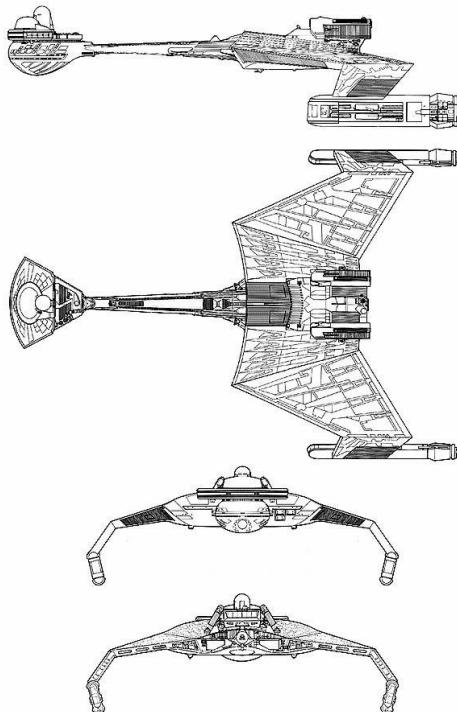
Impulse Engines: K-HEU-4 (.6c)(C) Warp Drive: STN-5 (Warp 6 / 8 / 10) (B)

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



Type 5 Shuttle

Production Data

Origin: United Federation of Planets

Class and Type: Class F Shuttle

Year Launched: 2269

Hull Data

Structure: 10 Size: 2, 1 decks Length: 10m

Crew: 2, 10 passengers Atmospheric Capable: Yes

Operational Data

Transporters: None Cargo Capacity: 2 units

Tractor Beams: None Sensor Systems: Class 3

(+3/D)

Operations Systems: Class 2 (C) Life Support:

Class 1R (BB)

Propulsion Data

Impulse Engines: SBC (.5c)(B)

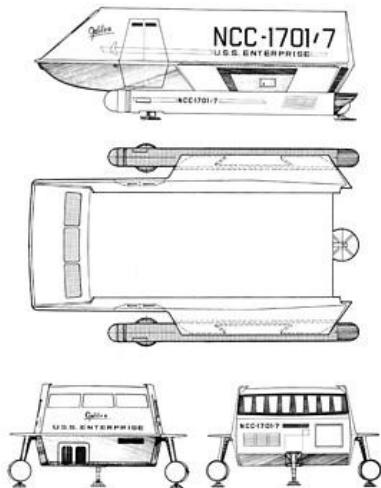
Tactical

Deflector Shields PFF-2 (A)

Protection/Threshold 12/2 —

Miscellaneous

Maneuver Modifiers +0 C, +2 H, +0 T Traits None



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

PCs establish contact with the Nali:
800 exp. points

PCs discover nature of "bowl-pits":
200 exp. points

PCs discover cause of the "extinctions":
200 exp. points

PCs prevent the destruction of the alien:
500 exp. points

PCs prevent Sandhurst from attacking the alien:
200 exp. points

PCs defeat the *Ev'Rakt* (either destroying or driving the Klingon vessel away):
250 exp. points

PCs capture the *Ev'Rakt* (in addition to the reward above):
250 exp. points

Renown Awards

PCs establish contact with the Nali:
Renown +1

PCs discover nature of "bowl-pits":
Renown +1

PCs discover cause of the "extinctions":
Renown +1

PCs prevent the destruction of the alien:
Renown +1

PCs prevent Sandhurst from attacking the alien:
Renown +1

PCs defeat the *Ev'Rakt* (either destroying or driving the Klingon vessel away):
Renown +1

PCs capture the *Ev'Rakt* (in addition to the reward above):
Renown +1

Per ten points of structural damage suffered by *Kitabi*:
Renown -1

PCs allow the destruction of the alien:
Renown -4

Per PC or named (allied) NPC killed
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).

Handouts:

Handout #1: Captain's Log

Captain's Log: Stardate 7929.1:

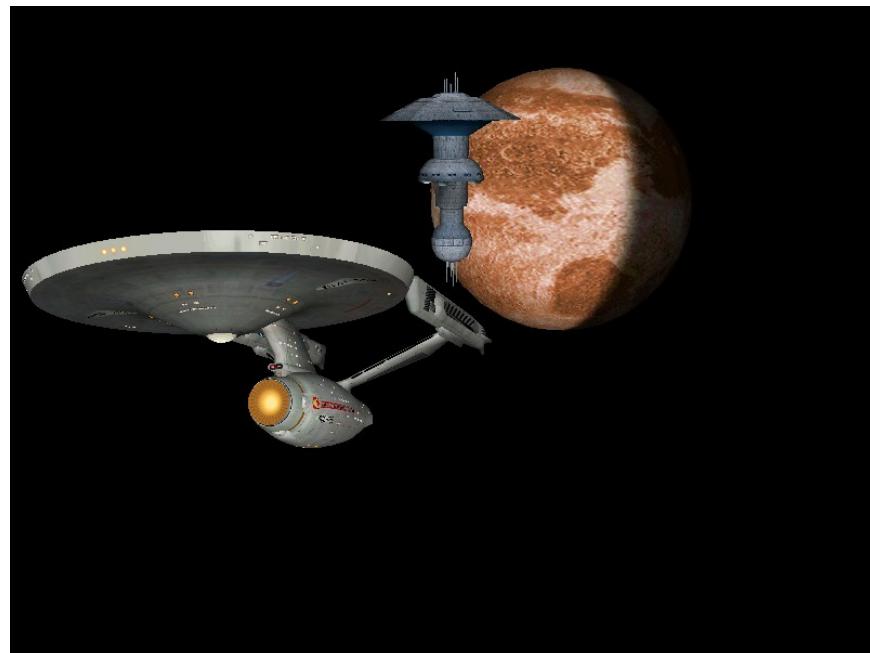
"USS Kitabi now patrolling the Klingon Neutral Zone. All conditions normal. No unusual activity to report, no Klingon traffic and normal civilian shipping.

