

STAR TREK ROLEPLAYING GAME

THE INTRUDERS



A Movie Era Adventure
For Starfleet

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The Seventh Fleet
(www.seventhfleet.org)

and

the entire crew

at

MountainCon IV

(you know who you are and what you did.)

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Introduction

"Intruders" 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* and *Star Trek: Narrator's Guide* 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 2369. Players who wish to take part in this adventure should not read any further.

Adventure Synopsis

The Federation starship USS *Kitabi* NCC-1806 has been dispatched to the remote Ankala Sector to discover the fate of the missing USS *Kouri*. Arriving at the *Kouri*'s last known coordinates, they find the missing ship's recorder/marker buoy, a small debris field, and an alien life form of surprising speed and power.

While the *Kitabi* and her crew struggle with first contact, a Klingon *Bird of Prey* decloaks and attacks the alien, sending it fleeing towards a subspace anomaly.

Recommended Date/Season/Stardate:

2283/ ST:II The Wrath of Khan / SD 8120

Setting:

The Ankala Sector- charted, but unexplored, Federation space near the Klingon border.

Lost Sheep

Open in media res with the Handout #1: Captain's Log. USS *Kitabi* has been dispatched to the remote Ankala Sector to discover the fate of the missing USS *Kouri*. In addition to altering course towards the *Kouri*'s last known position, the crew should

begin conducting long-range scans for the missing starship. If any of the crew asks for it specifically, they should be given Handout #2: USS *Kouri* Profile.

Discoveries

An extended TN 25 *System Operations (Sensors)* test will reveal a small debris cloud on the sensors ahead.

An analysis of the debris field (a TN 15 *Structural Engineering* test) or TN15 *Physical Science (Metallurgy)* test reveals that the debris is not from the *Kouri*- the alloys and compounds present are used by military vessels of the Klingon Empire. An extraordinary success reveals that the vessel was small- probably a *Bird of Prey*.

The discovery is troubling not only because the presence of a Klingon *Bird of Prey* this deep in Federation space constitutes an act of war, but also because it raises the specter that the Klingons might be responsible for the fate of the *Kouri*.

The players would be well advised to notify Starfleet Command of the intrusion, though at this distance, it will take approximately six hours for Starbase to receive the message.

A TN 15 *System Operation (Sensors)* test reveals traces of high energy weapons' fire. A TN 7 *Physical or Space Science* test reveals two types of discharges- Klingon disruptors on the one hand, and an unknown high energy burst on the other. Should the players wish to gage the age of the wreckage, a A TN 7 *Physical or Space Science* test will show that the size of the debris field indicates that the vessel was destroyed more than a week ago.

If the heroes look specifically, a TN 5 *System Operations (Sensors)* test will reveal bodies floating in the debris. If they are brought aboard, they may be autopsied by the Ship's Surgeon. An extended TN 50 *Medical (Forensics)* test will reveal that the Klingons were killed by high energy plasma burns, explosive decompression, and other effects consistent with their ship being blown to pieces.

Additional Pieces

When the extended *System Operations (Sensors)* test reaches TN 50, the heroes will detect another a small debris cloud on the sensors. The field is approximately three hours away at normal cruising speed. ahead, and a TN 5 *System Operations (Communications)* test will detect the *Kouri*'s recorder marker buoy.

An analysis of the debris field (a TN 15 *Structural Engineering* test) reveals that the debris is indeed remnants of the *Kouri*- notably pieces of her warp drive. A TN 5 *Intellect* test, however, reveals that there is insufficient mass to account for the *Kouri*- these are pieces of the ship, not her grave.

Letters From Home

If the heroes took the trouble to notify Starfleet Command about the debris of the Klingon vessel, the ship receives a message from Admiral Komack and Starfleet Command ([Handout #3](#)). Admiral Komack is a veteran Starfleet officer known for his brusque and no-nonsense demeanor.

Komack's communiqué will demand an update on the search for the *Kouri* and warn *Kitabi* to proceed with caution- Starfleet Intelligence reports suggest there may be two or more Klingon vessels operating in or near the Ankala Sector. Long range scans of the Klingon Neutral Zone confirmed *Kitabi*'s report of a number of anomalies which might or might not be cloaked starships crossing the zone.

Long range scans of the Ankala Sector reveal no unusual activity- but there is a marked increase in subspace noise emanating from the sector, source unknown.

Given these conditions, Starfleet Command has decided to step up the alert status of the Fleet, and is dispatching additional starships to the Neutral Zone.

Although their primary mission remains the search for the *Kouri*, *Kitabi* should also be on the look out for the Klingon vessels- and be prepared to take action to defend Federation vessels and colonies which may need assistance.

Using *Kitabi*'s long-range sensors (and an

extended TN 25 *System Operations (Sensors)* test) will confirm both the increased subspace "noise" coming from the Ankala Sector and reveal a small subspace anomaly approximately 1 light year from *Kouri*'s last known position. Additional details can be found in **Through the Looking Glass**, below.

Discovery

Analysis of the recorder/marker buoy requires a short series of *Physical Science*, *Structural Engineering*, *Systems Engineering*, and/or *Computer Use (Retrieve)* tests. Each test has a Routine (TN 10) difficulty, and takes five minutes time.

- A *Structural Engineering* test reveals that the probe is physically intact and undamaged, though there are signs of tool marks, including a plasma cutter being brought to bear on the access hatch.
- The *Systems Engineering* test reveals that the probe (and by extension *Kouri*) was subjected to a high-energy ion discharge, type unknown. A TN 10 *Physical Science* test reveals that the ion burst was an unusual flash of Delta radiation- usually emitted by stars or other stellar objects.
- A TN 15 *Computer Use (Retrieve)* test (with a +2 affinity from *Enterprise-Administration (Starfleet)*) will access the logs and reveal that much of the record is routine, a fair amount is garbled, and a portion has been erased. Evidence indicates that the log has been tampered with. The most critical section comes near the end- *Kouri* is shadowed by a small object of notable power and speed- and the log ends when the missing ship is probed by the alien.

