

STAR TREK ROLEPLAYING GAME

At What Price Peace?



**A Starfleet Rapid Response Team
Adventure**

SHATTERED STARS #06

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Jester Class Corvette from starshipschematics.net
(originally published in Jackill's Starship guides)

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Introduction

"At What Price Peace?" is an adventure for use with the *Star Trek: Role playing Game* by Decipher. It is the sixth adventure in the "Shattered Stars" campaign and is suitable for a crew of 6-8 players playing a Starfleet crew during the post-DS9/post-Voyager era. With some modification, this adventure could be adapted for other crews and other eras.

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

The adventure takes place near the Federation/Romulan border in the year 2388. Players who wish to take part in this adventure should not read any further.

Adventure Synopsis

The crew of the starship *Sakarya* embark a diplomatic team to retrieve a Starfleet crew held hostage by a hostile third-party. Once he comes aboard, however, the Ambassador has a slightly different plan....

Recommended Date/ Season/Stardate:

2388/ SD 65019.1 (Voyager 8th Season)

Setting:

The Otori Sector- Deep space near the Federation/Romulan border.

Background:

The Toren Autonomy is a small, militant, autocratic power which seized or colonized four planets, and three moons in three star systems.

The Autonomy attempted to engage the Federation in military action roughly seventy years ago and were soundly beaten- a loss that still rankles.

Four Federation starships were able to route the cream of the Autonomy fleet, and after hostilities ended, the Federation ambassador advised the Toren they could come out and

play after they grew up a little. Unfortunately, the Autonomy has grown more recalcitrant rather than less.

A backwards military power, the Autonomy is socially and technology limited and isolated, possessing Tech level 6, early Tech level 7 starships and military citadels. The vast majority of the population lives in TL 4/5 hovels.

In the wake of the Dominion War, however, the Toren have been conducting a military build-up- mostly the purchase of war surplus Cardassian, Dominion, and Romulan equipment.

Unable to directly confront the Federation, the Toren have decided on a somewhat less-honorable alternative- and seized the starship *U.S.S. Covington* in open space with the intent of ransoming her back piece by piece.

Running This Adventure:

"At What Price Peace?" is a bit unusual for an RRT adventure as it incorporates a Special Guest Star crew and vessel, and assumes that characters from both the starship and Team Seven-One will be played. As written, the adventure features the *U.S.S. Sakarya* and her crew, but any suitable starship may be substituted at the Narrator's discretion.



ACT ONE

The Briefing

Open *in media res* with the following information:

Team Seven-One is on stand-down following three weeks of training exercises aboard the U.S.S. *Sakarya*. The starship is now moored "portside to" at Starbase 153 for reprovisioning and repair. Both the *Sakarya* crew and Team Seven-One are slated for shore-leave.

Moments ago, however, the Team Leader received an urgent call from Admiral Stockton's office, ordering him to "grab his *Exec*" and report to Conference Room 3 aboard the Starbase immediately.

When the heroes arrive at Conference Room Three, they find the base commander, RADM Stockton, waiting for them along with several others.

In addition to Stockton and a pert, pretty young yeoman, there are three Starfleet Marines- a youngish 1st Lieutenant, a prim sergeant, and a tall trim Colonel. The fifth man in the room is a short dark Vulcan in traditional robes. Unlike most Vulcans of their heroes' acquaintance, this man has dark copper-red hair (rather than the more common black).

Stockton will greet the heroes and handle the introductions. Colonel Michaelangelo commands the 1st Battalion, Starfleet Fifth Marines. First Lieutenant Ben Carlton and Staff Sergeant Reese are (respectively) aide-de-camp and security liaison to the ambassador. The Vulcan is Ambassador Selek, a former Starfleet officer and starship commander.

Characters wishing to recall what they might know about the Ambassador may attempt a TN 10 *Knowledge-Culture, Knowledge-Politics* or *Enterprise-Administration (Starfleet)* test.

Those who succeed will recall that the Ambassador is a minor (but quiet) legend in Starfleet. Reportedly half-Romulan, Selek served as a junior officer aboard the original starship *Enterprise* with then-Admiral Kirk, eventually commanded several Federation starships, served briefly as the CnC, head of the Starfleet Corps of Engineers, and chaired the Romulan desk for Starfleet Intelligence.

Like Admiral Kirk, Selek has been an outspoken and unorthodox officer his entire career- and has the political scars to prove it.

An Extraordinary success (a roll of 20 or higher) will reveal that according to rumor and despite being "retired", the Ambassador currently works for both Starfleet Intelligence and the Corps of Engineers developing anti-Borg strategies and weaponry.

Once introductions are completed, the Ambassador will begin the briefing:

On Stardate 55011.4, the U.S.S. *Covington* ([Handout #1](#)) was conducting a deep space probe near the Rockall Massif when she was attacked and overwhelmed by an undetermined number of vessels dispatched by the Toren Autonomy ([Handout #2](#)). *Covington* was then towed into Toren space before Starfleet forces could respond.

Precisely how the Toren managed to overwhelm the *Covington* is something of a mystery- but it has been confirmed that she was lured in by a false distress signal.

The Toren have publicly claimed that the *Covington* was conducting an espionage mission and violated their space, but Fleet navigational relays have made it clear that *Covington* was operating well outside the Toren border.

The ship is currently being held in low orbit over the Toren homeworld and her crew "interred for war crimes" at an undisclosed location (presumably on the planet surface).

The Toren have been making public statements denouncing Federation "spies and warmongers", have publicly demanded both an admission of wrong-doing and an apology from the Federation, and have (quietly) demanded a raft of trade concessions and monetary compensation in exchange for the release of the *Covington* and her crew. They've also hinted that if the ransom is not paid, that they will consider selling the vessel to "other interested parties."

It is not apparent from the claims made by the Toren that they understand the nature of the *Covington*'s sensor array- but if she's turned over to outside inspectors, it's only a matter of time.

With a grim look belying considerable, tightly-controlled anger, the Ambassador looks at each of the officers at the table and states, "It is the considered position of the United Federation of Planets (and of their Ambassador) that the Federation does not negotiate with

terrorists,"

The *Sakarya* will escort the ambassador into Toren space to conduct the negotiations- but once there, Team Seven-One will locate and liberate the hostages and either recover or destroy the *Covington*. The Ambassador is tasked with listening to their demands, letting them have their say, and then delivering the basic message- "we will not bow to coercion".

The mission will require discipline, restraint, and- when the time comes- swift, decisive action. The Ambassador has chosen the heroes because they are Starfleet's finest- if they don't think they or their ship are up to the task, they may bow out now and nothing will be said. If they choose to remain onboard, they'll sink or swim together..

The mission is straightforward- enter Toren space, locate and grab the hostages, scuttle the *Covington*, and get out as quickly as possible and with the minimum possible loss of life.

Once all parties are back aboard, *Sakarya* will warp out of Toren orbit and return to Starbase 153. The *Retributor* Task Group- (the starships *Retributor*, *Ursa Major*, *Ticonderoga*, and *Rendezvous*) will be standing by on the other side of the border to cover their escape.

The Toren are technologically backward- though they know about transporters, they don't trust the technology and haven't developed it for themselves. The lack of clear knowledge about what transporters can and cannot do, places the Toren are at a disadvantage in dealing with them.

Once the Ambassador has finished speaking, Admiral Stockton will reaffirm what he's already stated- this mission is strictly voluntary. If the Captain does not feel that he or his crew are up to the task, they may bow out without any comment being made.

Once the briefing is officially over and the Ambassador has been hustled out by his staff, the Admiral and Colonel Michaelangelo will take the Captain and Team Leader aside for a more private session.

The Ambassador has thrown all of his cards on the table with this one- and rammed it down the throats of what Michaelangelo calls the "lace party crowd".

The Federation Diplomatic Corps and Federation Council are evenly divided between outrage at the breach of ambassadorial ethics

and protocols and a resigned acceptance of the need for the ruse.

As the only other alternatives are either a full scale military raid or allowing an unprovoked act of piracy and terrorism to go unpunished (and Starfleet personnel to languish in prison), the Federation Council and the President have agreed to the raid- but if it fails, they'll hang the Ambassador out to dry.

In addition to the straightforward risks of the mission, the Admiral and the Colonel are holding *Sakarya* and Team Seven-One responsible for the safe return of the Ambassador. Selek is a minor legend in the Fleet, and has irreplaceable technical knowledge. He's also been known to have his "cowboy" moments- it's the heroes' job to ensure that he comes back from this one alive and unharmed.

Transit

The trip from Starbase 153 will take a full day at Warp 8, giving the crew and Team Seven-One a chance to meet their new passengers. Ambassador Selek is cool and disciplined, but friendly enough- and has a special interest in the *Sakarya*'s engine room.

1st Lieutenant Carlton is prim, slightly fussy, and neat as a cat in everything he says and does- though he does let it slip that the President and Federation Council are not as enthusiastic about this operation as the Ambassador let on. Selek essentially rammed this operation down their throats (like Kirk using the V'Ger emergency to get the *Enterprise* back) - and has laid his career on the line. The Ambassador has arranged matters such that if this mission fails, he will be publicly disgraced and denounced as a rogue and renegade.

Staff Sergeant Reese is compact and powerful, and moves with an easy going, contained grace. The sergeant is polite and professional, but never seems to stray far from the Ambassador's side. He affects an easy-going, laconic air, but while his expression is usually maddeningly bland, his eyes never stop moving, and his hand is never far from the sidearm at his hip.

The Border Guards

As the *Sakarya* approaches the Toren border (Map #1), she is intercepted by a three-ship

Toren patrol group which fires a warning shot and orders the starship to halt and identify herself. (Should they ask for a profile of the Toren vessels, they should receive Handout #3.) If this is supplemented with scans (TN 10) *System Operations (Sensors)* tests, the GM may supplement this handout with information from the Starships Section, below,

At least three more Toren patrol craft can be discerned hovering at the edge of sensor range. Ambassador Selek will advise that this is normal procedure for the Toren, and advises that the Captain be business-like and matter-of-fact.

The Toren commander is surly, curt, and smug- but will clear them to approach the Toren home world once they've taken a local pilot aboard.

This is unusual, but not unprecedented- having a fluent speaker/representative aboard a diplomatic craft to handle liaison duties used to be a fairly common practice. The Ambassador will leave it to the Captain to decide whether or not he wants such a representative aboard.

The "pilot" is, of course, a Toren Intelligence officer intended to spy on the starship. Despite this bit of sloppy legerdemain, however, the Toren believe they have the upper hand, though, and won't insist if *Sakarya* declines- especially if the Federation threatens to break off negotiations in protest.

Once aboard (assuming the crew agree to the stipulation), a discrete (or direct) search of the young officer will reveal a small, but high-powered communications device and a concealable energy pistol. If asked to explain trying to smuggle this gear aboard the starship, the young officer explain that such equipment is *de rigueur* for active duty Toren officers and then ask to be taken to the bridge so that he can commence his duties.

Aside from being a "legitimate" spy on what the Starfleet crew is doing, the young officer is also convinced that his life is forfeit should anything go wrong- and isn't interested in antagonizing his captors unnecessarily. He will be just insistent and stubborn enough to do his job, but will otherwise keep his mouth shut and try to be forgotten¹.

Sakarya and her crew are advised to keep their shields and weapons off-line, and that any act of aggression will be met with the

destruction of the *Sakarya*. The patrol ships will then fall into formation (one ahead and two behind) and escort *Sakarya* into the lion's den.

Into the Breach

Toren space nearest Starbase 153 is bordered by a pair of nebula. The main "shipping channel" is about an eighth of a light-year wide and runs directly between these nebula. The larger of the two is a Class G nebula- plagued with unpredictable gravimetric shears. The smaller of the two is Class P- subject to intense particle fluxes which can degrade and destroy starship hulls. There is a narrow channel at the edge of the Class G nebula- what scans the Federation has been able to conduct suggest that there is a linear subspace tear in this area which is drawing in all the matter along its perimeter.

Assessing the *Covington*

As *Sakarya* heads for the Toren homeworld, she and her crew get their first look at the battered starship *Covington*.

The *Covington* is parked in a low geostationary orbit over the Toren homeworld, with a pair of Toren shuttles tied to her airlocks. She has suffered obvious damage to her starboard side warp nacelle, and shows obvious evidence of fairly extensive (but likely superficial) blast damage. The ship was battered pretty thoroughly before she succumbed. The damage appears to be concentrated on or near her warp engines, and the underslung sensor pod appears to be undamaged.