The damage sustained in clash with three unidentified vessels on S.D. 7926.6 now complete, Chief Engineer Buran reports all systems normal and functioning.

Tactical and metallurgical analysis remains inconclusive, but the data strongly suggest that the vessels were probably Orion a/o Klingon privateers. Per Starfleet Intelligence, both powers have strongly denied any involvement in the incident.

Doctor Pierce reports the last of the injured crewmen has been returned to full duty. Crew morale and response times remain high.

Kitabi is proceeding on course heading 173, mark 007 at Warp Factor 3.



Handout #2: Orders

To: Commanding Officer, USS *Kitabi* NCC-1806
From: Oppenheimer, Commodore, Starbase 6 Operations.

- Unidentified object departing Klingon Neutral Zone, proceeding towards Gamma Evangeline III and Evangeline Colony. Current speed Warp 2, ETA roughly seven days.
- Starfleet Intelligence reports increased Imperial Klingon Navy activity in sectors adjacent to Neutral Zone and object flight path. Signal Intercepts indicate Klingon subspace transmissions up 300% over last seven days. Decryption in progress.
- At least three intercepted signals tentatively evaluated as distress signals from Imperial Klingon starships.
- *Kitabi* detached current patrol. Proceed best speed to intercept and evaluate intruder object, taking any action necessary to protect Federation shipping and Evangeline Colony, in accordance with Starfleet Regulations.
- Klingon activity your op area deemed likely. Proceed with caution.
- Given current situation, Starfleet Command considering elevating fleet-wide alert level. Investigate and advise current situation.
- Starships *Lexington* and *Brandywine* dispatched Klingon Neutral Zone effective this stardate. Earliest possible arrival your area mark + 225 hours.

Good Luck and Good Hunting,

Oppenheimer

Handout #3: Sensor Analysis

- The object is composed of a small central core surrounded by large crystalline petals.
- There is a large aperture (a bowl- shaped concavity) near the creature's front, of unknown purpose.
- The object is roughly circular, almost 300 meters in extreme length and breadth, and masses just under 250,000 tons (roughly the same size as *Kitabi* herself).
- The hull and outer petals are crystalline in composition and are composed of quartz, various silicates and carbon compounds. The outer petals also contain analogs of sarium and verterium cortenide (a component of Federation warp engines), and several elements unknown to Federation memory banks.
- The petals are emitting low level waves of gravimetric distortion, and appear to function along the lines of starship warp coils- allowing the creature to maneuver at warp speed by means of variations in the distortions.
- A number of the petals are damaged- possibly by disruptor fire- and are working at a reduced output.
- The creature's high energy output over a range of frequencies is interfering with scans of the interior.
- Certain compounds in the outer hull are either photo- or radio-electric (converting light or hard radiation into energy).

Handout #4: Evangeline Survey

Gamma Evangeline Star System

Gamma Evangeline is a Type G3 V star (roughly analogous to, but slightly dimmer than Sol), surrounded by a system of eleven planets.

Planets I and II are Class F (similar to Mercury). Planets III and IV are Class-M, though the latter is marginal, at best. Planet V is Class K (Venus), and planets VI through X are Class J. Planet XI is G (Pluto).

There are two small asteroid belts, one between planet V and VI, and between X and XI, with the usual cometary Oort cloud.

Sensor analysis indicates that Gamma Evangeline is roughly twice the age of the terrestrial Sol.

Evangeline Colony

Gamma Evangeline III is a Class M planet, one of two orbiting the system primary. The planet is unremarkable, and was surveyed by the USS *Soleta* in 2198.

The Evangeline colony was established on Gamma Evangeline III in 2245, with the arrival of 850 colonists. The initial landing established a small town called Madsen's Landing, an agricultural base, and a hydrothermal power plant. The remaining 2500 colonists arrived over the following three years.

Evangeline III has been both fortunate and prosperous, with a mild climate, abundant harvests, and few major problems. Between immigration and natural expansion, the colony hosts over 9,500 colonists at five major settlements.