First Contact

As the crew analyzes the marker buoy, their long-range sensors detect an object

closing with them at Warp 8. A Routine TN 10 *System Operations (Sensors)* test will reveal the following. Every two points above ten (or each subsequent scan) will reveal one additional fact from the list below:

- The object is small (less than 12 meters in length, and masses less than 100 tons).
- The outer shell is partially opaque to Federation scanners, making scans of the interior difficult.
- No life forms are detected aboard.
- Radiation, temperature, and pressure levels would be almost instantly fatal to an unshielded human.
- The outer shell is crystalline in composition and is composed of verterium cortenide (a component of Federation warp engines), carbon, silicon, and several elements unknown to Federation memory banks.
- Certain compounds in the outer hull are either photo- or radio-electric (converting light or hard radiation into energy).
- The vessel appears to have no centralized power center.
- The vessel has no passageways larger than one-half meter in diameter.
- The object maneuvers by expelling small amounts of ionized gas from ports on the hull, and appears to generate extremely short-lived waves of spatial distortion in order to travel faster than light.
- Characters who think to ask discover that the object has a different quantum frequency than other matter native to this universe.

The object will approach the *Kitabi*, and act like a dolphin playing in the wake and wash of a sea-going vessel or a playful puppy. Charging the ship, moving away

from it, mimicking its maneuvers and the like. It will respond to no hails, will not object to being scanned, and will violently resist tractor beams. It will only retreat if fired upon.

A TN 10 *Empathy* or *Telepathy* test will reveal curiosity, interest, and joy, but nothing more profound. The mind is simply too alien and too primitive to discern much more. An extraordinary success will reveal, however, that this alien does not normally operate autonomously- it is used to receiving guidance from another source. *Mind Meld* tests are not possible because of the range and because of the limited intellect of the alien.

After several moments of play, the object will tentatively probe *Kitabi* with a low-level scanning beam. If the ship does not react negatively, the beam strength will increase in power with each subsequent scan. The third scan, however, begins to affect *Kitabi*'s systems, causing power fluctuations and system shorts. Stabilizing the power and other systems requires a TN 15 *System Operation* test from each officer manning a station. Failure means the system in question suffers one block of damage and must be repaired. The scans otherwise cause no damage, and the alien immediately halts its activity when systems start being damaged.

Confrontation

As the crew decides how to deal with the alien, the Klingons decloak and attack. Regardless of the *Kitabi*'s actions or condition, the alien flees as soon as the first shot has landed. The Klingons immediately pursue the fleeing alien (and the *Kitabi* should do likewise). Pursuing the alien means either pushing *Kitabi* to her maximum speed or cutting the corner. With her much slower top speed, the *bortaS* has no hope of actually keeping pace and quickly falls well behind.

If contacted, Captain Kadur identifies himself and his ship, and explains that the alien is responsible for the destruction of the Klingon vessel *bijDa*, and he intends to destroy the alien by way of revenge. While Kadur does not expect the *Kitabi* to assist him

in making the kill, he will be almost completely incensed by any attempt by the crew to intervene on the alien's behalf.

To push beyond warp 9, the engineer must roll a TN 19 *Propulsion Engineering (Warp Drive)* test. If the engineer fails his test, the warp drive has failed and the ship must slow to sublight to make repairs. The repairs require an extended TN 20 *Propulsion Engineering (Warp Drive)* test, with each roll accounting for 1/2 hour of time.

Cutting the corner is possible if the navigator has the "Surfing Space-Time" professional ability. He can attempt to plot a very precise course to minimize travel time. This requires a TN 19 *Space Science (Astrogation)* test (10 + the ship's maximum speed). On a success, the ship arrives as though it had been traveling at maximum emergency speed (without actually straining the engines). If the engines are pushed to maximum emergency speed and the navigator successfully attempts to surf space-time, assume the ship arrives at the anomaly three minutes ahead of the alien.

Pursuit lasts less than forty minutes, making a reliability test unnecessary. Unless *Kitabi* arrives at the anomaly ahead of the alien and opens fire to drive it away from the anomaly, the alien ship will enter the anomaly as soon as it reaches it. If unable to pursue, *Kitabi* should still be able to observe the alien entering the anomaly on sensors.

Through The Looking Glass

Whether in pursuit or tracking by sensors, *Kitabi* will observe the alien disappear into a large spatial anomaly. Scans (an extended TN 15 *System Operation (Sensors)* test with a +2 affinity bonus from *Physical* or *Space Sciences*) indicate that the anomaly is some sort of spatial interphase- likely, a door to another dimension. The anomaly is stable, but its diameter is decreasing at a constant rate, and will disappear within 36 hours. Radiation levels are normal within the anomaly, nor are there any other detectable hazards associated with the anomaly. Sensors also detect the *Kouri* disaster beacon emanating from the far side.

Taking *Kitabi* through the anomaly brings the ship in contact with a subspace schism, which causes one bridge console to overload (determined randomly) and forcing the officer at that station to make a *Stamina* test or be stunned for 1d6 turns. The violence of the transition also forces every character not physically secured to their station (excepting the character previously stunned) to make a TN 10 *Strength* test to remain at his or her post. A complete failure causes the character to suffer 1d6 falling damage.

Taking Bearings

The players should receive Handout #4 at the beginning of this scene. As *Kitabi* appears on the far side of the interphase, she has a new problem to overcome- particle counts on this side of the anomaly are radically higher than in their home universe. Sensor performance and warp speed will be severely curtailed (no speed greater than warp 2, and sensor range limited to 10,000 km) unless the crew recalibrate the sensors and deflectors.