An initial sensor scan will confirm all of the above information, as well as reveal that *Covington*'s structural integrity is currently at 80% (20 of 25 hull points), her warp drive is damaged, and her warp core is off-line. Her shields are down, and there's moderate damage to the shield grid itself.

Additionally, for each TN 10 *System Operation (Sensors)* test they complete, the heroes will be able to ask three specific questions about the *Covington*. The Game

¹ Unless they take active- and unusual- steps to keep him out of the loop, the Toren "pilot" will actively monitor all of these efforts and warn his commanders as soon as he's able.

Master is advised to answer these carefully to avoid giving away too much information. At the same time, however, care should be taken not to cheat the heroes of information which the crew would certainly observe.

Checking for lifeforms requires a separate TN 10 *System Operation (Sensors)* test.

There are twenty lifesigns aboard the *Covington*. A Superior success (a roll of 16 or better) will reveal that one of the lifesigns is not Toren- but Vorta.

Covington's main computer core is on-line, but operating at low power. Her weapons are all off-line, and her impulse engines are at 25% power.

If the heroes attempt to contact *Covington* computer-to-computer they'll realize that the core is still on-line, but has been locked down. Gaining access will require either the ship's access codes (available from Starfleet Command) or an Extended (TN 70) *Computer Use (Invasion)* test. Even with the access codes, a TN 10 *Enterprise-Administration (Starfleet)* test is necessary. Once the crew has access to the core, they can get a rundown of *Covington's* status directly from the ship.

Someone has been attempting to hack the main core- without success. The EPS grid is on-line and stable- but main power is off line (the ship is drawing power from her impulse engines). The transporters, ship's sensors, replicators, and navigational deflectors are on-line and in stand-by mode. The shields and warp drive are off-line. The ship's phasers are off-line and their capacitors are drained.

Should the heroes attempt to discover how *Covington* was overrun, they'll discover that the ship's logs are garbled- probably due to heavy polaron interference as the ship was pummeled. It appears that much of the incoming weapons fire was configured specifically to disrupt the ship's power grid.

High Orbit

As *Sakarya* settles into orbit, she is contacted by the Toren Port Authority, who explain that the starship will be carefully monitored while she's in orbit. Diplomatic mission or no, any attempt to raise shields or arm weapons will be met with hostile force.

Any vessels or probes heading to or from the starship without prior authorization from the

Toren Port Authority will be fired upon without warning, and any act of aggression will be considered an act of war and will result in the immediate death of the prisoners and the destruction of the *Sakarya*.

After this bit of posturing, the ship settles "port side to" (orbiting left to right) into a geosynchronous orbit directly over the reception hall and about 30° of arc ahead of the battered *Covington*. Her three Toren escorts settle into position behind her to keep an eye on things and to ensure that she stays there.

The Shuttle Trip

The Ambassador and his party are required to travel to and from the Toren reception hall by shuttlecraft, which transportation the Toren gamely offer to provide and which the Ambassador will politely decline. The Ambassador will instead travel aboard one of *Sakarya's* shuttlecraft- the *James Madison*, instead. As the Ambassador will be attended by 1st Lieutenant Carlton and SSgt Reese during the negotiations, *Sakarya* will need to detail a security man to guard the shuttle while it's on the surface.

The captain of the *Sakarya* is invited to attend the negotiations, but the Ambassador will understand if he wishes to coordinate operations from the starship instead.

As the *James Madison* clears *Sakarya's* hangar and heads for the surface she's intercepted by a trio of Toren atmospheric fighters which perform several close, high-speed passes before settling down to escort the shuttle to the surface.

The Reception Hall

The landing pad lies a bare hundred yards from the Reception Hall, which is in turn protected by a low-level ion field in order to prevent transporter lock on.

A TN 10 *System Operation (Sensors, or Transporter), System Engineering Transporter, or Physical Science (Physics)* test will allow the heroes to assess the field and determine that if necessary, they can still establish a lock-on and beam the Ambassador and his party out- a TN 25 *System Operation (Transporter)* test is necessary to achieve a lock on, then a TN 15 *System Operation (Transporter)* test to bring them aboard. An active transponder or

viridium patch (ala Star Trek VI :The Undiscovered Country) will give the transporter operator a +5 to his test (or reduce the TN's to 20 and 10, respectively).

The Hall itself is comprised largely of a local granite, and is fairly impressive. The Toren elite reserve most of the planet's wealth and privilege for themselves- and this Reception Hall was built to show off the "splendor" of the Toren Autonomy. The floors are lushly carpeted over smoothly polished stone, the furniture is heavy antique wood, and works of art (and a number of monitoring devices) line the hallways. Toren security troops are also present in force.

Believing they have the advantage, the Toren are going out of their way to be gracious (if somewhat smug) hosts, which the Ambassador appears to take phlegmatically.

The actual negotiating chamber is long and narrow (roughly ninety feet by thirty), with two floors- a large, open ground floor dominated by a heavy table, and a large wooden balcony running the circumference of the hall on the second floor. The south side of the room (on both floors) is pierced by a number of porticos leading directly to a series of isolated stone balconies.

The opening dialogue will be stilted and ritualized, and will be filled with empty platitudes about finding a diplomatic and peaceable solution to the current unfortunate crisis. The Ambassador will listen politely, and then demand to see the prisoners in order to assure their good condition and treatment- a request which will be "taken under advisement" and with the proviso that something might be worked out "tomorrow".

The Toren terms are as straightforward as they are outrageous. Offered in polite, pious, and slightly aggrieved tones- the Toren demand cessation of hostilities against Toren interests by the Federation, the removal of patrol vessels from Toren borders, unrestricted "trade" access, and one million bars of latinum in cash and humanitarian aid.

The Ambassador will listen to the litany of veiled threats and demands impassively, and state that the Federation condemns Toren acts of unprovoked aggression and demands the immediate return of its people and property- and then (in the fashion of diplomatic wrangling throughout the galaxy), the whole

process starts over again.

Locating the Prisoners

Once she's settled firmly in orbit, *Sakarya* should begin scanning for the prisoners-an Extended System Operation (Sensors) test. The mission is complicated by the fact that Toren and human lifesigns are very similar to one another, but they do have a bit of good luck- there are four Vulcans in the crew- and their readings are somewhat easier to differentiate. The players should be asked the specific parameters of their search. Sample Target numbers are included below, and each test should take $\frac{1}{2}$ hour of work:

Vulcan Life signs (TN 80)

Human Life signs (TN 120)

Specific elements alien to the Toren homeworld (TN 150).

Scanning for Starfleet equipment (such as communicators, tricorders, and the like) will be useless- none of the *Covington*'s gear has been moved off ship.

Once the Vulcans have been located, a TN 5 System Operation (Sensors) will confirm the presence of the rest of the human crew. A superior success (any roll of eleven or higher) will also reveal the presence of the Jem'Hadar troopers in the monastery.

If the heroes are not able to locate the *Covington* crew before noon on the second day, they may instead track the Ambassador as he and his entourage are taken to visit them.

Optional Scene- The Invitation

After about six hours of tedious negotiations, a halt is called and the Ambassador will return to *Sakarya*. Taking the captain aside, he will indicate that the Toren are insisting upon a diplomatic reception- essentially a light dinner party and mixer- and that *Sakarya*'s senior staff is invited to attend.

Their safe passage is guaranteed, and there will be several other "galactics" present. In Seleks estimation, the thugs and bullies want to observe the diplomatic "niceties" in order to demonstrate how sophisticated and urbane they've become.

The Ambassador is skeptical of both the gesture and the propriety, but also believes it may provide an opportunity to gather crucial intelligence. That having been said, neither he

nor the *Sakarya* are in anyway obligated to play "patty cake" with the Toren.

Assuming the captain agrees that attending is a good idea, the ambassador will appear in his ceremonial robes, and dress uniforms are appropriate for any *Sakarya* or Team Seven-One personnel who decide to attend.

Optional Scene- The Party

The reception takes place at the same hall mentioned above, now lit with candles, gas-light, and some electric lighting. A large buffet table lines the north side of the room while a small stage with a string quintet (five players instead of four) dominates the east end. The lush carpeting has been removed revealing smooth polished stone inlaid with a variety of hardwoods and precious metals.

Senior Toren officers and a large number of junior functionaries fill- but don't quite crowd- the hall. The Toren are all dressed in somber grey uniforms with black leather accents and belts- and a lot of empty holsters. With one or two exceptions, they will be cool and suspicious, and difficult (if not impossible) to approach.

Guests serve themselves hors d'oeuvres from the table while waiters circulate with drinks, relieving the guests of empty plates and glasses.

Their host is General Brax (the Toren chief negotiator). Brax is tall, well-built, and physically imposing, which he attempts to offset with considerable charm. He will be ever so gracious, offering warm welcome and mouthing platitudes about "seeking to put this unfortunate event behind us", but can be goaded into revealing his true feelings with relative ease. Brax invites the characters to take their ease and enjoy Toren hospitality- but will scowl mightily should anybody comment on the Toren "hospitality" being enjoyed by the crew of the *Covington*. (If none of the player characters mentions it, 1st Lieutenant Carlton will do so).

As with most of the Toren leadership, Brax sees nothing wrong with the Toren actions. If kidnapping and extortion will get the Toren what they need, then he's all for it- and anyone who gets in their way is expendable.

Brax will comment nastily that the crew of the *Covington* stood between the Toren people and what they want- and are thus deserving of

their fate before he manages to get his insouciant mask back into place. Carlton will retort that the Toren are fortunate the Federation has no such policy- or the Federation would now control the dilithium mines on Toren-San-Prime.

Should the officers attempt to goad Brax into further bluster, Ambassador Selek will allow him to ramble a moment, then change the subject firmly. Throughout the evening, however, any officer who baited Brax (whether Carlton or one of the player characters) will occasionally feel his eyes on them, and a look of considerable dislike on his face.

A surprising number of "galactics" are in attendance- a trio of Ferengi trade representatives, a Cardassian merchant captain and four female technical representatives, a pair of Romulans, a Nausicaan, an Andorian trader, a Ktarian, and a Klingon. Most are here under orders- Brax is interested in observing how the Federation personnel will deal with their fellow "outworlders" and in any information his people might overhear during those conversations. Despite the not-quite-by-invitation attendance, all will take interest in the Starfleet representatives at one point or another.

The Cardassian captain, Aamen Belor, runs a small trading ship, and is here to exchange a shipment of machined goods (mostly agricultural tools and whatnot) for foodstuffs. The Cardassian Union is having trouble feeding itself following the War. Belor is understandably concerned about a full-blown blockade of the Toren system, and will want reassurance that such measures aren't in the cards.

The four technical consultants are Gilana Marrat, Alani Dahan, Dima Kovat, and Peret Ghenor. Marrat and Dahan work as technical consultants assisting the Toren with improving their communications infrastructure, Kovat is a thermodynamics engineer, and Ghenor is a clerical worker/computer technician working for the Toren biochemical ministry. All four of the ladies will be animated and intelligent and express a fair amount of interest in the Starfleet officers (if only to avoid the attention of the Ferengi). Dahan and Ghenor are both (unknown to the other) intelligence operatives. Dahan, answers directly to General Brax, while Ghenor makes her reports to Starfleet through a

circuitous route with at least one dead-drop.

The Ferengi, Glint, De'el, and Noran, work for the Ferengi Commerce Authority, and are unhappy with the trade restrictions the Federation has imposed on the Toren, and when they're not pestering the ambassador (or other ranking Starfleet officers) to see those restrictions lifted, they're making a (counter-productive) effort to attract the Cardassian women.

The Romulans are Consul Evius and his assistant, Myrun. Both are tall and graceful and both are amazed at the Federation's restraint. Evius will state baldly that this turn of affairs is not the Empire's concern- but that the Empire would not suffer this sort of effrontery. If baited into doing so, Myrun will state that the hesitation to use lethal force to reclaim their people is proof of the Federation's weakness. A records search later will reveal that Evius is the son of a noble family with a long history of both military service and clashes with the Federation, while Myrun is a suspected *Tal Shiar* operative.

The Klingon, Moreth, is an outlaw and renegade under sentence of death in the Empire. An collaborator with the Dominion, Moreth escaped capture, and came here both for sanctuary and to serve as a "technical consultant". Recognizing Moreth is a TN 25 *Knowledge-Culture (Klingon)* test (but the heroes receive a +3 because of Moreth's Renown). Klingon characters make the same test at TN 15, and receive the same bonus.

Moreth is here largely because Brax is interested in seeing how the Star Fleet officers will react. He also happens to believe that if he can goad the heroes into doing something embarrassing a/o illegal, that he will gain a further advantage at the negotiating table.