Evangeline III has no major mineral, industrial, or technological wealth. Long-range planning hints at an eventual attempt to harvest the abundant hardwood forests for export, but those plans are at least fifty years in the future.

One singular note: Scientific survey teams from the *Soleta* noted a series of unusual and unexplained bowl-shaped geological formations. Each formation was lined with concentrations of mineral crystals, chemical salts, and trace metals, and each sat atop a major geothermal energy source. Lieutenant JG Costello (*Soleta*'s Science Officer) theorized that the formations might be evaporated mineral pools left over from a more geologically active period in the planet's history.

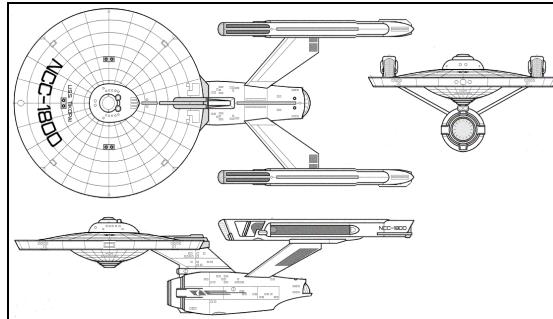
USS *Kitabi* NCC-1806

“...the sight of the stars makes me dream.”

Tikopai Class Starship

Production Data

Origin: United Federation of Planets
 Class and Type : Refit *Constitution* Class
 Heavy Cruiser
 Year Launched: 2272



Hull Data

Size: 6, 23 decks	Length: 304m
Structure: 40	Crew: 435
Cargo Capacity: 70	Atmospheric Capable: No

Operational Data

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

Propulsion Data

Impulse Engines: RSM (.75c) (D) Warp Drive: LN-60 Mod 3 (Warp 7 / 9 / 10) (D)

Tactical

Phaser Banks: RIM-12c (Type V) (x6/C) Photon Torpedoes: Mk 6 DF (x2/C)

Penetration 5 / 5 / 4 / 0 / 0

Penetration: 4 / 4 / 4 / 4 / 4

Deflector Shields: PFF-2a (B)

Protection/Threshold: 13 / 3

Miscellaneous

Maneuver Modifiers +2 C, +0 H, +3 T Traits: Prototype System: (+1 Missile)

The *Tikopai* Class cruiser (Baseline III) was a variant rebuild of the venerable *Constitution* Class. Fitted with the LN-60 warp engines the *Tikopai* class needed fewer structural modifications than the Baseline II (*Enterprise*) refit, and was therefore cheaper and faster to build. Three starships, USS *Tikopai*, *Kitabi*, and *Hornet* were upgraded to the *Tikopai* Class and a further four- *Lafayette*, *Wasp*, *Truxton*, and *Danmark* were constructed before the yards were given over to other projects.

The *Tikopai* Class were well received in the Fleet, but were somewhat less capable in that their shield grids were not as effective, nor their top speed as fast as their Baseline II counterparts.

USS *Kitabi* Senior Staff

Position	Name	Species	Rank
Commanding Officer	Jonathan Reed	Human	<i>Captain</i>
Executive/Science Officer	Skon	Vulcan	<i>Commander</i>
Chief Engineer	Dmitry Buran	Human	<i>Lt. Commander</i>
Helm Officer	Ian Edwards	Human	<i>Lt. Commander</i>
Navigator	Thomas Brandt	Human	<i>Lieutenant, JG</i>
Communications Officer	Natalie "Gnat" Wynn	Human	<i>Lieutenant, JG</i>
Chief Medical Officer	Dr. Stephanie Pierce	Human	<i>Lieutenant</i>

Starfleet Bureau of Personnel

Starfleet Command

Jonathan Michael Reed

Age: 39
Species: Human
Homeworld: Earth
Gender: Male
Eyes: Brown
Hair: Black

Rank: Commander

Current Assignment:

Executive Officer/Chief Science Officer, U.S.S. *Kitabi*, NCC-1806

Profile/History:

Reed grew up a Starfleet Brat, with his father serving on one starship or another and his mother serving as a staff botanist on Starbase 6.

Though not the youngest Starfleet captain, Reed has advanced quickly and is dashing, capable, and ready to face any challenge. Like most captains in his generation, he is ready to lead from the front- asking his people to follow. He will not ask his crew to take risks he is not willing to take himself, and places his ship and crew above his own welfare.

Psychological Profile:

The Commanding Officer of the USS *Kitabi* is typical of Starfleet commanders from this era. Tough, rugged, and independent, he relies on himself and his officers to carry out their orders.