These limitations notwithstanding, *Kitabi* is still able to detect the *Kouri* in orbit around a small planetoid about ten light days (approximately forty-five minutes at warp 6) distant. The alien they were pursuing is headed directly for the planetoid at better than warp 8.

Recalibrating shields and sensors each requires an extended TN 45 *System Engineering* test, with each roll accounting for five minutes work. Even with the reconfigurations completed, *Kitabi* will still be somewhat limited- no speed faster than warp 6, and sensors are limited to the second range band.

Sensors also indicate *Kouri* is surrounded by more of the aliens- more than two dozen can be detected in orbit. The planetoid cannot be analyzed with any clarity until they are much closer.

Boarding the *Kouri* *

The *Kouri* is in a stable orbit around a small planetoid, surrounded by more of the alien vessels. Sensors indicate the ship is

devoid of life forms (all of the survivors are on the surface). *Kouri* is almost completely powered down and has suffered heavy damage to her power grid.

The ship is cold, the air is stale, and the passageways are silent and echoing. A Routine TN 10 *Investigate* test reveals that although ship's life pods are all in place, much of her emergency gear has been removed.

The body of a Tellarite wearing a Starfleet uniform and lieutenant's pips will be found at the main EPS junction. A Routine TN 10 *First Aid* or *Medicine* test reveals that she died from severe plasma burns.

A Routine TN 10 *Systems Engineering* test reveals that main power and life support aboard the *Kouri* have failed, apparently due to massive disruption of the power grid, but can be repaired.

Restoring power and life support will take an extended TN 20 *Systems Engineering (Electroplasma System)* test (with each test accounting for about five hours of work). Repairing the science vessel's warp drive is a separate matter and will require an extended TN 15 *Propulsion Engineering (Warp Drive)* test (with each test also accounting for about five hours of work).

A TN 15 *Computer Use (Retrieve)* test will allow the heroes access to the garbled/missing portions of the *Kouri* log.

In short, *Kouri* picked up a distress signal from the IKV *bijDa*. Investigating, she was at first shadowed, then subjected to several close passes by a small object of notable power and speed (the crew will recognize the probe that scanned them as well). As on the *Kitabi*, the alien scan caused major fluctuations in *Kouri*'s power grid, resulting in plasma relay blowouts and a loss of nearly all power aboard the research vessel. The log ends with Lieutenant Barker reporting that the aliens have locked on a tractor beam.

* Depending upon the pacing and time remaining, the Narrator may wish to break this scene up into several smaller ones-, allowing the players a greater sense of "exploring the *Kouri*". Likely lesser scenes will include the Bridge, Main Engineering, and Crew's Quarters.

The Planetoid Beyond

The planet which *Kouri* is orbiting is small, Class L (oxygen-argon atmosphere, no life forms due to a lack of nitrogen), and barely habitable. A large crystalline structure with a composition similar to that of the aliens exists in the Northern Hemisphere and sensors detect 79 life forms (the survivors of the *Kouri*) on the surface nearby.

Beaming an away team to the surface, the crew discovers a large crystalline structure that looks like a cross between a small cathedral and the Fortress of Solitude from the Superman movies. Sheltered in the lee of the larger structure is a small encampment of Federation personnel surrounded by emergency tents, supplies, and equipment beamed here from the *Kouri*. The leader of the encampment is Commander Richards.

When *Kouri*'s systems were damaged by the alien's scans, the creature took them in a tractor beam and towed them to the planetoid (the nearest habitable body). As systems continued to fail, they abandoned ship and set up on the planetoid to await rescue.

They have conducted extensive scans of the structure with tricorders, and believe it to be almost identical to the smaller creatures in orbit. It extends many kilometers downward, tapping into minerals in the planetary crust, and producing large crystalline pods. Given the various stages of the development, these pods appear to mature into the space-bound variety of creature.

Periodically, the creature will broadcast a signal that the universal translator is unable to render- they are unsure whether the signal is gibberish, part of its biological cycle, or an attempt to communicate.

A TN 10 *Empathy, Telepathy, or Mind Meld* test will bring about an immediate, surprised response, focusing the alien's attention squarely (and painfully) on character making the attempt. The alien is possessed of a very, very powerful mind, forcing the psion attempting contact to make a TN 15 *Stamina* test or take $1d6+3$ stun damage. Pass or fail, the telepath will be driven to his knees with a choked cry of agony by the sheer force of the encounter.

Seeing the reaction, the alien will immediately ratchet back its efforts to accommodate the "frailty" of the character in question. Once a telepathic (or empathic) link is established, no further rolls are necessary.

The alien on the surface is surprised and delighted by the contact, and is very eager to learn about these strange new life forms. The alien is the "queen" of a large hive mind, self-aware and delighted to discover that the crew is as well. The ships in orbit are its probes- intelligent, but not-quite-fully sentient extensions that the queen uses to explore the galaxy at large. The alien has no name for itself or its species (referring to itself as "I" or "Me"), and is many thousands of years old. The creature reproduces asexually, carefully grooming one of the worker pods and imbuing it with higher levels of sentience until it is ready to survive on its own.

Though it has been exploring its own dimension for many thousands of years, it has yet to encounter a sentient lifeform other than its own off spring. Depending upon precisely how malicious the Gamemaster wishes to be, this can cause complications (outlined in **The Alien Mind**) below.

The creature is very apologetic for the damage caused to the *Kouri*, and *Kitabi* (assuming any was done). The creature will explain that a third entity (starship) attacked without warning or provocation and the probe was forced to react- accidentally destroying its attacker. The queen is very sorry for that, but the probe had no choice. Further inquiry will reveal sufficient detail to reveal that "third entity" matches the description of the missing IKV *bij'Da*.