The Nausicaan, Tyr'kana, will stand off to the side and glare at everybody. He came for the drinks, not the conversation- but he will try to goad any Klingons, Capellans, or Andorians in the group into some sort of physical challenge- and offer sour commentary about their being "thin-blooded" if they refuse. From Brax's point of view, the Nausicaan is well-nigh useless, but might provide some entertainment value.

The Ktarian, Per Edon, is easily the most outgoing and jovial of the galactics, though she spends an inordinate amount of time

circulating the edges of the reception and banquet. Claiming to be an "olfactory designer" in the employ of the Toren government, Per Edon wanders the hall adjusting various grades and compositions of incense as the evening wears on.

The Andorian, a merchant named Garav Dovoro, is surly and uncooperative- likely due to the fact that his presence here is a violation of several Federation trade restrictions (and thus a criminal act).

Dovoro is, among other things, a suspected arms dealer and smuggler of various exotic items. His presence here is, likewise by command- and he's not happy to be paraded through as he will have to return to the Federation sooner or later.

As the evening wears on, each of the Starfleet officers must make a series of successive TN 7 *Willpower* tests to avoid becoming loose-lipped and relaxed. The target number is increased by +5 if the characters are actually drinking any of the wine, but reduced by -1 if they spend at least ten minutes of every hour outside on the many balconies.

The source of the trouble, is, of course, the various combinations of incense Per Edon is burning throughout the hall- but it seems to be having a general effect- the Toren are getting as sloppy drunk as the rest.

"Special Blend" Incense

This incense is a specially concocted blend of conventional incense, intoxicants, and pheromones intended to induce relaxation

Type: Inhaled **Onset:** 1d6 minutes

Potency: +0 **Treat:** +5

Effect: -1 *Willpower*

Secondary Effect: -1 *Willpower* (Klingons, Vulcans, and Romulans, only)

The Romulans will beg off early in the evening (departing with an unusually sour look on their faces), and as time passes, the Ambassador seems to be becoming more and more strained. Any Vulcans or Klingons among the ship's company must make an additional *Willpower* test each hour.

There are undertones to the incense that act as a mild irritant (it actually smells remarkably like a rancid sehlat in heat), and is extremely offensive to Vulcans.

To Klingon noses, the scent is mildly stimulating- something of a combination of an impossibly sweet flower and fresh leather. The starting TN is 5, but increases by +1 every hour.

The Vulcans are rolling to resist becoming snappish, surly, and irritated, and the Klingons to avoid becoming goofily romantic (at least by Klingon standards).

At a point later in the evening, once the drinks have flowed for sometime, Ghenor will invite one of the heroes out onto one of the balconies "to clear her head", and then explain that the Toren are receiving outside assistance from a source unknown. The hero with her will have only a few minutes to talk with her before one of the Toren guards steps out looking for them. Even after they return to the reception, he will watch them suspiciously for some time.

Unless the heroes leave early or break things up with an unseemly display, they will be subjected to a merry-go-round of faces and conversations- with Toren military personnel eavesdropping on all of it. This is an opportunity for intelligence gathering- for both sides- though the Ambassador will cut it short after a mere four hours.

The Château d'If

Once they've located the prisoner's the heroes should receive Map #2 and Map #3 (if they ask for it). Additionally, for each TN 10 *System Operation (Sensors)* test they complete, they'll be able to ask three specific questions about the installation. The Game Master is advised to answer these carefully to avoid giving away too much information. At the same time, however, care should be taken not to cheat the heroes of information which the crew would certainly observe. If- and only if- the heroes are about other aliens present at the monastery should the GM reveal the presence of the Jem'Hadar troopers there.

The prison is a large stone structure located just barely above the visible horizon, and about midway between the planet's equator and northern pole. It's located on top of a short bluff and is surrounded by a number of small buildings.

Numerous small energy readings can be detected (probably the energy cells in various weapons and instruments). The number of life

forms fluctuates between 62 and 68 (as the support staff come and go), but the basic breakdown is as follows: 28 Starfleet prisoners, 30 guards, 4 Jem'Hadar, and 5 support staff.

A transport inhibitor field is in operation over the prison, and a TN 15 *System Engineering* test is necessary to pinpoint the source(s). There are four separate transport inhibitors set up in the prison. All four must be removed from operation before anyone can be beamed in or out of the monastery.

Even with the inhibitors removed, the distance and angle involved are such that each *System Operation (Transporter)* test has a TN of 15 (and that the cargo transporters cannot be used). Of course, especially creative characters might think to link *Sakarya's* transporters with the *Covington's*, which will reduce the test back to the basic TN of 5.

Closing of the Day

At the end of the day's negotiations, the Ambassador will return to *Sakarya* (the *James Madison* will "enjoy" the same heavy escort as on the trip down) and the characters can recap what they've learned.

If the heroes have succeeded in locating the prisoners and assessing the *Covington*, the Ambassador gives the go-ahead to strike at precisely noon tomorrow local time (which will be around four a.m. at the monastery) during tomorrow's negotiating session.

It will take a fair amount of time to restart the *Covington's* warp core (and the Toren patrol vessels would very likely detect such effort), and so the decision must be made to either prepare to tow *Covington* out or destroy her in place.

Towing the *Covington* will reduce *Sakarya's* sustainable and maximum warp speeds by 1 (meaning she can sustain Warp 8.2, and an emergency maximum of 8.8).

Extending *Sakarya's* shields around *Covington* will require a TN 15 *System Operation (Shields)* or *(Tactical)* test and reduce both her Protection and Threshold by 1.²

Ideally, the raid on the monastery, destruction (if any) of the *Covington*, and

² *Sakarya* is considerably larger than *Covington*. If the Narrator substitutes a smaller vessel for the *Sakarya*, these penalties should be considerably higher.

recovery of the diplomatic party should take place nearly simultaneously- though the Ambassador should have time to inform the Toren government that they've been denied their prize- and should they attempt such action again, the Federation will go to war.

ACT TWO: THE SECOND DAY

Optional Scene- The Visit

If the heroes are unable to locate the *Covington* prisoners in a timely fashion through their sensor scans, the Ambassador and his party will be allowed to visit them. The *James Madison* will be escorted to the monastery/prison by Toren fighters, and the Ambassador will be allowed to tour the facility and speak with the prisoners under the watchful guard of several Toren troopers.

The guards will be smug, but disciplined, and the guide will wax rhapsodic about the fine treatment the crew has received. The only complaints will, of course, be wary and subtle- but it's also fairly obvious that the *Covington*'s Captain, Executive Officer, and Science Officer have been physically abused (perhaps in an effort to coerce them to unlock the ship's computer core).

Preparations

Reconfiguring the *Sakarya*'s cargo transporters for human use requires an Extended TN 20 *System Operations (Transporter)* test, with each roll accounting for five minutes work. Once configured, the cargo transporters can beam up to twenty people at once, though between the ship's normal transporters and the cargo transporters, they can only beam once every 30 seconds.

Steps should also be taken to disable the three Toren gunboats shadowing the *Sakarya*. If the heroes still haven't picked up on the idea (from the reference materials provided) that the Toren gunboats are vulnerable to verteron poisoning, a TN 15 *Propulsion Engineering (Warp Drive)* test will reveal it now. An Extended TN 20 *System Engineering (Warp Drive)* test (and the ship's navigational deflector) will allow the crew to synthesize and collect a sufficient packet of verteron particles

to disable one vessel. Each test requires $\frac{1}{2}$ hour of work.

Reconfiguring the transporter to safely transport the verteron packet requires a TN 15 *System Operations (Transporter)* test and ten minutes work. Actually beaming in the packet will require that both *Sakarya*'s and the target's shields be down and a TN 10 *System Operation (Transporter)* test. Beaming a packet to each of the three separate targets simultaneously adds a +5 to the target number.

Once the packet is delivered, the target vessel must make a TN 10 Reliability test (adding in their system reliability modifier). Because the Toren design is specifically vulnerable to this sort of attack, they suffer a -5 penalty to the test.

Optional Scene- Scuttling the Covington

The destruction of the *Covington* can be accomplished in several ways. If the crew has managed to access the computer core, the three senior officers aboard the *Sakarya* can activate the ship's auto-destruct system (award extra points if the players know and act out the proper destruct sequence!).

Failing that, a series of explosive charges placed at the ship's warp core, computer core, and antimatter bottles will ensure the ship's complete destruction. These can be placed via transporter, but placing them in person is wiser. A fourth charge placed in the sensor pod would also be a good idea.

Another option would be to set the ship's impulse engines to overload- which would make the loss look like an accident. This would require ten minutes of work (aboard the *Covington* herself) and a TN 15 *Propulsion Engineering (Impulse)* test.

Assuming that they're striking right around the time they send in troops to liberate the monastery, they "dayshift" will have gone home- leaving only a dozen guards behind. Any guards with whom the raiders come into contact must be dispatched within three rounds or they will alert the Toren High Command about the raid.

For the purposes of this mission, the Toren guards aboard the *Covington* are considered expendable- but the crew will earn bonus experience points if they find a way to spare them.

ACT THREE

Beaming Into the Monastery

The placement of the *Sakarya* in orbit is deliberate- she's almost thirty degrees ahead of the *Covington*, which is herself almost thirty degrees ahead of the monastery where the *Covington* crew is being held. This places the monastery at the very edge of the *Sakarya*'s transport envelope- and denies the ship detailed information about the defenses there. If *Sakarya* is doing a site-to-site transport directly to the monastery, the base Target Number for the *System Operation (Transporter)* roll is 25. If the crew previously thought to link their transporters through those on the *Covington*, this number is reduced to 10 (assuming she hasn't been scuttled yet).

The Raid

The teams beam in to the area surrounding the monastery and conduct their assault. The Toren troops are wary, but not especially alert, and are relatively isolated. If any of them remain conscious for three full rounds after they are engaged by Starfleet personnel, they manage to sound an alarm which will bring the entire garrison to alert- and making the heroes' job that much harder.³

Once all four transport inhibitors are knocked out, the *Sakarya* can begin beaming up the prisoners. Once the inhibitors are down it will take just about 90 seconds to completely evacuate the compound

Recovering the Diplomats

The reception hall where the Ambassador and his party are talking with the Toren is shielded by a low-level ion field, which is normally sufficient to prevent transporter lock-on, but the diplomatic party are all wearing veridium patches. A TN 20 *System Operation (Transporter)* test is necessary to achieve a lock on, then a TN 10 *System Operation (Transporter)* test to bring them aboard. It would be wise to signal the Ambassador before doing so, in order to allow him to deliver his message. If the crew has arranged the destruction of the *James Madison*, this is the time.

Breaking Orbit

With the Ambassador and his party aboard, it's time to "blow this thing and go home". If she's to be scuttled, this is the time to detonate the ill-fated *Covington*. If the crew has any special surprises for the Toren vessels parked in orbit with her, now's the time to employ them.

Vessels which fail the Reliability test are disabled until they can restart their warp cores- an Extended TN 45 *Systems Engineering (Power Systems)* test.

From *Sakarya*, the crew will witness a surge of power as the Toren destroyers attempt to pursue- then those ships which succumb will seem to stagger and go dark, drifting out of control. Any vessels not disabled will attempt to pursue and attack- such attacks are resolved using the Starship Combat rules found on page 110 of the *Star Trek Narrator's Guide*.

When Through Fiery Trials

As soon as *Sakarya* warps out, a call will go out from the High Command ordering that the starship be intercepted and destroyed- and sensors will begin to tell the tale- there are seven vessels blockading the main channel- six *Fearless Leader* class destroyers and a *Jem'Hadar* attack ship. *Sakarya* has a choice- she can attempt to flee by heading deeper into Toren space, by heading through one of the nebulae, or by risking one of the two channels.

The problem with either nebula is that particle clouds will obscure sensors and degrade the shields while the intense particle flux and gravimetric shears could destroy the ship. Heading deeper into Toren space simply takes them farther from they want to be, and could expose them to the bulk of the Toren fleet. The main channel, of course, is blockaded, and the smaller passage is unattractive because of the likely presence of both a subspace tear and gravimetric distortions in the area.

³ The play test group (the U.S.S. *Retributor*) stood this idea on its head by allowing the guard force to come to full alertness and assemble in the central courtyard- then beamed in photon grenades and saturation-stunned the entire force at once.