Attributes

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

Miscellaneous Scores

Courage: 4 **Health:** 9 **Renown:** 14 **Advancements:** 12

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+0	+6		+6	
Computer Use	INT	+1	+5		+6	(Retrieve)
Enterprise-Administration	INT	+1	+4		+5	(Federation)
Influence	PRS	+2	+3		+5	
Investigate	PER	+1	+4		+5	(Research)
Knowledge:Culture	INT	+1	+3		+4	(Human)
Knowledge:History	INT	+1	+3		+4	(Federation)
Knowledge: Politics	INT	+1	+3		+4	(Federation)
Knowledge:Specific World	INT	+1	+3		+4	(Earth)
Language- Fed Standard	INT	+1	+3		+4	
Language- Klingonese	INT	+1	+3		+4	

Negotiate	INT	+1	+4		+5	(Biology, Microbiology, Zoology)
Persuade	PRS	+2	+3		+5	
Ranged Combat:Energy	AGL	+1	+5		+6	(Phaser)
Repair	INT	+1	+4		+5	
System Engineering	INT	+1	+2		+3	
System Operation	INT	+1	+5		+6	(Command, Tactical)
Tactics	INT	+1	+5		+6	
Unarmed Combat	AGL	+1	+5		+6	(Starfleet Martial Arts)

Professional Abilities:

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 highest two rolls.

Fighting Captain: If Captain Reed is on the bridge during combat, *Kitabi* received a +2 to all *Command Maneuvers*.

Intrepid: When spending Courage points to improve a professional skill roll, he gains a +5 bonus instead of the usual +3.

Starship Duty: Captain Reed meets all the prerequisites for his post aboard *Kitabi*.

Starship Tactics: Once per game session, Captain Reed may reroll one *Tactics* skill test and keep the better of the two results.

Species Abilities:

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

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

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

Edges/ Flaws:

Bold: When Captain Reed spends a Courage point on a *Physical* test, he gains +5 bonus instead of the usual +3.

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

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

Resolute: Reed knows how to stick to his guns in the face of adversity. When Captain Reed spends a Courage point in a *Willpower* test, he gains +5 bonus instead of the usual +3.

Starfleet Bureau of Personnel

Starfleet Command

Skon

Age: 53

Species Vulcan

Homeworld: Vulcan

Gender: Male

Hair: Black

Eyes: Brown

Rank: Commander

Current Assignment:

Executive Officer/Chief Science Officer, U.S.S. *Kitabi*, NCC-1806

Profile/History:

Skon graduated from Starfleet Academy at age thirty, and was immediately assigned to the U.S.S. *Intrepid*, and served aboard for three years- transferring to a small research outpost just before the ship was lost with all hands.

Skon's career has been one of steady, reliable excellence, if not extraordinary achievement, completing tours of duty aboard the *Rutledge*, *Dartmouth*, and *Essex*.

As his seniority grew, Skon anticipated being assigned the command of a smaller vessel, and went so far as to request command of an all-Vulcan scout or research vessel, but was instead assigned to the *Kitabi* as Executive Officer, where he has served for eighteen months.

Psychological Profile:

Skon is thoroughly and typically Vulcan, with an unconscious air of smug superiority. Although his views do not rise to the level of outright prejudice, Skon subconsciously considers humans (and many other races) to be illogical, rabidly emotional, unpredictable, and therefore, unreliable.

Despite his feelings (not that he'd ever admit to them), Skon is a consummate professional and a careful, thoughtful scientist. In many respects, his love of chess is a mirror into his mind and soul- whenever he moves, he's always thought at least three steps ahead.

He also has a strong sense of both duty and loyalty, and a burning curiosity about the nature of the universe at large.

Attributes

Str 6 (+0) **Agl** 9 (+1)* **Int** 10 (+2)* **Vit** 9 (+1) **Prs** 9(+1)* **Per** 7 (+0) **Psi** 6 (+0)
Quickness +3 **Savvy** +1 **Stamina** +1 **Willpower** +2* **Defense:** 8

Miscellaneous Scores

Courage: 3 **Health:** 11 **Renown:** 12 **Advancements:** 14

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+2	+5		+7	(Retrieve)
Enterprise-Administration	INT	+2	+4		+6	
Gaming	INT	+2	+3		+5	(3D-Chess)
Influence	PRS	+1	+4		+5	
Investigate	PER	+0	+4		+4	(Research)
Knowledge:Culture	INT	+2	+3		+5	(Vulcan, Klingon)
Knowledge:History	INT	+2	+3		+5	(Federation)

Knowledge:Specific World	INT	+2	+3		+5	(Vulcan)
Knowledge: Law	INT	+2	+3		+5	
Language- Fed Standard	INT	+2	+4		+6	
Language- Klingonese	INT	+2	+3		+5	
Language- Vulcan	INT	+2	+4		+6	
Life Science	INT	+2	+6		+8	(Biology, Microbiology, Zoology)
Mind Meld	PSI	+0	+3		+3	
Persuade	PRS	+1	+3		+4	
Physical Science:	INT	+2	+4		+6	(Chemistry, Physics, Mathematics)
Planetary Science	INT	+2	+5		+7	(Geology)
Ranged Combat:Energy	AGL	+1	+3		+4	(Phaser)
Repair	INT	+2	+3		+5	
Space Science	INT	+2	+5		+7	(Stellar Cartography)
System Operation	INT	+2	+5		+7	(Sensors)
Unarmed Combat	AGL	+1	+4		+5	(Starfleet Martial Arts)

Professional Abilities:

Field Research: Skon has been well trained in scientific procedures, and when making an *Investigate* skill test to understand strange, new phenomena, Skon receives a bonus equal to half the relevant *Science* Skill.