Not knowing how else to proceed with the damaged *Kouri*, the probe brought her here so that the queen could care for it. The queen assumed the *Kouri* was a life form like itself, and though surprised when the survivors appeared on the surface, took relatively little notice of them.

Realizing that telepathy is not the normal means by which the crew communicates, the queen asks the telepath in question to help it reach the others. In order to assist, the

telepath must make a TN 15 *Repair* or *System Operations (Communications)* test. If successful, the alien will be able to speak through the communicators and universal translator.

Vengeance Is At Hand

As matters begin to shake out, the other shoe drops; Kadur and several armed Klingons beam into the encampment, intent on taking revenge on the alien which destroyed his brother's ship and the Federation crew which sided against him in battle. The Klingons are wearing body armor which grants them 7 points of protection from physical attacks and are armed with disruptor rifles on Setting 4 (5d6+18 damage) and d'k'tahgs (2d6+3 dmg).

The Alien Mind

One of the reasons that the alien is so startled to make contact with the heroes is that it is very much alone in its native universe. In many thousands of years of exploration, it has encountered innumerable lifeforms- but none sentient save its own offspring. Should the alien take it into her head that she does not wish to be left alone, the Queen will present a formidable obstacle to the *Kitabi* returning home.

With his men and their weapons covering the Federation officers, Kadur will not attack immediately, but neither will he be dissuaded by news that the alien is sentient or that the destruction of the *bij'Da* was an accident. With blood in his eye, Kadur will settle for nothing less than bloody revenge- something the crew cannot (should not) allow him to take.

Kadur would prefer to settle this face to face, but if the battle goes against him, will beam back to the cloaked *bortaS* and vaporize the entire site from orbit. If Kadur is forced to retreat (or is rendered unconscious or killed), the *bortaS* will decloak and move to attack. This places

Kitabi in a position where she must defend the alien (and the surface parties) against the Klingon.

Impatient to reach his target, Kadur denied his engineers the time necessary to recalibrate the shields, and as a result, the *bortaS*'s shields are only at Strength 4, with Protection/Threshold of 12/2. The Klingon is at a severe disadvantage in any firefight.

Resolution

Resolution of this adventure should be fairly straightforward- the crew must not allow Kadur or his crew to destroy the alien,

and *Kitabi* has a powerful advantage in any combat. The best solution is for *Kitabi* to cripple the *Bird of Prey*, haul her back to normal space, and turn her over to the proper authorities. Failing that, they would be justified in destroying her.

With the interphase fading, the crew must decide whether to repair, tow, or abandon the *Kouri* and return to Federation space before the anomaly disappears for good.

The alien will be very sorry to see them go, but will be grateful for whatever time they spend together and any information they can share.

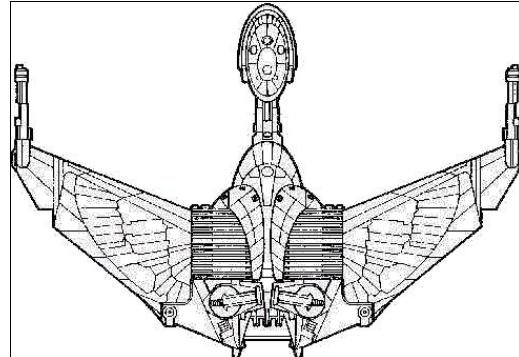
(Non-Player Characters)

Klingon *Bird of Prey* *bortaS*

Production Data

Hull Data

Origin: Klingon Empire
 Structure: 20
 Class and Type: Modified *B'Rel* Class *Bird of Prey*
 Size: 4, 2 decks
 Year Launched: 2294
 Length: 110m
 Crew: 24
 Atmospheric Capable: Yes



Operational Data

Transporters:	2 standard/emergency		
Cargo Capacity:	40		
Tractor Beams:	1v		
Sensor Systems	<u>Class 3 (+3/D)</u>	Operations Systems	<u>Class 4 (E)</u>
Life Support	<u>Class 3 (D)</u>	Cloaking Device	Class 2 (18)

Propulsion Data

Impulse Engines: K-HFU-4 (.6c)(C) Warp Drive: STN-6 (Warp 4 / 5 / 6,5) (BB)

Tactical

Disruptor Cannon	4 x K-GDM-3 (B)	Photon Torpedo	1 x KP-5 (A)
Penetration	4 / 4 / 4 / 0 / 0	Penetration	2 / 2 / 2 / 2 / 0
Deflector Shields	Class 2 (B)		
Protection/Threshold	13/3		

Miscellaneous

Maneuver Modifiers +1 C, +2 H, +2 T **Traits** None

Kadur, son of Kodeth – Klingon Starship Officer, age 35. Captain Kadur of the IKV *bortaS* is young, ambitious, and hot-headed- even by Klingon standards. Given command five years earlier, Kadur has seasoned a bit, but is still eager for honor and glory. His tenure in command has been relatively quiet, dealing mostly with minor disputes internal to the Empire, and the occasional pirate.

His brother Dok'ra, however has fared much better- in command less than six months, the younger son of Kodeth discovered and destroyed two Romulan scouts attempting to enter Klingon space. Now Dok'ra's ship is missing (perhaps suffered the same fate as the *Kouri*), and Kadur has sworn to find and avenge his brother's killer.