Optional Scene- The Class G Nebula

If *Sakarya* opts to travel through the Class G nebula, it will take her a nominal ten minutes to cross the cloud boundaries. A competent navigator/helmsman can attempt to reduce this by making a TN 15

System Operation (Navigation) or Space Sciences (Astrogation) test. For every degree of success, subtract one minute from the base travel time (ten minutes). On a catastrophic failure, roll 4d6 damage- the ship has collided with a gravimetric shear at speed. Lenient Game Masters might allow a TN 10 *System Operation (Helm)* test (plus the ship's Helm Maneuver modifier) to reduce the damage by half.

For every minute the ship is in the cloud, she suffers 5 points of damage and roll 2d6. If the roll is a twelve, she suffers one block of system damage.

The Toren forces will not pursue through the nebula.

Optional Scene- The Class P Nebula

Should *Sakarya* attempt to travel through the Class P nebula, it will likewise take her a nominal ten minutes. The navigator may attempt to shorten that as described above. Upon entering the cloud, she must make a TN 15 Sensor System Reliability test or suffer a -5 to all Sensor tests. Regardless of that outcome, the starship suffers 2 points of damage.

The Toren forces will not pursue through the nebula.

Optional Scene- Gunboat Diplomacy

Having made the decision to try to run past the Toren Fleet, *Sakarya* girds to face the enemy. The rules of engagement still apply- and *Sakarya* can only fire at vessels that have fired at her.

Attempting to run past the blockade at Warp speed risks a collision- but cruising past at sublight, it will take four rounds for *Sakarya* to reach the picket line (one round each at Long Range, Medium Range, Short Range, and Point Blank). If *Sakarya* can destroy the Jem'Hadar flagship before she reaches the line, the Toren vessels will scatter rather than fight.

Once *Sakarya* has passed through the

blockade, she can make a run for the border, though several Toren vessels will pursue (assuming the flagship is intact).

A truly mad commander might order his ship to warp speed in an attempt to bypass the blockade. If this is the case, have the Helmsman/Conn Officer make a TN 25 *System Operations (Helm)* test. If the test is successful, the blockaders get a single shot at *Sakarya* as she passes, and then turn to pursue. On a marginal failure, there is a minor collision between *Sakarya* and one of the blockaders. The ship (and one attacker) suffers 1d6 damage and two blocks of system damage to *Sakarya*'s warp drive. Her shield strength is reduced 50%. Each degree of failure worsens the collision.

A complete failure causes (2d6 damage, two blocks of damage to the warp drive and reduces the shields by 80%) and a disastrous failure results in *Sakarya* suffering 3d6 damage and knocks her shields and warp drive completely off line. In that event, the odds are that the *Sakarya*, her passengers, and her crew will be captured or killed.

Optional Scene-Harrowing Passage

Realizing the *Sakarya* is opting for the narrow side channel, the Toren will scramble to intercept and pursue the *Sakarya* as she enters the straights. They won't get there in time, but the exceptionally tight passage requires an exceptional helmsman to navigate it.

Transiting the passage will take six minutes. Once per minute, the Helmsman/Conn Officer must make a TN 15 *System Operations (Helm)* test. On a marginal failure, the ship suffers 1d6 damage (which ignores the shields and should be resolved normally). A complete failure causes the ship to suffer 2d6, and a Catastrophic failure results in either 3d6 damage or the destruction of the ship.

At the end of the sixth turn, *Sakarya* clears the channel with any surviving Toren in hot pursuit.

The Cavalry

Assuming any Toren ships survive the passage, *Sakarya* will be met on the farside of the border by the *Retributor* taskgroup, which will engage any Toren vessels that attempt to

pursue past the border.

Resolution

Depending upon how the characters handle the situation, one of several resolutions can occur. The *Sakarya* and her crew might be either dead or prisoners of the Toren- in which the case the mission is an abject failure.

They might have disobeyed their mission orders and violated the rules of engagement- which is likewise a failure.

The *Sakarya* might have come through with passengers and crew intact, but suffering damage major or minor. The most likely event, however, is that the heroes brought ship and crew home with dignity and honor intact*.

The destruction of the *Covington* is a sad fate for the doughty little ship- but worse had the Toren used her for their own purposes.

Special Victory Conditions

The special Rules of Engagement specify that *Sakarya* may only fire in self-defense and may only target vessels directly attacking her.

If, at any time, *Sakarya* opens fire without first being fired upon, (or opens fire on the planet under any circumstances), the heroes automatically lose the scenario, and will likely face a court-martial upon their return to Starfleet.

If, at the end of the scenario, either *Sakarya* or the *Covington* survive to be captured, the heroes automatically lose the scenario.

After Action- Ambush of the Covington

Should the heroes have the chance to question the crew of the *Covington*, they can determine how the vessel was ambushed.

As reported, *Covington* was conducting long-range scans of the Toren border when she received a garbled distress call from near the Rockal Massif- a vessel claiming she'd collided with one of the asteroids and sustained heavy damage.

When the *Covington* approached, she was hit with a series of polaron torpedoes which disrupted her systems long enough for the Toren to beam aboard and overwhelm the crew. Apparently, the Toren "borrowed" the transporter technology from their Jem'Hadar allies in order to get their hands on the

Covington.

Had she remained in their hands, the Toren could have reverse engineered the starship, and added new (state-of-the-art) sensors, weaponry, and warpdrive to thier fleet.



*The play test group (the U.S.S. *Retributor*) demonstrated an unexpected sensitivity and magnanimity to the crew of the *Covington*, delaying their return to Starbase 153 long enough to repair the smaller vessel- allowing Commander Redding and his crew the honor of bringing their ship home under her own power.

Rewards:

Experience Points and Renown Points are to be totaled (except where indicated otherwise)

Experience Awards

PC survived:

100 exp points

Per *Covington* prisoner successfully rescued:

100 exp. points

Per Toren vessel disabled through non-violent means:

100 exp. points

Players remembered and played out the proper destruct sequence:

150 exp. points

Players spared the Toren soldiers aboard the *Covington*:

150 exp. points

Renown Awards

PC survived:

Renown +1

Per *Covington* prisoner successfully rescued:

Renown +3

Per every three Toren vessel disabled through non-violent means:

Renown +1

Players remembered and played out the proper destruct sequence:

Renown +1

Players forgot to destroy the *James Madison* before leaving the system:

Renown -1

Ambassador Selek or the strike teams are captured:

Renown -2

PCs were unnecessarily violent, or fail

and divided equally among the PCs. The minimum renown award (before any penalties) is +1.

to prevent such an act

Renown -2

Optional Renown Results (per Officer):

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

(Non-Player Characters)

Ghenor, Peret

Peret Ghenor is a former Cardassian operative who fled Cardassia once the Dominion began its take over of her homeworld. A loyal Cardassian, Peret has her own ethics and sensibilities (which mostly run toward her own security and advancement). Unknown to the heroes, Peret secretly works for Starfleet Intelligence is covered as a clerical worker for the research team working on metagenic weapons on behalf of the Toren, and may be a source of information on the whereabouts of the *Covington* crew.

Age 33 **Species:** Cardassian **Gender:** Female **Eyes:** Brown **Hair:** Brown

Courage: 3 **Advancements:** 14 **Renown:** 8

Str 8(+1) **Agl** 8(+1) **Int** 10 (+2) **Vit** 8(+1) **Prs** 8(+1)* **Per** 8(+2)*

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

Skills: Appraise 4, Computer Use (Invasion) 4, Conceal (Cache) 4, Business 3, Streetwise 3, Entertain (Cardassian Lute) 1, Forgery 4, Impersonate 3, Influence 1, Inquire (Fraternize) 4, Investigate 4, Culture (Cardassian) 4, History (Cardassian) 6, Politics (Klingon) 2, Specific World (Cardassia) 2, Language-Cardassian 2, Language-Federation Standard 2, Language-Klingon 2, Observe (Spot) 4, Energy Weapon (Disruptor Pistol) 4, Stealth (Hide) 4, System Ops (Flight Control) 3, Unarmed Combat (Brawling) 2.

Professional Abilities: Scoundrel's Fortune (Observe), Con Artist, Gather Intelligence, Perspicacious

Species Abilities: Eidetic Memory, High Pain Threshold, Devious, Prying, Vesala

Edges/ Flaws: Skill Focus (Furtive), Confident, Likeable, Wealth 4, Contacts(Orion Syndicate, Streetwise).

Toren Military troops consider themselves to be an elite military force, but are really adept only at keeping their own people oppressed.

Given the abject poverty of the Toren people, the military are in a position of authority both because they carry the guns and because they control much of the wealth in the society. For better or worse, much of Toren society is geared towards keeping the troops (and their superiors) happy.

Toren Lieutenant

A junior officer assigned Command of a Toren patrol.

Agl 10 (+2)* **Int** 5 **Per** 7 **Prs** 6 **Str** 8(+1) **Vit** 9(+2)

Quickness +2* **Savvy** +0 **Stamina** +1 **Willpower** +1 **Defense:** 9

Skills: Armed Combat (Simple Weapons) 4, Ranged Combat (E-Pulse Rifle) (E-Pulse Pistol) 4, Unarmed Combat (Brawling) 3, Observe (Spot) 2, Tactics 2, Athletics (Run) 1, Conceal 1, Demolitions 1, Survival (Urban) 1

Professional Abilities: Evasion.

Edges/ Flaws: Dodge, Proud.

Toren Trooper

A typical Toren military operative .

Agl 10 (+2)* **Int** 5 **Per** 7 **Prs** 6 **Str** 8(+1) **Vit** 9(+2)

Quickness +2* **Savvy** +0 **Stamina** +1 **Willpower** +1 **Defense:** 9

Skills: Armed Combat (Simple Weapons) 4, Ranged Combat (E-Pulse Rifle) (E-Pulse Pistol) 4, Unarmed Combat (Brawling) 3, Observe (Spot) 2, Tactics 2, Athletics (Run) 1, Conceal 1, Demolitions 1, Survival (Urban) 1

Professional Abilities: Evasion.

Edges/ Flaws: Dodge, Proud

Toren Energy Pulse Weapons

E-Pulse Pistol	5d6 +18	5 / 20 / 50 / 100 / +10
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E-Pulse Rifle	6d6 +24	5 / 40 / 80 / 160 / +40
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The Jem'Hadar are the shock troops of the Dominion. Born and bred for battle, the Jem'Hadar

are genetically engineered to be ruthless, fearless, and unhesitating in combat. The Vorta are the administrators and technicians of the Dominion. Genetically engineered (as are the Jem'Hadar) the Vorta consider the founders of the Dominion to be gods, and will sacrifice their lives and the lives of their troops to carry out the Founder's wishes.

Sinet, Vorta Leader.

Agl 6 **Int** 10 (+2)* **Per** 7 **Prs** 8 (+1) **Str** 7 **Vit** 9(+2)
Quickness +2* **Savvy** +2 **Stamina** +2 **Willpower** +2 **Defense:** 9
Skills: *Enterprise-Administration* 5, *Armed Combat (Simple Weapons)* 1, *Ranged Combat (Disruptor Rifle)*
(Disruptor Pistol) 2, *Unarmed Combat (Brawling)* 1, *Observe (Spot)* 2, *Tactics* 4,
Athletics (Run) 1, *Conceal* 1, *Demolitions* 1 *Politics (Dominion)* 4
Professional Abilities: *Bluff, Anticipate Opposition*
Edges/ Flaws: *Shrewd, Skill Focus (Eloquent)*

Jem'Hadar Trooper.

A typical soldier of the Dominion.

Agl 10 (+2)* **Int** 5 **Per** 7 **Prs** 6 **Str** 10(+2) **Vit** 10(+2)
Quickness +2* **Savvy** +0 **Stamina** +2 **Willpower** +2 **Defense:** 9
Skills: *Armed Combat (Simple Weapons)* 5, *Ranged Combat (Disruptor Rifle)*
(Disruptor Pistol) 4, *Unarmed Combat (Brawling)* 3, *Observe (Spot)* 2, *Tactics* 2,
Athletics (Run) 1, *Conceal* 1, *Demolitions* 1, *Survival (Urban)* 1
Professional Abilities: *Evasion.*
Species Abilities:
Edges/ Flaws: *Dodge, Proud, Bloodlust.*

(Starships)

USS Sakarya **NCC-52143**

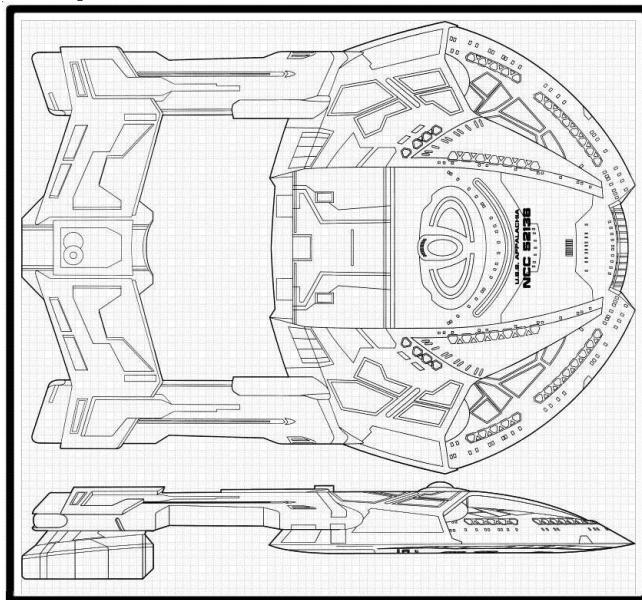
“...Sound once more a daring note of hope and will...”