Intense Scan: Skon is Intimately familiar with *Kitabi*'s sensors, and knows how to gain the very best performance from them. By making a TN 15 *System Operation (Sensors)* test, Commander Skon may doubling the sensors' maximum range, sensitivity, reliability, or other parameter for one subsequent scan.

Journeymen: Commander Skon can use all the *Science* group skills untrained.

Practical Application: When making a *System Engineering* or *Repair* test to recalibrate, repair, or reconfigure his science console, Skon receives a bonus equal to half his *Physical Science* skill level, rounded up.

Science Tech: Using the ship's sensors, a tricorder, or other sensors to investigate a stellar or planetary phenomena, Skon may reroll a single *System Operations* test and keep the better of the two results. This may be done once per game session.

Starship Duty: Commander Skon meets all the prerequisites for his post aboard *Kitabi*.

Species Abilities:

Enhanced Rapid Healing: Once per day, Skon may enter a healing trance (pg 49), and recover a number of wound points equal to his *Vitality* modifier.

Mind Meld: With physical contact, Skon has the ability to telepathically join his mind to another.

Nerve Pinch: Skon may stun an opponent for 2d6 rounds by making an *Unarmed Combat* skill test. If the victim knows what he is attempting, Skon suffers a -5 penalty to the test.

Psionic: Skon has telepathic mental abilities.

Skill Focus (Keen Hearing): Skon receives a +4 bonus to *Observe (Listen)* tests.

Edges/ Flaws:

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

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

Multitasking: Skon may treat a full-round action as two actions.

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

Thinker: Skon is adept at problem solving and gains a +1 bonus to Academic tests.

Starfleet Bureau of Personnel

Starfleet Command

Dmitri Timofeyevich Buran

Age: 31
Species Human
Homeworld: Earth
Gender: Male
Hair: Black
Eyes: Brown

Rank: Lieutenant Commander

Current Assignment:

Chief Engineering Officer, U.S.S. *Kitabi* NCC-1806

Profile/History:

Dmitri (son of Timothy) is a large stolid man with dark hair and dark eyes. Despite his imposing size and his quiet, taciturn demeanor, Dmitri is also an inherently gentle person.

Buran served previous tour of duty aboard the starship *Dundalk*, and was posted to the Starfleet Corp of Engineers during the *Kitabi*'s refit. He requested a transfer in order to stay with the vessel when she was returned to service.

Psychological Profile:

Dmitri Buran comes from the steppes of Russia, a vast, quiet place where generations of his family came to appreciate the monolithic peace and solitude. Like most of his close kin, Buran is quiet and introspective- a thinker and a problem solver- rather than a talker. When he speaks, it is usually to great effect. He is a fierce and loyal friend and a dangerous foe.

Attributes

Str 9 (+1)	Agil 8 (+1)	Int 11 (+2)*	Vit 10 (+2)*	Prs 7(+0)*	Per 7 (+0)
Quickness +1		Savvy +0	Stamina +4*	Willpower +2*	Defense: 8

Miscellaneous Scores

Courage: 4 Health: 11 Renown: 4 Advancements: 8

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+2	+6		+8	(Retrieve)
Construct	INT	+2	+4		+6	
Knowledge: Religion	INT	+2	+1		+3	(Human)
Knowledge: Culture	INT	+2	+3		+5	(Human)
Knowledge: History	INT	+2	+4		+6	(Federation)
Knowledge: Politics	INT	+2	+4		+6	(Federation)
Knowledge: Specific World	INT	+2	+3		+5	(Earth)
Language- Fed Standard	INT	+2	+4		+6	
Language- Tellarite	INT	+2	+3		+5	
Physical Science	INT	+2	+4		+6	(Mathematics, Physics)

Propulsion Engineering	INT	+2	+6		+8	(Impulse, Warp Drive)
Ranged Combat:Energy	AGL	+1	+4		+5	(Phasers)
Repair	INT	+2	+5		+7	
Space Science	INT	+2	+3		+5	(Astrophysics)
Structural Engineering	INT	+2	+5		+7	
System Operation	INT	+2	+5		+7	
Systems Engineering	INT	+2	+6		+8	(Transporter, Computer Systems)
Unarmed Combat	AGL	+1	+2		+3	(Starfleet Martial Arts)

Professional Abilities:

Double Your Estimate: Buran has learned to work swiftly and accurately when time is of the essence, and can complete a repair (including Extended tests) in $\frac{1}{2}$ the base action time.

Engineering Certification: Commander Buran may use all of the *Engineering* group skills untrained.

Fix-It: Buran has spent a lot of time learning the best way to make repairs, and is versed in all of the *Repair* skill specialties.

Jury-Rig: When making Construct, Repair, or Engineering tests Buran ignores penalties from inadequate equipment parts, or materials.