Courage: 3 **Advancements:** 22 **Renown:** 3

Str 7(+0) **Agl** 10(+2)* **Int** 8(+1)* **Vit** 10(+2) **Prs** 6(+0) **Per** 9(+1)* **Psi** 0(-3)

Quickness +2* **Savvy** +1 **Stamina** +5 **Willpower** +2 **Defense:** 9

Skills: Armed Combat (Klingon Traditional Weapons) 4, Athletics (Jump) 3, Computer Use 2, Enterprise-Administration 2, First Aid 1, Inquire 3, Culture (Klingon) 3, History (Klingon) 3, Religion (Klingon) 1, Specific World (B'Tal) 3, Language-Federation Standard 2, Language-Klingon 3, Persuade 2, Energy Weapon 5, Repair 1, Survival 2, System Operations (Security, Flight Control) 5, Tactics 4, Unarmed Combat-
Mok'bara 6

Professional Abilities: Favored Style (Mok'bara), Fire Control Officer, Security Protocols, Starship Duty, Physically Fit, Responsive

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

Edges/ Flaws: Command 2, Dodge, Fit, Promotion 3, Bloodlust

Klingon Soldier: a warrior hand-picked by Kadur 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



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 rescue the *Kouri* survivors:

800 exp. points

PCs recover the *Kouri* herself:

200 exp. points

PCs prevent the destruction of the alien:

500 exp. points

PCs defeat the *bortaS* (either destroying or driving the Klingon vessel away):

250 exp. points

PCs capture the *bortaS* (in addition to the reward above):

250 exp. points

PCs leave a portable Federation database with the alien:

100 exp. points

Per ten points of structural damage suffered by *Kitabi*:

-50 exp. points

Renown Awards

PCs rescue the *Kouri* survivors:

Renown +1

PCs recover the *Kouri* herself:

Renown +1

PCs prevent the destruction of the alien:

Renown +1

PCs defeat the *bortaS* (either destroying or driving the Klingon vessel away):

Renown +1

PCs capture the *bortaS*

Renown +1

PCs leave a portable Federation database with the alien:

Renown +1

PCs fail to notify Starfleet Command about the Klingon vessels in the area:

Renown -1

Per ten points of structural damage suffered by *Kitabi*:

Renown -1

PCs allow the destruction of the alien:

Renown -4

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

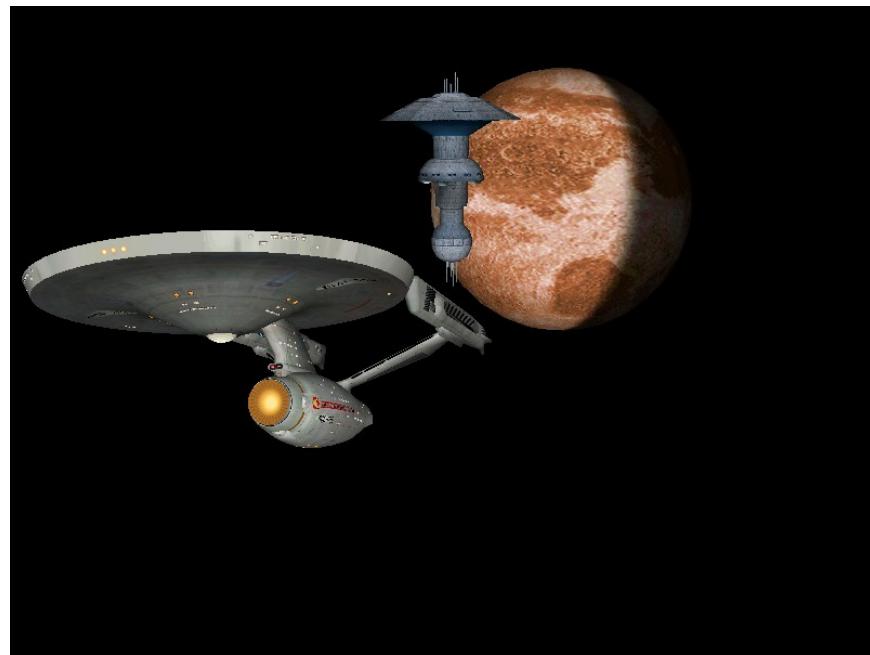
Captain's Log: Stardate 8120.4:

"USS Kitabi now departing patrol of the Klingon Neutral Zone. All conditions normal. Three sensor anomalies were detected in the Neutral Zone over the last two weeks which might have been cloaked Klingon vessels, but follow-up scans were negative.

Starfleet Command has ordered us to divert from our regular patrol to investigate the disappearance of the Federation starship Kouri, a small research vessel conducting an astrographical survey of the Ankala sector, ten light years into Federation space.

The Ankala Sector is generally quiet- it lies well away from any trade routes, distant to the Romulan and Breen borders, and ten light years from the Klingon border. The sector is only sparsely populated, and has been surveyed but not explored. I am troubled both by the disappearance of the Kouri, but also by the fact that our departure leaves a portion of the Federation border undefended.

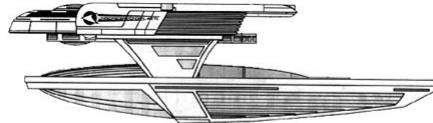
Kitabi is proceeding on course for the Ankala Sector at Warp Factor 6, ETA 12 hrs."



Handout #2: Starship Profile- USS Kouri NCC-642

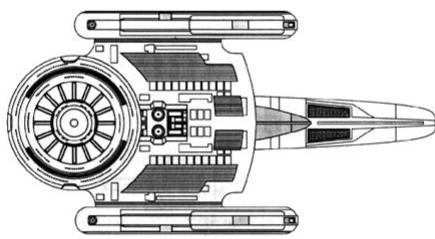
Production Data

Origin: United Federation of Planets
 Class and Type : Oberth Class Surveyor
 Year Launched: 2275 (Refit 2341)



Hull Data

Size: 4, 7 decks Length: 121m
 Structure: 20 Crew: 83
 Cargo Capacity: 50
 Atmospheric Capable: No



Operational Data

Sensor Systems	<u>Class 4</u>
<u>(+4/E)</u>	
Operations Systems	<u>Class 3 (D)</u>
Life Support	<u>Class 3 (D)</u>
Tractor Beams:	1 fd, 1 av
Transporters:	4 ea, personnel, cargo, emergency
Shuttlebays: 2a	Shuttles: 10 size worth