Production Data

Origin: United Federation of Planets
 Class and Type: *Steamrunner* Class Heavy Frigate
 Year Launched: 2369

Hull Data

Size: 6, 18 decks,
 Length: 356/263/77 meters*
 Structure: 40 (5 ablative)
 Crew: 200
 Cargo Capacity: 60
 Atmospheric Capable: No



Operational Data

Transporters: 3 ea personnel, cargo, emergency
 Sensor Systems **Class 4 (+4/E)**
 Operations Systems **Class 3 (D)**
 Life Support **Class 4 (E)**
 Masking System: Monoreflective Plating (14)
 Shuttlebays: 1 aft saucer Shuttles: 6 size worth
 Tractor Beams: 1 fd, 1av, 1ad

Propulsion Data

Impulse Engines: FIG-5 (.92c) (D) Warp Drive: LF-41 (wf 6/9.2/9.6) (D)

Tactical

Phaser Banks	Type IX (x4/D)	Photon Torpedoes	Mk 95 (x1/C)
Penetration	6 / 5 / 5 / 0 / 0	Photon Penetration	4 / 4 / 4 / 4 / 4
		Quantum Penetration	5 / 5 / 5 / 5 / 5

Deflector Shields FSR (E)
 Protection/Threshold 17 / 4

Miscellaneous

Maneuver Modifiers +2 C, +1 H, +1 T
 Traits: Ablative Armor (+5 Structure), Monoreflective Plating

The second of the Perimeter Defense Directive ships, the *Steamrunner*-class heavy frigate was designed with relatively specific mission profiles in mind, including perimeter patrol and defense, long-range threat response, covert operations, and combat support. It's also the first Starfleet vessel to mount mono-reflective plating.

U.S.S. *Sakarya* is named in honor of the Turkish submarines which commemorated the Battle of Sakarya in the Greco-Turkish War (1919–1922) and Turkish War of Independence. She is also the first starship to bear the name.

Sakarya is currently carrying the following small craft:

U.S.S. <i>Tarsus</i>	NCC-76410	<i>Danube</i> Class Runabout
<i>Lake Tuz</i>	NCC-52143-1	Type 12 Shuttlecraft
<i>Lake Van</i>	NCC-52143-2	Type 8 shuttlecraft

* Hull dimensions are derived from comparisons done at Ex Astris Scientia.
<http://www.ex-astris-scientia.org/articles/akira-size.htm>

Fearless Leader Class Patrol Craft

Production Data

Origin: Toren Autonomy
Year Launched: 2369

Class and Type: *Fearless Leader Class Patrol Craft*

Hull Data

Structure: 25
Length: 180m
Crew: 128

Size: 5, 5 decks
Atmospheric Capable: Yes
Separation Systems: None

Operational Data

Transporters: None
Cargo Capacity: 50 Tractor Beams: 1a Sensor Systems Class 2 (+2/C)
Operations Systems Class 2 (C) Life Support Class 2 (C)

Propulsion Data

Impulse Engines: Class 5 (.95c) (E) Warp Drive: TN-5 (Warp 5 / 7 / 8) (C)

Tactical

Phaser Cannon 3 x TDM-2 (B)
Penetration 4 / 3 / 3 / 0 / 0
Deflector Shields CIDSS-3(C)
Protection/Threshold 13/3

Torpedoes 3 x Tk2IDF
Penetration 4 / 4 / 4 / 4 / 0

Miscellaneous

Maneuver Modifiers +1 C, +3 H, +1 T **Traits** Particle Vulnerability (Verterons).

The *Fearless Leader Class* Patrol craft is a destroyer-sized warship built for the Toren Autonomy starting in the year 2369. The vessel is the result of an intensive research and development effort, of some Ferengi (and Romulan) technical assistance but of little real-world experience.

Starfleet Intelligence reports the top observed speed of a *Fearless Leader Class* at Warp eight. The Starfleet Corp of Engineers Development office also suggests that the M/AM reaction assembly being used by the Toren might be susceptible to verteron poisoning from contaminated fuels.

Long range scans conducted by Starfleet report the *Fearless Leader Class* are being built in three separate construction yards throughout the Toren Autonomy, at a combined rate of 5 per year. 29 are confirmed to be in service.



Jem'Hadar Attack Fighters

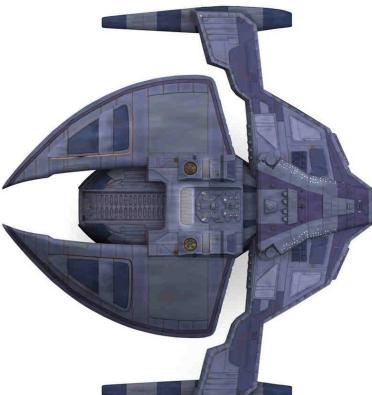
Production Data

Hull Data

Origin:	Dominion
Structure:	15
Class and Type:	Jem'Hadar Attack Fighter
Size:	3, 3 decks
Year Launched:	2360
Length:	68.62 m
Crew:	12
Atmospheric Capable:	Yes
Separation Systems:	None



drex files

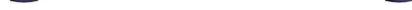


Operational Data

Transporters:	1 standard, 1 emergency
Cargo Capacity:	29
Tractor Beams:	1 fv
Sensor Systems	Class 3a (+3/CC)
Operations Systems	Class 3 (D)
Life Support	Class 3 (D)

Propulsion Data

Impulse Engines:	DIUU-3(.9c) (E)
Warp Drive:	DIPU-5 (Warp 5 / 9.2 / 9.6) (D)



Tactical

Phased Polaron Beam Weapons DPB-2 (x2/B) Deflector Shields PFF-2a (B)

Penetration 4 / 4 / 4 / 0 / 0

Protection/Threshold 13 / 1

Miscellaneous

Maneuver Modifiers +2 C, -1 H, +2 T

Traits: Enhanced Shields (Disable Tractor Beam Lock)

These three vessels are survivors of a small attack group under the command of a Vorta named Sinet, who took refuge with the Toren after their fleet was scattered just before the end of the Dominion War.

The three vessels all suffered severe damage in that final battle, and have been trading technical expertise for material with which to conduct their own repairs.

For the purposes of the game, these three vessels are designated *Alpha*, *Bravo*, and *Charlie*.

Attack ship *Alpha* is fully functional having scavenged parts for the other two vessels to rebuild and repair. She has received slapdash repairs to her hull, but her rating is only at 13.

Attack ship *Bravo* has damage to its warp drive (now reliability "B", she suffers a -1 to Initiative and -2 to all Helm maneuvers) and cannot power its shields to more than 80%. Attack ship *Bravo* has 10 hull points.

Attack ship *Charlie* is in the worst shape of the three- no warp drive, and her Polaron beams are at level "A" (one hit and they go off-line). Her hull is at 5.

Of the 36 Jem'Hadar and Vorta among the crews, only 21 Jem'Hadar and Sinet survive. Attack ship *Alpha* is fully manned, while there are five Jem'Hadar aboard attack ship *Bravo* and three aboard *Charlie*. The remaining two Jem'Hadar are at the monastery holding the *Covington* crew, and Sinet is haunting the area around the Reception Hall in order to advise the Toren negotiators.

Handouts:

Handout #1: Covington Profile

U.S.S. Covington NCC-213

Production Data

Origin: United Federation of Planets) Class and Type: Modified *Jester* Class Light Corvette
Year Launched: 2265

Hull Data

Structure: 25 Size: 5, 5 decks
Length: 108.7m Crew: 28
Atmospheric Capable: No Separation Systems: None

Operational Data

Transporters: 5 standard, emergency, and cargo
Cargo Capacity: 50
Tractor Beams: 1a
Sensor Systems Class 5a (+7/EE)* Operations Systems Class 3 (D)
Life Support Class 3 (D)

Propulsion Data

Impulse Engines: FIE-2 (.85c) (E) Warp Drive: LF-10 (Warp 5 / 6 / 8) (C)

Tactical

Phaser Cannon 2xType VI (A) Deflector Shields CIDSS-3(C)
Penetration 4 / 3 / 3 / 0 / 0 Protection/Threshold 15/3

Miscellaneous

Maneuver Modifiers +1 C, +2 H, +0 T Traits Prototype (+2 to sensors)*

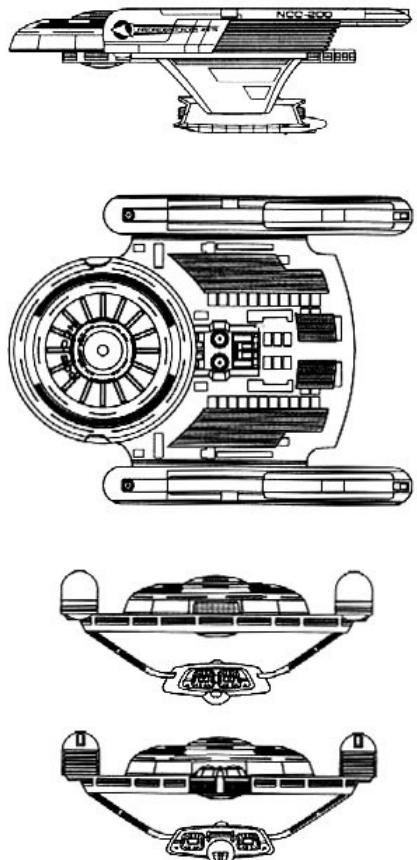
The U.S.S. *Covington*, NCC-213 was originally laid down in 2273 as a *Jester* Class Fearless Leader. Once in commission the *Covington* saw patrol service along the Federation-Kzin boundaries. Finally, in 2221, the nearly fifty-year old *Covington* was declared surplus to the needs of the Federation and retired- being stored at the Shi Kehl Orbital storage depot. Ex-*Covington* remained in storage until 2373, when the shocking losses of the Dominion War prompted the Federation to begin a full mobilization of the reserve fleets.

Covington was refitted at the Tr'Kierahn Yards at Avor Prime, and then taken in hand for conversion as a long-range picket vessel. Midway through the conversion, *Covington* was tapped as the testbed vessel for Cobra Meridian- an experimental subspace telescope array.

The conversion involved replacing the *Covington*'s torpedo tubes with a state of the art sensor module, but once the installation was complete, *Covington* carried the most powerful portable telescope array developed by the Federation. She has spent the last three years conducting deep space research and long-range surveillance missions with her new sensors.

USS Covington Senior Staff

Position	Name	Species	Rank
Commanding Officer	Scott Redding	Human	<i>Commander</i>
Executive/ Science Officer	Sovar	Vulcan	<i>Lt. Commander</i>
Chief Engineer	T'Pet	Vulcan	<i>Lieutenant</i>
Conn Officer	Storn	Vulcan	<i>Lieutenant, JG</i>
Operations Officer	Peter Corrigan	Human	<i>Lieutenant, JG</i>
Chief Medical Officer	Dr. Senet,	Vulcan	<i>Lieutenant</i>



On Stardate 65011.4, the *Covington* was conducting a deep space probe near Starbase 153 when she was attacked and overwhelmed by an undetermined number Toren vessels, and towed into Toren space before Starfleet forces could respond. The Toren claim that the *Covington* was conducting an espionage mission and violated their space, but navigational relays have made it clear that *Covington* was operating well outside the Toren border.

The ship is currently held in low orbit over the Toren homeworld and her crew are being interred "for war crimes" at an undisclosed location (presumably on the planet surface).

The Toren have been making public statements denouncing Federation "spies and warmongers", and have quietly demanded a raft of trade concessions and monetary compensation in exchange for the release of the *Covington* and her crew. They've also hinted that if the ransom is not paid, that they will consider selling the vessel to "other interested parties."