Theoretical Application: Whenever Buran makes a *Repair* skill test on a given technology, he gains a bonus equal to half his *Engineering* skill on that same technology.

Starship Duty: Commander Buran 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 Commander Buran a +2 bonus to his *Stamina* 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: Commander Buran is assigned as the Chief Engineer (and therefore a Department Head) aboard the U.S.S. *Kitabi*.

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

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

Starfleet Bureau of Personnel

Starfleet Command

Ian Edwards

Age: 38
Species Human
Homeworld: Earth
Gender: Male
Hair: Red
Eyes: Brown

Rank: Lieutenant Commander

Current Assignment:

Chief Helm Officer/First Lieutenant, U.S.S. *Kitabi* NCC-1806

Profile/History:

An Academy classmate of Captain Reed, and Doctor Pierce, the three officers tutored each other in Astrophysics, Stellar Cartography and Starship Strategy.

During a midshipman cruise, Edwards became involved with an Orion woman during shore leave. In the unspecified incident, Edwards was in far over his head, and had to be rescued by his shipmates, including then-Midshipman Reed.

Edwards is the son and heir of a major Federation shipping magnate, and grew up in comfort and privilege. He also learned the ins and outs of the shipping business and maintains extensive contacts in the Star Fleet Merchant Marine.

Psychological Profile:

Youthful, outgoing, and friendly, Edwards is blessed with an infectious grin and cursed with a baby face, which he is trying to hide behind a beard as red as his hair.

Age and experience

Attributes

Str 6 (+0) **AgI** 9 (+1)* **Int** 10 (+2) **Vit** 9 (+1) **Prs** 9(+1)* **Per** 7 (+0)
Quickness +3 **Savvy** +1 **Stamina** +1 **Willpower** +2* **Defense:** 8

Miscellaneous Scores

Courage: 4 **Health:** 9 **Renown:** 12 **Advancements:** 13

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+2	+6		+8	(Retrieve)
Enterprise-Administration	INT	+2	+4		+6	
Enterprise-Business	INT	+2	+6		+8	
Influence	PRS	+1	+5		+6	
Inquire	PER	+0	+4		+4	(Fraternize)
Knowledge:Culture	INT	+2	+3		+5	(Human, Klingon)
Knowledge:History	INT	+2	+3		+5	(Federation)
Knowledge:Politics	INT	+2	+5		+7	(Federation)
Knowledge:Specific World	INT	+2	+3		+5	(Earth)
Knowledge: Law	INT	+2	+4		+6	

Language- Fed Standard	INT	+2	+4		+6	
Language- Klingon	INT	+2	+3		+5	
Language- Kolari (Orion)	INT	+2	+4		+6	
Persuade	PRS	+1	+4		+5	
Ranged Combat:Energy	AGL	+1	+6		+7	
Repair	INT	+2	+4		+6	
Space Science	INT	+2	+5		+7	(Stellar Cartography)
System Operation	INT	+2	+7		+9	(Helm, Tactical, Command)
Unarmed Combat	AGL	+1	+4		+5	(Starfleet Martial Arts)

Professional Abilities:

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

Dogfighter: Edwards has spent many years honing his skills in simulators and at the helm. When Edwards is at the helm during combat, *Kitabi* receives a +2 to all Helm maneuvers.

Hide in Plain Space: Edwards can use the various objects and phenomenon in space to hide the ship, increasing the difficulty to spot *Kitabi* by +2.

Starship/Starbase Protocols: Navigating the civilian bureaucracy has taught Commander Edwards how best to navigate the Starfleet bureaucracy. Commander Edwards receives a +4 bonus to *Administration (Starfleet)* tests.

Starship Duty: Commander Edwards 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 Commander Edwards 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: Despite being assigned as the Chief Helmsman/First Lieutenant (and therefore a Department Head) aboard the U.S.S. *Kitabi*, Commander Edwards is fully qualified to command a starship of his own.

Contacts- Starfleet Merchant Marine (Business): Edwards gains a +2 bonus to *Business* tests thanks to his contacts in the Merchant Marine service.

Friendly: Edwards gains a +1 bonus to all *Social* tests because of his friendly, easy-going manner.

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

Wealth: On planets which trade regularly with the Federation, Edwards has access to financial assets up to 20,000 credits.

Starfleet Bureau of Personnel

Starfleet Command

Natalie Wynn

Age: 24
Species Human
Homeworld: Earth
Gender: Female
Hair: Black
Eyes: Brown

Rank: Lieutenant, Junior Grade

Current Assignment:
 Communications Officer, USS *Kitabi*, NCC-1806

Profile/History:

Lieutenant JG Wynn graduated from Starfleet Academy with honors, and is a gifted technician, fascinated with subspace and radio communications and the means to make them go farther.

Psychological Profile: Strongly pretty rather than classically beautiful, "Gnat" combines a tomboy charm with technical brilliance and a cheerful, optimistic demeanor.