Propulsion Data

Impulse Engines: Class 5 (.9c) (C) Warp Drive: Class 6a (Warp 6 / 8 / 9) (D)

Tactical

Phaser Banks	Type VII (x2/C)	Photon Torpedoes	Type V (x1/B)
Penetration	4 / 3 / 3 / 0 / 0	Penetration	3 / 3 / 3 / 3 / 3

Deflector Shields	Class 4 (C)	Protection/Threshold	14 / 4
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Miscellaneous

Maneuver Modifiers	+1 C, +1 H, -1 T	Traits:	None
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Command Staff, USS Kouri

Position	Name	Species	Rank
Commanding Officer	Mark Richards	Human	<i>Commander</i>
Executive Officer/Science Officer	K'Murr	Regulan	<i>Lt. Commander</i>
Chief Operations Officer	Zefram Palmer	Centauran	<i>Lieutenant</i>
Tactical Actions Officer	Dana Kavic	Centauran	<i>Lieutenant, JG</i>
Conn Officer	Joshua Barker	Human	<i>Lieutenant, JG</i>
Chief Engineer	Garan	Tellarite	<i>Lieutenant</i>
Chief Medical Officer	Errin	Deltan	<i>Lieutenant</i>

Handout #3: Letters From Home

To: Commanding Officer, USS *Kitabi* NCC-1806
From: Komack, Admiral, Commanding Starbase 6.

- At earliest convenience, transmit update status search USS *Kouri*.
- Proceed with caution- Starfleet Intelligence reports possible 2+ Klingon vessels operating in or near Ankala Sector.
- Long range scans Klingon Neutral Zone confirm *Kitabi* report 3+ anomalies which might or might not be cloaked starships crossing Neutral Zone.
- Long range scans Ankala Sector reveal no unusual activity- but there is a marked increase in subspace noise emanating from the sector, source unknown.
- Given these conditions, Starfleet Command has decided to step up the alert status of the Fleet.
- Additional vessels dispatched Klingon Neutral Zone effective this stardate.
- *Kitabi* orders unchanged: Continue search for USS *Kouri*, but be on alert out for Klingon vessels- and be prepared to take action to defend and assist Federation vessels and colonies as needed.

Good Hunting,

Komack

Handout #4: Captain's Log

Captain's Log: Supplemental

"Kitabi has cleared the anomaly and finds herself in an alien universe. Particle density in this area is radically higher than in our own, which means our sensor performance and speed are severely limited until we can compensate for the differences.

Despite our limitations, sensors clearly detect the Kouri's disaster beacon. The missing starship is in orbit over a planet about ten light days away. This is tantalizingly close- only about forty five minutes at warp 6- and the alien is headed right for her at better than Warp 8.

USS *Kitabi* NCC-1806

"...the sight of the stars makes me dream."

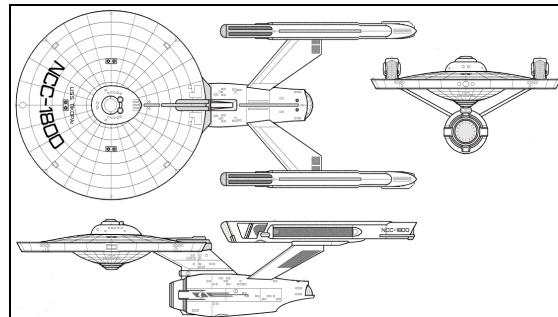
Tikopai Class Starship

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 Class 3 (+3/D) Operations Systems Class 4 (E)
Life Support Class 4 (E) 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>

Captain Jonathan Michael Reed

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.

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.

Age 38 **Species:** Human **Gender:** Male **Eyes:** Brown **Hair:** Black

Courage: 4 **Advancements:** 11 **Renown:** 12

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** +3* **Defense:** 8

Skills:

Athletics 3,

Computer Use (Retrieve) 4,

Enterprise-Administration (Federation) 4,

Influence 4,

Investigate (Research) 4,

Knowledge-Culture (Human) 3,

Knowledge-History (Federation) 3,

Knowledge-Law 3,

Knowledge- Politics (Federation) 3,

Knowledge- Specific World (Earth) 3,

Language-Federation Standard 3,

Language-Klingonese 3,

Negotiate 4,

Ranged Combat- Energy Weapons (Phaser) 4,

Repair 2,

System Engineering 2,

System Ops (Command) 5,

Tactics 5,

Unarmed Combat (Starfleet Martial Arts) 3

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

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- Captain Reed gains +2 to Willpower.

Human Spirit- Captain Reed begins the game with +1 Courage.

Skilled- With a broad range of experiences, Captain Reed gains +2 skill picks.

Edges/ Flaws:

Bold-When Captain Reed spends a Courage point on a physical test, he gains +5 instead of the usual +3.

Command 2,

Promotion 5,

Resolute- When Captain Reed spends a Courage point in a will power test, he gains +5 instead of the usual +3.

Skon

The Executive Officer and Chief Science Officer of the USS *Kitabi* 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. Skon had requested command of an all-Vulcan scout or research vessel, but was instead assigned to the *Kitabi*.