It is not apparent from the claims made by the Toren that they understand the nature of the *Covington's* sensor array- but if she's turned over to outside inspectors, it's only a matter of time.

Handout #2: Political Profile: The Toren Autonomy

Author: Devoras Ral, Federation Undersecretary for Interspecies Relations

The Toren Autonomy is a small, militant, autocratic power which seized or colonized four planets and three moons in three star systems. A backwards military power, the Autonomy is socially and technology limited and isolated, possessing Tech level 6 or early Tech level 7 starships and military citadels. The vast majority of the population, on the other hand, lives in TL 4/5 hovels.

The Autonomy attempted to engage the Federation in military action roughly seventy years ago and was soundly beaten. Four Federation starships were able to route the cream of the Autonomy fleet, and after hostilities ended, the Federation ambassador advised the Toren they could come out and play after they grew up a little. Unfortunately, the Autonomy has grown more recalcitrant rather than less.

Physiology: The Toren are humanoid, with a less than 15% variation from the humanoid archetype discovered in 2369. The Toren bear prominent cranial ridges on their temples, and jawlines, with large, dark, and deep set eyes. Skin tones range from grey to dark brown, and many Toren are covered with an extremely short, fine fur.

Societal Structure: Toren society is divided into two castes: a commoner/civilian caste and a military/priesthood class. Service to the State is the primary religion in the Toren Autonomy- and the state tolerates no other loyalties. All power and prestige on Toren results from service to the State. The topmost leaders are venerated as learned elders, but are not deified.

Commoners and civilians have no political authority, but are protected by a loosely codified body of verbal law which protects basic property rights (and assumes that all wealth must be consecrated to the State).. Rank and prestige among the commoners derives from wealth and economic power, but is always subservient to the military, which holds supreme executive, military, and political authority.

Government Structure: The Toren Autonomy is comprised of an Imperial troika (three leaders entrusted with full executive power) and a "senate" comprised of fifty military and political strongmen. This structure is apparently traditional, having evolved from an elders/council of clans structure late in Toren history. Most Toren citizens are ruled with an iron-fist, are subjected to crushing taxes, and are little better than serfs.

Those in military service fair somewhat better, having the opportunity to be promoted to greater rank and political power.

The only hopes of upward mobility available to the average Toren citizen is the military, which accepts only males. Recruitment examinations occur annually, at which any adult Toren male can vie for admittance.

Examination subjects include physical conditioning, intelligence, and cunning- but not general education (which the service will provide). Only the top three percent of candidates are accepted and inducted into the service. The term of service is "for life", or until discharged due to infirmity or executed for disobedience or misconduct.

Those discharged from service due to infirmity or injury are afforded a small pension (which roughly equates to ¼ their last payrate). Most Toren pensioners enter into private business or politics- but even honorable and decorated veterans take a back seat to active personnel in terms of power (at least publicly).

Those guilty of disobedience, treachery, or other disloyalty are outcasts within Toren society, and most are simply executed. A handful of these unfortunates are instead offered "mercy" by their commanders and are discharged to die in disgrace. The majority of these unfortunates commit suicide, but many are killed by their former military brethren or by the common citizen- an act which is not considered murder.

The military is organized into three basic corps, each loyal to one of the three "autarchs" who govern Toren society. Promotion within each corp depends upon ability, merit,

political power, and cunning- and in theory at least, a private soldier born in poverty could eventually earn sufficient rank, power, and recognition to succeed the autarch to whom he is sworn.

Interstellar Relations: The Toren have limited trade relations, mostly with the Ferengi and the Orions. They have consistently refused overtures from the Federation, and take the occasional pot-shot at passing Federation starships.

The Toren have been observed to conduct limited trade with the Romulans, but this appears to be irregular and specific in nature (the Romulan Ambassador to the Federation has reportedly commented that the Toren are too backward to be worth the trouble).

The Toren had comparatively close ties to the Cardassians prior to the Dominion War, but the collapse of the Dominion and Central Command has rendered all such trade irregular in the extreme. Starfleet Intelligence believes a number of ex-Obsidian Order personnel may be hiding in the Autonomy, but have not been able to confirm this. They also report a handful of sightings of Breen agents on the Toren homeworld.

Aliens and outworlders are generally treated with suspicion by the Toren Autonomy, but a handful of technical advisors, merchants, and support personnel do live on the homeworld- nearly all of them in government employ.

Technological Summary: Toren spaceflight technology is late-Level 6 or perhaps early Level 7. They have antimatter powered spacecraft, beam and torpedo weaponry, and basic defensive shields, but lack transporter technology and advanced artificial intelligence computers. This level of technology is roughly comparable to Earth at the launch of the *NX-01 Enterprise*.

Toren defensive systems are believed to be vulnerable to polaron and certain tetryon-based weaponry (neither of which are employed by Starfleet).

Starfleet Intelligence reports that the Toren have had quality control problems in creating refined anti-deuterium, and the Starfleet Corps of Engineers suspects that this has led to verteron poisoning issues in both shore and space-based military power plants.

If this is true, Toren starships would be unable to transit the Bajoran wormhole without reconfiguring their shields a/o power systems.

Projections: Starfleet Intelligence and the Federation Diplomatic Corps expect little improvement in Federation-Toren relations over the short term. All overtures toward the normalization of relations between the two powers have been summarily rejected by the Toren.

Toren military commanders continue to push various research and development projects among their civilian populace, but these are not expected to produce significant developments in the near future.

Toren relations with others in the galaxy remain strained, and no Alpha Quadrant power seems inclined to aid them in advancing the state of their military.

Handout #3: Patrol Craft Profile

Fearless Leader Class Patrol Craft

Production Data

Hull Data

Origin: Toren Autonomy Class and Type: *Fearless Leader Class Patrol Craft*

Size: 5, 5 decks

Year Launched: 2372

Length: 180m

Crew: 128

Atmospheric Capable: Yes

Operational Data

Transporters: None

Cargo Capacity: 50 Tractor Beams: 1a

Operations Systems Class 2 (C)

Sensor Systems Class 2 (+2/C)

Life Support Class 2 (C)

Propulsion Data

Sublight Speed: .95c

Top Warp Drive: Warp 5 / 7 / 8

Tactical

3 Beam Emitter Arrays, 3 Torpedo Arrays

The *Fearless Leader Class* Patrol craft is a destroyer-sized warship built for the Toren Autonomy starting in the year 2369. The vessel is the result of an intensive research and development effort, of some Ferengi (and Romulan) technical assistance but of little real-world experience.

Toren military forces have been essentially confined to their own borders since an abortive war with the Federation in the year 2294. Though the Toren fleet at the time was the best the Autonomy could design and field, they were woefully inadequate- and a single four-ship Starfleet taskforce was able to rout the combined force of Toren arms.

After the humiliation at the one-sided loss, the Toren government has pursued a relentless policy of research and development and rearmament. The final goal is that when the Toren again decide to make their influence felt in neighboring star systems, they'll be able to do so as near equals to Starfleet. The effort has been hampered by the poor state of the Toren industrial infrastructure, the generally low levels of literacy among the Toren populace, and the lack of amenable contacts in the surrounding star systems.

Toren starships use a characteristic "beehive" propulsion pod, which consists of a framework of verterium-cortenide warp coils surrounding a compact matter/anti-matter intermix chamber and a large impulse fusion chamber. High-energy plasma and fuel by-products from the M/AM reaction assembly are fed directly into the fusion chamber and then either directed outboard as real-time thrust or channeled into the warp coils for FTL travel.

The arrangement is mechanically simple and easy to maintain, and provides a faster response time, but results in higher radiation levels, radically-shorter engine-frame lifespans, and greatly increased maintenance costs. The single propulsion pod also results in a lack of fine control of the continuum-distortion field (reducing both FTL maneuverability) and top speed).



Starfleet Intelligence reports the top observed speed of a *Fearless Leader* Class at Warp eight. The Starfleet Corp of Engineers Development office also suggests that the M/AM reaction assembly being used by the Toren might be susceptible to verteron poisoning from contaminated fuels.

Long range scans conducted by Starfleet report the *Fearless Leader* Class are being built in three separate construction yards throughout the Toren Autonomy, at a combined rate of 5 per year. 29 are confirmed to be in service.

Handout #4: Jem'Hadar Fighter Profile

Jem'Hadar Attack Fighter

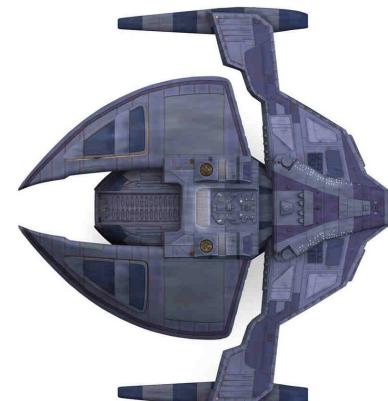
Production Data

Hull Data

Origin:	Dominion
Structure:	15
Class and Type:	Jem'Hadar Attack Fighter
Size:	3, 3 decks
Year Launched:	2360
Length:	68.62 m
Crew:	12
Atmospheric Capable:	Yes
Separation Systems:	None



drex files



Operational Data

Transporters:	1 standard, 1 emergency
Cargo Capacity:	29
Tractor Beams:	1 fv
Sensor Systems	<u>Class 3a (+3/CC)</u>
Operations Systems	<u>Class 3 (D)</u>
Life Support	<u>Class 3 (D)</u>

Propulsion Data

Impulse Engines:	DIIIU-3(.9c) (E)
Warp Drive:	DIPU-5 (Warp 5 / 9.2 / 9.6) (D)

Tactical

Phased Polaron Beam Weapons	DPB-2 (x2/B)	Deflector Shields	PFF-2a (B)
Penetration	4 / 4 / 4 / 0 / 0	Protection/Threshold	13 / 1

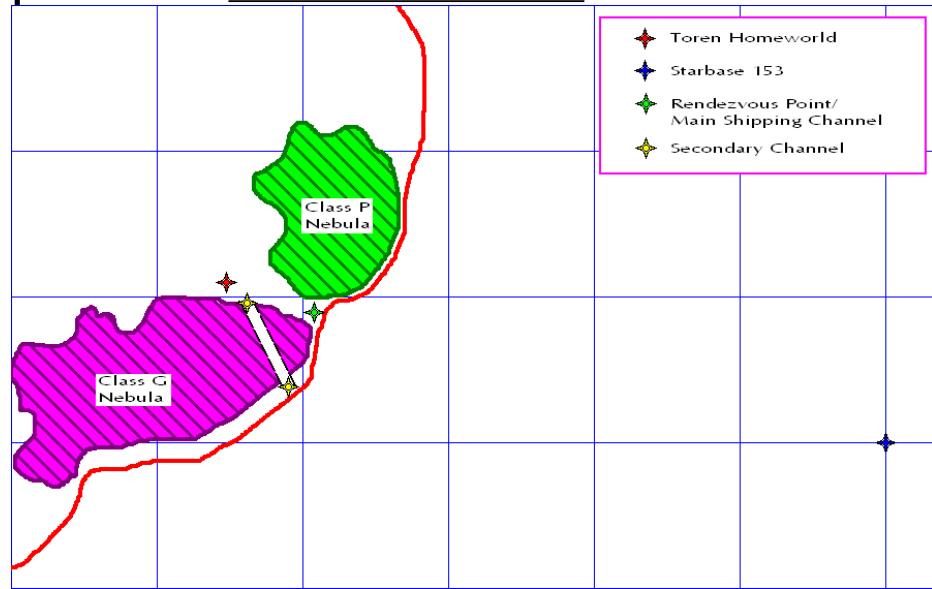
Miscellaneous

Maneuver Modifiers +2 C, -1 H, +2 T

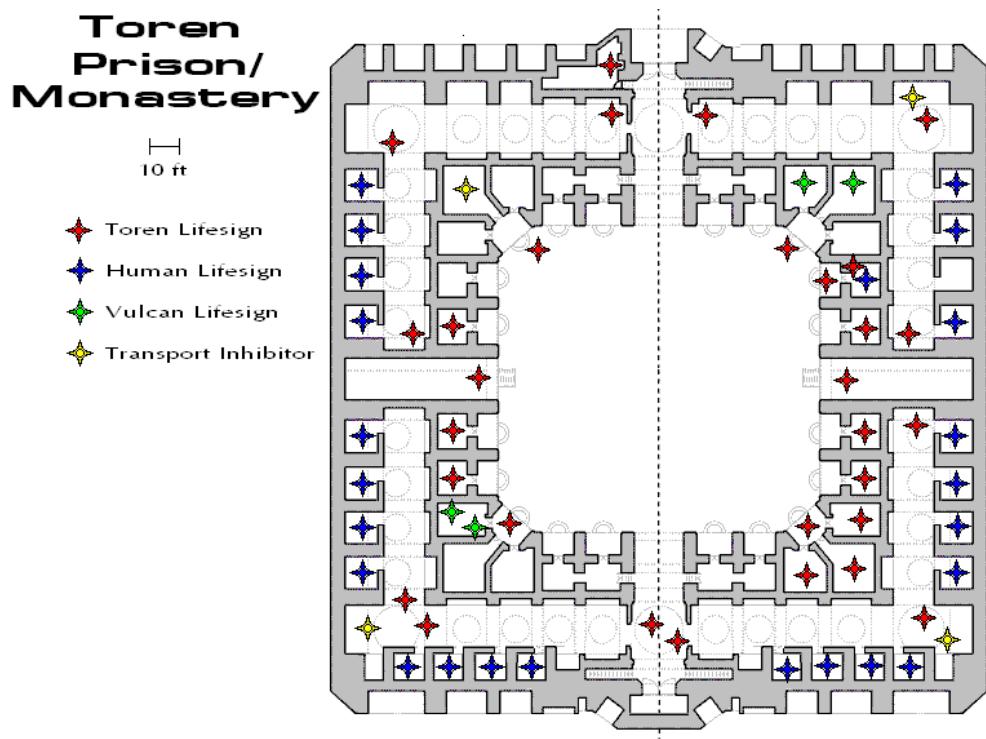
Traits: Enhanced Shields (Disable Tractor Beam Lock)