Attributes

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

Miscellaneous Scores

Courage: 4 Health: 9 Renown: 3 Advancements: 7

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+2	+4		+6	(Retrieve)
Enterprise-Administration	INT	+2	+1		+3	
Enterprise-Business	INT	+2	+2		+4	
Influence	PRS	+0	+1		+1	
Knowledge:Culture	INT	+2	+4		+6	(Human)
Knowledge:History	INT	+2	+4		+6	(Federation)
Knowledge: Religion	INT	+2	+1		+3	(Human)
Knowledge: Specific World	INT	+2	+1		+3	(Earth)
Language- Fed Standard	INT	+2	+4		+6	
Language- Andorian	INT	+2	+4		+6	
Observe	PER	+1	+2		+3	
Physical Science:	INT	+2	+4		+6	(Mathematics)
Ranged Combat:Energy	AGL	+1	+4		+5	(Phaser)
Repair	INT	+2	+4		+6	

Space Science	INT	+2	+3		+5	(Astrophysics)
Social Science	INT	+2	+6		+8	(Xenolinguistics)
System Engineering	INT	+2	+4		+6	(Communications)
System Operation	INT	+2	+8		+10	(Communications)
Unarmed Combat	AGL	+1	+4		+5	(Starfleet Martial Arts)

Professional Abilities:

Cross Trained: When performing the professional skill of another Starfleet elite profession, Wynn may add her *Intellect* bonus (+2) (for *Intellect*-based skills, this counts as a +4 bonus).

Exemplary Support: Wynn knows how to coordinate her activities in support of her fellow bridge officers. As a result, Gnat 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.

Eyes on the Board: "Gnat" has been taught how to scan her equipment for patterns and anomalies in operation. When making a *System Operations* test, Wynn adds her *Perception* modifier (+1).

Level Headed: Disciplined and focused, Wynn has learned to tune out distractions that might keep her from performing her duties. When performing any professional skill at the Communications Station, Wynn ignores all test penalties from distraction.

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

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

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

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climates. Human adaptability has given "Gnat" a +2 bonus to her *Stamina* 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: "Gnat" serves as Chief Communications Officer (and therefore as a Department Head) aboard the *Kitabi*.

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

Starfleet Bureau of Personnel

Starfleet Command

Thomas Brandt

Age: 25
Species Human
Homeworld: Earth
Gender: Male
Hair: Red
Eyes: Brown

Rank: Lieutenant, Junior Grade

Current Assignment:

Navigator/Security Chief, U.S.S. *Kitabi*, NCC-1806

Profile/History:

Lieutenant, JG Brandt graduated from Starfleet Academy only three years ago (and is fairly due for a promotion to full lieutenant).

His initial assignment was aboard the U.S.S. *Chisolm* patrolling the Romulan Neutral Zone, which was completed without incident. He was assigned to the *Kitabi* less than six months ago as Navigator and Chief of Security.

Brandt

Psychological Profile:

Brandt is determined, dedicated, and professional, with enough experience to adapt to most circumstances, yet still young enough to maintain some of his starry-eyed, space cadet idealism. Brandt has scored well in Academy tests and psychological profiles, and may well be an excellent candidate for command. Despite his enthusiasm and star lust, Brandt is cautious, looking for the hidden threat in any situation.

Brandt is not especially physically imposing, and relies on his force of personality to persuade others to bend to his will.

Attributes

Str 8 (+1) Agl 8 (+1)* Int 9 (+1)* Vit 8 (+1) Prs 12(+3)* Per 8 (+1)
Quickness +1 Savvy +3 Stamina +1* Willpower +1* Defense: 8

Miscellaneous Scores

Courage: 4 Health: 9 Renown: 3 Advancements: 5

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+1	+5		+6	(Retrieve, Invasion)
Enterprise-Administration	INT	+1	+4		+5	
Athletics	AGI	+1	+2		+3	(Gymnastics)
Inquire	INT	+1	+4		+5	
Investigate	PER	+1	+3		+4	
Knowledge:Culture	INT	+1	+3		+4	(Human, Romulan)
Knowledge:History	INT	+1	+4		+5	(Federation)

Knowledge:Specific World	INT	+1	+3		+4	(Earth, Romulus)
Knowledge: Law	INT	+1	+4		+5	
Language- Fed Standard	INT	+1	+3		+4	
Language- Romulan	INT	+1	+3		+4	
Language- Vulcan	INT	+1	+2		+3	
Negotiate	PRS	+3	+2		+5	
Persuade	PRS	+3	+3		+6	
Ranged Combat:Energy	AGL	+1	+5		+5	(Phaser)
Repair	INT	+1	+4		+5	
Survival	INT	+1	+4		+5	(Desert)
System Operation	INT	+1	+5		+6	(Navigation, Tactical)
Unarmed Combat	AGL	+1	+4		+5	(Starfleet Martial Arts)

Professional Abilities:

Starship/Starbase Protocols: Lieutenant JG Brandt has learned to navigate the labyrinthine bureaucracies surrounding Starfleet Command and receives a +4 bonus to *Administration (Starfleet)* tests.