Age 52 **Species:** Vulcan **Gender:** Male **Eyes:** Brown **Hair:** Black
Courage: 4 **Advancements:** 11 **Renown:** 12
Str 6(+0) **Agl** 9(+1)* **Int** 10(+2) **Vit** 9(+1) **Prs** 9(+1)* **Per** 7(+0)
Quickness +3 **Savvy** +1 **Stamina** +1 **Willpower** +2* **Defense:** 8

Skills:

Computer Use (Retrieve) 5,
Enterprise-Administration 4,
Influence 4,
Investigate (Research) 4,
Knowledge-Culture (Vulcan, Klingon) 3,
Knowledge-History (Federation) 3,
Knowledge-Specific World (Vulcan) 3,
Knowledge-Law 3,
Language-Federation Standard 4,
Language-Klingonese 3,
Language-Vulcan 4,

Life Science (Biology, Microbiology, Zoology) 6,
Mind Meld 3,
Physical Science (Chemistry, Physics) 4,
Planetary Science (Geology) 5,
Space Science (Stellar Cartography) 5,
Persuade 3,
Ranged Weapons- (Phaser) 3,
Repair 3,
System Ops (Sensors) 5,
Unarmed Combat (Starfleet Martial Arts) 4

Professional Abilities:

Practical Application- When making a *System Engineering* or *Repair* test to recalibrate, repair, or reconfigure his science console, Skon receives a bonus equal to $\frac{1}{2}$ his *Physical Science* skill level, rounded up.

Field Research- When making an *Investigate* skill test to understand strange, new phenomena, Skon receives a bonus equal to $\frac{1}{2}$ the relevant *Science* Skill.

Intense Scan- Intimately familiar with *Kitabi*'s sensors, Commander Skon can make a TN 15 *System Operation (Sensors)* test doubling the sensors' maximum range, sensitivity, reliability, or other parameter for one subsequent scan.

J journeyman- Commander Skon can use all the Science group skills untrained.

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, he 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,

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

Dmitri Timofeyivich Buran

Lieutenant Commander, Chief Engineer, USS *Kitabi*. 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.

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- when he speaks, it is usually to great effect. He is a fierce and loyal friend and a dangerous foe.

Age 29 **Species:** Human **Gender:** Male **Eyes:** Brown **Hair:** Black
Courage: 4 **Advancements:** 4 **Renown:** 4
Str 9(+1) **Agl** 8(+1) **Int** 11 (+2)* **Vit** 10(+2)* **Prs** 7(+0) **Per** 7(+0)
Quickness +1 **Savvy** +0 **Stamina** +4* **Willpower** +2 **Defense:** 8

Skills:

Construct 4,
Propulsion Engineering(*Impulse, Warp Drive*) 6,
Structural Engineering 5,
Systems Engineering(*Transporter, Computer Systems*) 6,
Knowledge- Culture(Human) 3,
Knowledge-History (Federation) 4,
Knowledge-Politics(Federation) 4,
Knowledge-Religion(Human) 1,
Language-Federation Standard 4,
Language-Tellarite 3,
Ranged Combat-Energy Weapons (*Phasers*) 1,
Repair 5,
Physical Science (*Mathematics*) 1,
System Ops 3,
Starfleet Martial Arts 2

Professional Abilities:

Starship Duty- Commander Buran Reed meets all the prerequisites for his post aboard *Kitabi*.
Fix-It- Buran is versed in all of the *Repair* Skill specialties.
Double Your Estimate- Buran can complete a repair in $\frac{1}{2}$ the base action time.
Engineering Certification- Commander Buran may use all of the *Engineering* group skills untrained.
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 $\frac{1}{2}$ his *Engineering* skill on that same technology.

Species Abilities:

Adaptable- Commander Buran gains +2 to *Stamina*.
Human Spirit- Commander Buran begins the game with +1 *Courage*.
Skilled- With a broad range of experiences, Buran gains +2 skill picks.

Edges/ Flaws:

Command 2,
Promotion 3,
Skill Focus (Craftsman)- Buran gains a +1 bonus to *Construct* and *Repair* tests.

Lt. Commander Ian Edwards

Lt. Commander, Helm Officer, USS *Kitabi*. An Academy classmate of Captain Reed, and Doctor Pierce, the three officers tutored each other in Astrophysics, Stellar Cartography and Starship Strategy. 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. 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.

Age 29 **Species:** Human **Gender:** Male **Eyes:** Brown **Hair:** Red

Courage: 4 **Advancements:** 12 **Renown:** 12

Str 6(+0) **Agl** 9(+1)* **Int** 10(+2) **Vit** 9(+1) **Prs** 9(+1)* **Per** 7(+0)

Quickness +3 **Savvy** +1 **Stamina** +1 **Willpower** +2* **Defense:** 8

Skills:

Computer Use (Retrieve) 6,
Enterprise-Administration 4,
Enterprise-Business 6,
Influence 5,
Inquire (Fraternize) 4,
Knowledge-Culture (Human, Klingon) 3,
Knowledge-History (Federation) 3,
Knowledge-Politics (Federation) 5,
Knowledge-Specific World (Earth) 3,
Knowledge-Law 4,

Language-Federation Standard 4,
Language-Klingonese 3,
Language-Orion Common 4,
Space Science (Stellar Cartography) 5,
Persuade 4,
Ranged Combat- Energy Weapons (Phaser) 6,
Repair 3,
System Ops (Helm) 7,
Unarmed Combat (Star Fleet Martial Arts) 4

Professional Abilities:

Starship Duty- Commander Edwards meets all the prerequisites for his post aboard *Kitabi*.

Starship/Starbase Protocols, Commander Edwards receives a +4 bonus to *Administration (Starfleet)* tests.

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-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.

Species Abilities:

Adaptable- Lieutenant Edwards gain +2 to Quickness.

Human Spirit- Lieutenant Edwards begins the game with +1 Courage.

Skilled- With a broad range of experiences, Lieutenant Edwards gains +2 skill picks.

Edges/ Flaws:

Command 1,

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,

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

Lieutenant, JG Natalie Wynn

Communications Officer, USS *Kitabi*. "Gnat" Wynn is a gifted technician, fascinated by radio and subspace communications, and the means to make them go farther. Strongly pretty rather than a classic beauty, "Gnat" has a tomboy charm, a technical brilliance, and a cheerful, optimistic demeanor.