Maps:

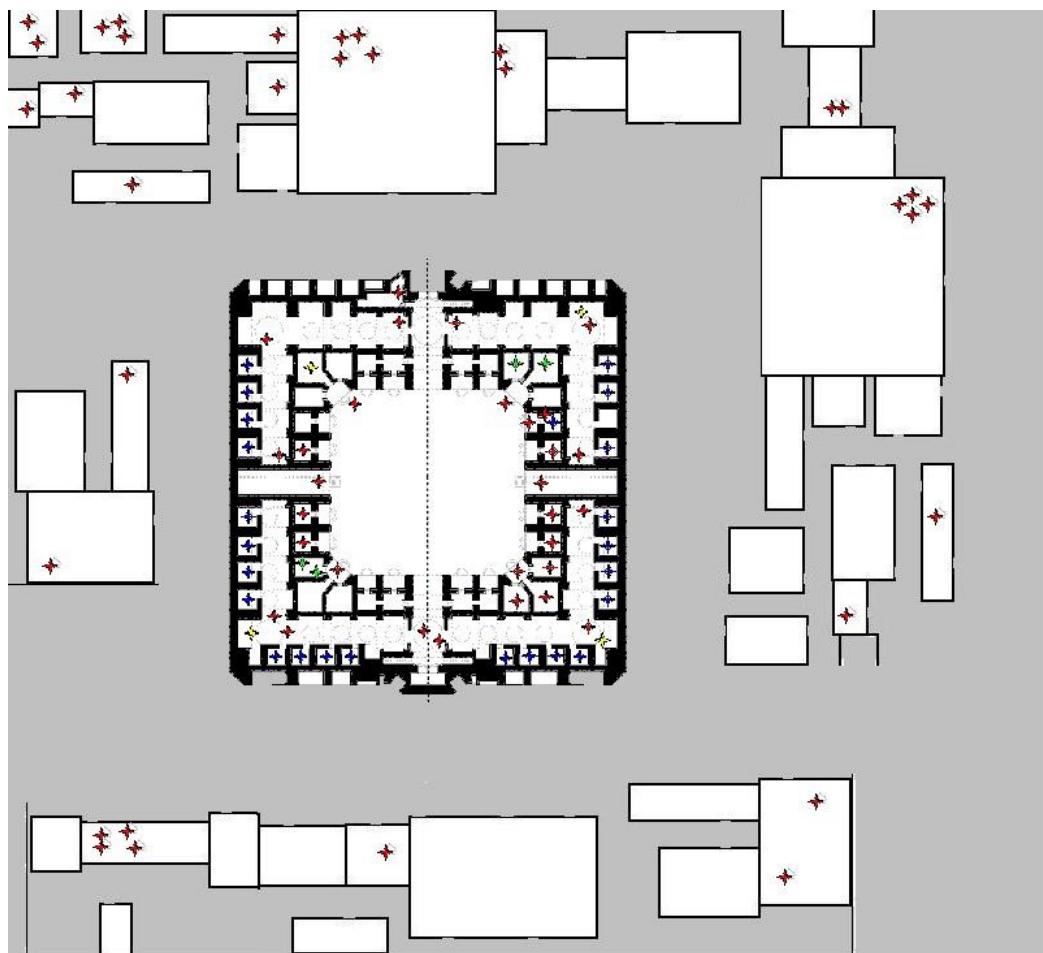
Map #1 Toren Boundaries



Map #2 Toren Prison



Map #3 **Toren Prison Surrounding Area**



Fleet Recon Team Seven-One



Starfleet Marines

Starbase 153

Fleet Recon Team Seven-One

Fleet Recon Team Seven-One is a covert/special operations team which originally "stood to" at the order of Starfleet Admiral Thomas Kincaid, Commander of the 14th Starfleet.

Force Recon Team Seven-One is a special operations team attached to the 22nd Marine Expeditionary Unit, 4th Starfleet Marines, operating on detached duty. Organized, recruited, and trained at Starbase 153, Team Seven-One remains homeported at that same facility.

Fleet Recon Team Seven-One saw extensive action during and following the Dominion War, and conducted a variety of missions, including the rescue of Federation Ambassador Thomas Greene, the destruction of a Jem'Hadar ketracel white shipment, the destruction of the Dominion communications relay over Ivor Prime, and the rescue of the passengers of *Princess Olivia*, taken hostage by Orion pirates.

Operating under the authority of Commander, 14th Starfleet, Fleet Recon Team Seven-One carries out diplomatic escort, intelligence-gathering, hostage rescue, demolitions, sabotage, and hazardous-environment missions throughout the three sectors administered by Starbase 153.

Fleet Recon Team Seven-One Roster

Position	Name	Species	Rank
Commanding Officer/Six	Daniel Hobbs	Human	1 st Lieutenant
Executive Officer/Five	Donald Brooks	Human	Gunnery Sergeant
Medic/Four	Timor Gatan	Trill (Unjoined)	Petty Officer 3 rd Class
Engineer/Tech/Three	Blake	Human	Lance Corporal
Sciences/Computer/Three	Spencer MacKenzie	Human	Corporal
Scout/One	Emari ir' Idrani	Andorian	Corporal

Hobbs, Daniel- 1st Lieutenant, FRT 7-1. Daniel Hobbs is an orphan raised by his maternal uncle- Starfleet Admiral William Lars. Upon coming of age, Hobbs joined the Starfleet Marines, graduated near the top of his academy class, and completed several tours of duty with the Federation embassies to the Deltans and to the Klingon Empire with high marks.

Excelling at his duties, Lieutenant Hobbs was recruited for the Fleet Recon force, where his skill and leadership led to his assignment as Commanding Officer, Fleet Recon Team Seven-One.

Brooks, Donald- Gunnery Sergeant, FRT 7-1. At age thirty-four, Gunnery Sergeant

("Gunny") Brooks is the oldest member of the Fleet Recon Team. He is also a consummate professional and an experienced veteran. While 1st Lieutenant Hobbs concentrates on accomplishing the mission at hand, Chief Brooks (as senior NCO) ensures that all hands work together efficiently as a team. Alternately serving as a drill instructor, father-figure, technical expert, and on-call pain-in-the-butt, Brooks works as hard as any officer to mold the crew into an efficient fighting unit.

Blake- Lance Corporal, FRT 7-1. Blake's specific background remains classified by order of Starfleet Command- though it has been confirmed that he is phenomenally healthy and fit, and lacking in basic socialization and cultural skills.

Blake joined the Starfleet Marines because he was (in his own words) already accustomed to the regimented lifestyle involved, and because it allowed him "to make a difference".

Gatan, Timor- Corpsman Petty Officer Third Class, FRT 7-1. Gatan was rejected as a candidate for joining under mysterious circumstances, and left the Trill homeworld soon thereafter. After a number of years wandering in a variety of capacities (mostly as a merchant crewman), he enlisted in Starfleet in the wake of the Dominion War.

ir'Idrani, Emari- Corporal, FRT 7-1. The sole female on Team Seven-One, Emari is a consummate hunter and stalker- skills she's honed to near perfection. As the Team's scout, Emari tends to operate semi-independently of the group in the field, using her skills at stealth and stalking (and her keen senses) to their fullest advantage. A passionate woman, Emari effects an amused tolerance and cool detachment at the exploits of her team mates.

MacKenzie, Spencer- Corporal, FRT 7-1. MacKenzie is Team Seven-One's resident practical joker.

There's nothing he likes more- not wine, women, nor song- than a bit of technically induced mischief. A naturally talented engineer and technician, the reports are that MacKenzie was denied an application to Starfleet Academy due to criminal prosecutions for some of his earlier exploits. MacKenzie exudes a devil-may-care nonchalance, and displays proper military discipline only under duress- but keeps his uniforms, equipment, and weapons meticulously clean.

Starfleet Bureau of Personnel

Starfleet Command

Daniel Hobbs

Age: 28
Species Human
Homeworld: Earth
Gender: Male
Eyes: Brown
Hair: Red

Rank: 1st Lieutenant, Starfleet Marines

Current Assignment:
 Commanding Officer/Six, Force Recon Team Seven-One

Profile/History:

1st Lieutenant Daniel Hobbs was orphaned at age eight when his parents were killed under mysterious circumstances, and was left in the custody of his uncle- Starfleet Admiral Phillip Lars.

Upon coming of age, Hobbs joined the Starfleet Marines, graduated near the top of his academy class, and completed several tours of duty with the Federation embassies to the Deltans and to the Klingon Empire with high marks.

Excelling at his duties, Lieutenant Hobbs was recruited for the Fleet Recon force, where his skill and leadership led to his assignment as Commanding Officer, Fleet Recon Team Seven-One.

Psychological Profile:

At age twenty eight, Lieutenant Hobbs is a man with a mission and a secret- his parents were smugglers for the Orion Syndicate, and occasionally took him along for the ride. As much to cleanse his family name as from a sense of duty, young Daniel joined the Starfleet Marines without revealing his family's questionable past.

Attributes

Str 9 (+1) Agl 11 (+2)* Int 12 (+2) Vit 10 (+2) Prs 7 (+0)* Per 8 (+1)
Quickness +4 **Savvy** +1 **Stamina** +2 **Willpower** +2*

Miscellaneous Scores

Courage: 4 **Health:** 11 **Renown:** 4 **Advancements:** 7

Defense: 9
Initiative: +0

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat- Simple	AGL	+2	+2		+4	
Athletics	STR	+1	+1		+2	(Running)
Computer Use	INT	+2	+3		+5	(Retrieval)
Enterprise- Administration	INT	+2	+2		+4	(Starfleet)
Enterprise- Streetwise	INT	+2	+1		+3	
Influence	PRS	+0	+1		+1	
Knowledge- Politics	INT	+2	+5		+7	(Federation)
Knowledge:Culture	INT	+2	+3		+5	(Human)
Knowledge:History	INT	+2	+3		+5	(Federation)
Knowledge:Specific World	INT	+2	+3		+5	(Earth)
Language- Deltan	INT	+2	+4		+6	

Language- Fed Standard	INT	+2	+4		+6	
Language- Klingonese	INT	+2	+4		+6	
Negotiate	INT	+2	+1		+3	
Ranged Combat:Energy	AGL	+2	+4		+6	(Phaser) (Phaser Rifle)
Repair	INT	+2	+1		+3	
Stealth	AGL	+2	+4		+6	
Survival	PER	+1	+3		+4	(Tracking)
System Engineering	INT	+2	+3		+5	(Phaser Artillery)
System Operation	INT	+2	+2		+4	(Command)
Tactics	INT	+2	+3		+5	(Small Unit, Infantry)
Unarmed Combat	AGL	+2	+3		+5	(Starfleet Martial Arts)

Professional Abilities:

Covert Ops: Hobbs knows how to use cover to his best advantage and gains a +2 bonus to *Stealth* tests.

Insight: Having spent several years around diplomats and those who seek their favor, Hobbs has learned to see through lies. When making a *Savvy* check, Hobbs rolls 3 dice (instead of two) and keeps the highest two numbers.