Starship Tactics: Brandt has spent a great deal of time studying tactics (largely during his tour aboard the *Chisolm*) and is developing a fine seaman's eye. Once per game session, Brandt may reroll one *Tactics* skill test and keep the better of the two results.

Starship Duty: Lieutenant JG Brandt 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 Brandt a +2 bonus to his *Stamina* 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: Brandt has been assigned to the Kitabi as both Navigator and Chief of Security (and thus is a Department Head).

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

Starfleet Bureau of Personnel

Starfleet Command

Doctor Stephanie Pierce

Age: 27
Species Human
Homeworld: Earth
Gender: Female
Hair: Brown
Eyes: Grey

Rank: Lieutenant

Current Assignment:

Chief Medical Officer, U.S.S. *Kitabi*, NCC-1806

Profile/History:

Doctor Pierce is brilliant, capable, and reserved, a superior researcher and clinician. She is empathic, beautiful, and charming, but maintains a clinical facade when dealing with patients. She can be brusque, no nonsense, and very, very intimidating when pushed on matters of medical ethics or the best care for her patients.

Doctor Pierce is a graduate of the same Academy class as Lieutenant Commander Edwards, and the two new each other during the Academy, but did not socialize. After a brief tour of duty aboard the U.S.S. Ulster, Doctor Pierce spent the last two years at Starfleet Medical.

Unbeknownst to her shipmates (and omitted from her Starfleet records) Doctor Pierce also has limited telepathic powers, and the two years at Starfleet Medical were actually detached duty at an undisclosed location.

Psychological Profile: Doctor Pierce is an inveterate people watcher- she misses very little that goes on around her, and has an uncanny knack for deciphering motivations and intentions.

Conversely, Pierce is a very private and reserved individual- bookish and reflective. She finds it difficult to make friends, but those which she does manage to forge are deep and lasting.

Pierce is keenly aware of her responsibility as Ship's Surgeon aboard the *Kitabi*, and takes that duty very seriously. She can be a bit overprotective (and motherly almost to the point of a pest in that regard), and brooks absolutely no non-medical argument about what's best for those under her care.

Attributes

Str 6 (+0) **Agi** 9 (+1) **Int** 10 (+2)* **Vit** 9 (+1) **Prs** 7(+0)* **Per** 11 (+2) **Psi** 4(+0)
Quickness +1 **Savvy** +1 **Stamina** +3 **Willpower** +2* **Defense:** 8

Miscellaneous Scores

Courage: 4 **Health:** 9 **Renown:** 8 **Advancements:** 12

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+2	+6		+8	(Retrieve)
Empathy	PSI	+0	+4		+4	
Enterprise=Streetwise	INT	+2	+4		+6	
First Aid	INT	+2	+5		+7	
Forgery	AGL	+1	+2		+3	
Investigate	PER	+2	+6		+8	

Knowledge:Culture	INT	+2	+3		+5	(Human, Vulcan)
Knowledge:History	INT	+2	+3		+5	(Federation)
Knowledge:Specific World	INT	+2	+4		+6	(Earth, Vulcan)
Language- Fed Standard	INT	+2	+4		+6	
Language- Vulcan	INT	+2	+4		+6	
Life Science	INT	+2	+5		+7	(Biology, Biotechnology)
Medicine	INT	+2	+9		+11	(General)
Mindshield	PSI	+0	+6		+6	
Observe	PER	+4	+3		+7	
Physical Science:	INT	+2	+3		+5	(Chemistry)
Ranged Combat:Energy	AGL	+1	+4		+5	(Phaser)
Repair	INT	+2	+3		+5	
System Operation	INT	+2	+4		+6	(Medical)
Unarmed Combat	AGL	+1	+3		+4	(Starfleet Martial Arts)

Professional Abilities:

Diagnosis: Doctor Pierce has received special training in diagnosing alien diseases and toxins. Whenever Pierce 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 Pierce has received a wide range of medical training in order to deal with any situation that might arise aboard a starship. Whenever Pierce makes a *Medicine* test, she receives a +2 bonus to the result.

Field Medicine: Doctor Pierce has been trained with the finest medical technology available- but because such hospital facilities aren't always available, has also been trained to treat patients in the field and on the fly. When performing a *First Aid* or *Medicine* test outside a sickbay or surgical suite, Doctor Pierce may re-roll any single test and take the better of the two results. This ability may only be used once per session.

Lab Work: As a well-trained and insightful clinician, Doctor Pierce receives a +4 bonus to all *Physical Science (Chemistry)* tests.

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

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climates. Human adaptability has given Doctor Pierce a +2 bonus to her *Stamina* 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: Doctor Pierce has been assigned as Chief Medical Officer (and a Department Head) aboard the U.S.S. *Kitabi*.

Confident- When Doctor Pierce spends one Courage point on a *Social* test, she gains a +5 bonus instead of the usual +3.

Promotion 2- Dr. Pierce holds the rank of Lieutenant in Starfleet.

Psionic- Dr. Pierce has limited telepathic abilities.

Skill Focus (Compassionate)- Doctor Pierce receives a +1 bonus to *First Aid* and *Medicine* tests.