Age 24 **Species:** Human **Gender:** Female **Eyes:** Brown **Hair:** Black
Courage: 3 **Advancements:** 5 **Renown:** 3
Str 7 (+0) **Agi** 9 (+1)* **Int** 10 (+2)* **Vit** 9 (+1) **Prs** 7 (+0) **Per** 8 (+1)
Quickness +3* **Savvy** +1 **Stamina** +1 **Willpower** +2 **Defense:** 8

Skills:

Computer Use 4,
Systems Engineering(Communications) 4,
Enterprise- Administration 1,
Enterprise-Business 2,
Influence 1,
Knowledge- Culture (Human) 4,
Knowledge- History (Human) 4,
Knowledge- Religion (Human) 3,
Knowledge- Specific World(Earth) 1,
Language-Federation Standard 4,
Language- Andorian 4,
Ranged Combat- Energy Weapons 4,
Repair 4,
Space Science(Astrophysics) 3,
System Ops(Communications) 8,
Unarmed Combat 4

Professional Abilities:

Starship Duty- Wynn meets all the prerequisites for her post aboard *Kitabi*.

Station Proficiency- Once per game session, Wynn may reroll one *System Operation* skill test and keep the better of the two results.,

Level Headed- When performing any professional skill at the Communications Station, Wynn ignores all test penalties from distraction.

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

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).

Eyes on the Board- When making a System Operations test, Wynn adds her Perception modifier (+1).

Exemplary Support- Wynn may support her fellow bridge officers by treating 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.

Species Abilities:

Adaptable- Wynn gains +2 to Stamina.

Human Spirit- Wynn begins the game with +1 Courage.

Skilled- With a broad range of experiences, Wynn gains +2 skill picks.

Edges/ Flaws:

Command 1,

Promotion 1

Lieutenant, JG Thomas Brandt

Lieutenant, JG, Navigations Officer, USS *Kitabi*. Determined, dedicated, and professional, Lieutenant JG Brandt serves as *Kitabi*'s Navigator and Chief of Security. Brandt is experienced enough 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.

Age 25 **Species:** Human **Gender:** Male **Eyes:** Brown **Hair:** Red

Courage: 4 **Advancements:** 3 **Renown:** ?

Str 8(+1) **AgI** 8(+1)* **Int** 9(+1) **Vit** 8(+1) **Prs** 12(+3)* **Per** 8(+1)

Quickness +1 **Savvy** +3 **Stamina** +1 **Willpower** +1* **Defense:** 8

Skills:

Computer Use (Retrieve, Invasion) 3,
Enterprise-Administration 4,
Gymnastics 2,
Inquire 2,
Culture (Human, Romulan) 3,
History (Human) 3,
Specific World (Earth, Romulus) 3,
Law 4,
Language-Federation Standard 3,
Language-Romulan 3,
Language-Vulcan 2,
Negotiate 2,
Persuade 2,
Energy Weapons (Phaser) 4,
Repair 2, Survival (Desert) 2,
System Ops (Navigations, Tactical) 5,
Unarmed Combat (Starfleet Martial Arts) 4

Professional Abilities:

Starship Duty- Brandt meets all the prerequisites for his post aboard *Kitabi*.

Starship/Starbase Protocols- Brandt receives a +4 bonus to *Administration (Starfleet)* tests.

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

Species Abilities:

Adaptable- Brandt gains +2 to Stamina.

Human Spirit- Brandt begins the game with +1 Courage.

Skilled- With a broad range of experiences, Brandt gains +2 skill picks.

Edges/ Flaws: Command 1, Promotion 1

Lieutenant, Stephanie Pierce, MD

Lieutenant, Chief Medical Officer, USS *Kitabi*. Graduating from the same Academy class as Lieutenant Commander Edwards, Pierce is brilliant, capable, and reserved. Dr. Pierce spent the last two years at Star Fleet Medical, on detached duty of an unspecified nature.

Unbeknownst to her shipmates (and unwilling to reveal that fact), Doctor Pierce has limited telepathic powers.

Age 27 **Species:** Human **Gender:** Female **Eyes:** Grey **Hair:** Brown

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

Str 6(+0) **Agl** 9(+1) **Int** 10(+2)* **Vit** 9(+1) **Prs** 7(+0)* **Per** 9(+1) **Psi** 4(+0)

Quickness +3 **Savvy** +1 **Stamina** +1 **Willpower** +2* **Defense:** 8

Skills:

Computer Use(Retrieve) 6,

Enterprise-Streetwise 4,

First Aid 3,

Forgery 2,

Investigate 4,

Knowledge- Culture (Human, Romulan) 3,

Knowledge- History (Federation) 3,

Knowledge- Specific World (Earth, Romulus) 4,

Language-Federation 4,

Language-Romulan 4,

Medicine (General Medicine) 6,

Observe 3,

Ranged Combat-Energy Weapons(Phaser) 3,

Repair 3,

Life Science (Biology, Biotechnology) 3,

Physical Science (Chemistry) 2,

System Ops (Medical) 4,

Empathy 2,

Mind Shield 6

Professional Abilities:

Starship Duty- Doctor Pierce meets all the prerequisites for her post aboard *Kitabi*.

General Medicine- Pierce gains a +2 bonus to all *Medicine* tests.

Gather Intel-

Rounded- Doctor Pierce treats her *Forgery* skill as a professional skill for the purposes of advancement.

Lab Work- Pierce gains a +4 bonus to all *Physical Science (Chemistry)* tests.

Species Abilities:

Adaptable- Doctor Pierce gains +2 to *Stamina*.

Human Spirit- Pierce begins the game with +1 *Courage*.

Skilled- With a broad range of experiences, Pierce gains +2 skill picks.

Edges/ Flaws:

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

Psionic- Dr. Pierce has limited telepathic abilities.

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