Starship Duty: 1st Lieutenant Hobbs has received all the training necessary to serve aboard a starship.

Starship/Starbase Protocols: Growing up the favored nephew of a Starfleet Admiral gives 1st Lieutenant Hobbs an edge in navigating Starfleet bureaucracy. He receives a +4 bonus to *Administration (Starfleet)* tests.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Hobbs 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): 1st Lieutenant Hobbs is fully qualified to command Force Recon Team Seven-One.

Contacts (Orion Syndicate-Streetwise): Should he ever be desperate enough to use them, Hobbs has contacts in the Orion Syndicate (people who knew his parents) and gains a +2 to *Streetwise* tests when using these contacts.

Dark Secret (Orion Syndicate): Despite his own unblemished career, the involvement of his parents in the Orion Syndicate is an ongoing source of pain and shame to 1st Lieutenant Hobbs.

Dodge: Hobbs is especially fast on his feet and gains a +3 bonus to *Quickness* when making Dodge actions.

Innovative (2): Embassy duty (among the “movers and shakers” has allowed Hobbs to learn the *Starship/Starbase Protocols* and *Insight* Professional Abilities.

Promotion 2: Hobbs holds the rank of 1st Lieutenant in the Starfleet Marine Corps.

Fit: Hobbs's disciplined physical fitness grants him a +1 bonus to all Physical tests.

Starfleet Bureau of Personnel

Starfleet Command

Donald Brooks

Age: 34
Species Human
Homeworld: Earth
Gender: Male
Eyes: Brown
Hair: Red
Rank: Gunnery Sergeant, Starfleet Marines

Current Assignment:
 Executive Officer/Five, Force Recon Team Seven-One

Profile/History:

At age thirty-four, Gunnery Sergeant Brooks is the oldest member of Fleet Recon Team Seven-One. He is also a consummate professional and an experienced veteran. While Lieutenant Hobbs concentrates on accomplishing the mission at hand, Chief Brooks (as senior NCO) ensures that all hands work together efficiently as a team.

Psychological Profile:

Gunnery Sergeant Brooks is a sixteen year veteran of the Starfleet Marines, and is a keeper of the tradition. In addition to carrying out the mission at hand, Brooks sees it as his job to shape the next generation of Starfleet Marine- both officer and enlisted man.

To Brooks, this is a sacred trust, and he will spare no effort and no amount of sweat or pain to achieve it. He keeps himself perfectly fit through rigorous exercise and is a recruiting-poster example of the perfect Marine NCO.

Alternately serving as a drill instructor, father-figure, technical expert, and on-call pain-in-the-butt, Brooks works as hard as any officer to mold the crew into an efficient fighting unit.

Attributes

Str 9 (+1) **Agl** 11 (+2)* **Int** 11 (+2)* **Vit** 9 (+1) **Prs** 7 (+0) **Per** 9 (+1)
Quickness +2 **Savvy** +1 **Stamina** +1 **Willpower** +4*

Miscellaneous Scores

Courage: 4 **Health:** 10 **Renown:** 13 **Advancements:** 10

Defense: 9
Initiative: +2

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+1	+5		+6	(Running)
Computer Use	INT	+2	+3		+5	(Retrieval)
Demolitions	INT	+2	+4		+6	
Enterprise- Streetwise	INT	+2	+3		+5	
Enterprise-Administration	INT	+2	+3		+5	(Starfleet)
Investigate	PER	+1	+3		+4	
Knowledge:Culture	INT	+2	+3		+5	(Human, Romulan)
Knowledge:History	INT	+2	+4		+6	(Human, Romulan)
Knowledge:Specific World	INT	+2	+3		+5	(Earth)
Language- Fed Standard	INT	+2	+4		+6	
Language- Romulan	INT	+2	+3		+5	

Ranged Combat:Energy	AGL	+2	+4		+6	(Phaser) (Phaser Rifle)
Repair	INT	+2	+3		+5	
Stealth	AGL	+2	+5		+7	
Structural Engineering	INT	+2	+4		+6	(Architecture)
Survival	PER	+1	+3		+4	(Tracking)
System Operation	INT	+2	+3		+5	
Tactics	INT	+2	+4		+6	(Small Unit)
Unarmed Combat	AGL	+2	+7		+9	(Starfleet Martial Arts)

Professional Abilities:

Covert Ops: "Gunny" Brooks knows how to use cover to his best advantage and gains a +2 bonus to *Stealth* tests.

Mission Specialist: "Gunny" Brooks specialized in Structural Engineering early in his career, and developed this as a professional skill for the purposes of advancement.

Requisitioning- "Gunny" Brooks maintains an informal network of contacts in both Starfleet and the Starfleet Marines and may attempt to use those contacts (an *Enterprise-Administration* test) to gain special a/o unusual equipment for use during a mission. Target numbers are as follows: special equipment (TN 5), special weaponry (TN 10), and explosives or restricted weaponry (TN 15). On a marginal success, the gear is available in 1-3 days. On a complete success, 12-24 hours, and on an Extraordinary success, the gear is available in 4-8 hours.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Brooks 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:

Command (1): Gunnery Sergeant Brooks is fully qualified to act as executive officer of Team Seven-One.

Innovative (2): Through his long experience, "Gunny" Brooks has learned the Covert Ops, Mission Specialist, and Requisitioning Professional Abilities.

Promotion E-6: Brooks holds the enlisted rank of Gunnery Sergeant in the Starfleet Marine Corps.

Fit: Brook's long record of disciplined physical fitness grants him a +1 bonus to all Physical tests.

Starfleet Bureau of Personnel

Starfleet Command

Emari ir' Idrani

Age: 23
Species Andorian
Homeworld: Andoria
Gender: Female
Eyes: Blue
Hair: White
Rank: Corporal

Current Assignment:
 Scout/One, Force Recon Team Seven-One

Profile/History:

Emari ir' Idrani is the daughter of a clan chieftain in a remote section of northern Andoria, and has been hunting almost since she could walk. After several years with her clan militia, Emari decided that her calling lay off-planet and enlisted in the Starfleet Marines.

After excelling in several assignments, Emari was recruited for Team Seven-One.

Psychological Profile:

The sole female on Team Seven-One, Emari is a consummate hunter and stalker- skills she's honed to near perfection. As the Team's scout, Emari tends to operate semi-independently of the group in the field, using her skills at stealth and stalking (and her keen senses) to their fullest advantage. A passionate woman, Emari effects an amused tolerance and cool detachment at the exploits of her team mates.

Attributes

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

Miscellaneous Scores

Courage: 3	Health: 10	Renown: 1	Advancements: 5
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Defense: 8
Initiative: +2

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat-Simple	AGI	+1	+5	+1	+7	
Athletics	STR	+1	+4		+5	(Running)
Computer Use	INT	+1	+2		+3	(Retrieval)
Demolitions	INT	+1	+3		+4	
Knowledge:Culture	INT	+1	+4		+5	(Andorian)
Knowledge:History	INT	+1	+3		+4	(Federation)
Knowledge:Specific World	INT	+1	+3		+4	(Andoria)
Language- Andorian	INT	+1	+4		+5	
Language- Fed Standard	INT	+1	+4		+5	
Ranged Combat:Energy	AGL	+1	+7		+8	(Phaser) (Phaser Rifle)
Repair	INT	+1	+3		+4	
Stealth	AGI	+1	+5		+6	
Survival	PER	+1	+6		+7	(Tracking)

System Operation	INT	+1	+3		+4	
Unarmed Combat	AGL	+1	+5		+6	(Starfleet Martial Arts)

Professional Abilities:

None

Species Abilities:

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

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

Keth- Indrani: The Indrani are trained as warriors from an early age and gain a +1 to either *Armed Combat* or *Ranged Combat* skill at character creation.

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

Edges/ Flaws:

Promotion 3: Emari holds the enlisted rank of Corporal in the Starfleet Marine Corps.

Suit-Trained: Emari does not suffer the penalties normally associated with the use of an environmental suit.

Starfleet Bureau of Personnel

Starfleet Command

Timon Gatan

Age: 22
Species Trill
Homeworld: Trill
Gender: Male
Eyes: Brown
Hair: Brown
Rank: Corpsman Petty Officer Third Class
Current Assignment:
 Medic/Four, Force Recon Team Seven-One

Profile/History:

Gatan was a high-profile medical student and a candidate in the Symbiate program till he was caught experimenting with illegal narcotics, at which point he was dismissed from the program (though his record was sealed by the Commission).

Gatan flirted with severe depression and spent a number of years wandering in a variety of capacities (mostly as a merchant crewman), before enlisting in Starfleet.

Based on his prior academic record, Gatan easily qualified for the independent duty corpsman program, and was assigned to the 22nd MEU.

Psychological Profile:

Gatan has more or less recovered his equilibrium in the wake of his humiliating dismissal from the Symbiate Program, but remains closed and secretive about his past. He is aloof, but not morose, withdrawn, but not forbidding.

Starfleet Command is aware of his drug conviction, but has chosen not to make those prior events part of his public record. Despite this, Gatan lives in fear that his dark secret may come back to haunt him once more.

Attributes

Str 8 (+1) Agl 8 (+1)* Int 10 (+2)* Vit 8 (+1) Prs 9(+1)* Per 8 (+1)

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

Miscellaneous Scores

Courage: 3 Health: 9 Renown: 1 Advancements: 5

Defense: 8

Initiative: +1

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+1	+3		+4	
Computer Use	INT	+2	+4		+6	(Retrieval)
First Aid	INT	+2	+5	+1	+8	
Knowledge:Culture	INT	+2	+4		+6	(Federation)
Knowledge:History	INT	+2	+4		+6	(Federation)
Knowledge:Specific World	INT	+2	+4		+6	(Trill)
Knowledge:Politics	INT	+2	+2		+4	(Trill Symbiosis Commission)
Language- Fed Standard	INT	+2	+4		+6	
Language- Trill	INT	+2	+4		+6	
Medicine	INT	+2	+5	+1	+8	(Combat Trauma)

Ranged Combat:Energy	AGL	+1	+4		+5	(Phaser)
Repair	INT	+2	+2		+4	
Physical Science	INT	+2	+3		+5	(Chemistry)
Survival	PER	+1	+3		+4	
System Operation	INT	+2	+3		+5	(Flight Control)
Unarmed Combat	AGL	+1	+3		+4	(Starfleet Martial Arts)

Professional Abilities:

None

Species Abilities:

Joined: Gatan (like most other Trill) can be joined to a symbiont, though he was rejected from the program by the Symbiont Commission.

Skilled: Trill place an emphasis on education from very early in life, and as a result, Trill characters gain +2 skill picks at character creation.

Edges/ Flaws:

Cultural Flexibility: Gatan is very cosmopolitan and is unfazed by other cultures, and gains a +2 to Social tests involving species other than his own.

Meticulous: Gatan gains a +1 to cumulative Extended tests.

Multi-Tasking: Gatan may treat a full-round action as two actions and take additional actions at the standard penalty.

Dark Secret: Despite the fact that Starfleet Command has chosen not to include his prior drug convictions in his official record, Gatan worries that word will leak out and destroy his reputation once more.

Promotion 3: Gatan holds the enlisted rank of Petty Officer Third Class in Starfleet.

Suit-Trained: Gatan does not suffer the penalties normally associated with the use of an environmental suit.

Starfleet Bureau of Personnel

Starfleet Command

Blake

Age: 8
Species Human
Homeworld: Nevari Prime
Gender: Male
Eyes: Green
Hair: Brown
Rank: Lance Corporal

Current Assignment:
 Engineer/Tech/Three, Force Recon Team Seven-One

Profile/History:

Corporal Blake is the result of a series of unauthorized cloning experiments conducted on Nevari Prime, with the intent of creating a super-soldier (much like the Eugenics programs of late 20th Century Earth).

Blake was rescued by Starfleet at age 5 (though he'd already achieved the physical maturity of a late adolescent), and following an "acclimation" period, he was released from Federation custody.

Blake's genetic resequencing endows him with above average physical attributes, but has severely and artificially curtailed his effective lifespan. Blake is not expected to live more than twenty years.

Psychological Profile:

Blake was raised in an extremely limited clinical environment, and as a result, was deprived of most cultural, historical, and social skills. This profound lack (along with his ingrained stoicism) and the clinical cultural conditioning has left him somewhat innocent, very stoic, and occasionally awkward. There is much about human society and customs that he still does not understand.

Lacking normal socialization skills, Blake joined the Starfleet Marines because he was already accustomed to the regimented lifestyle involved, and because it allowed him "to make a difference".

Attributes

Str 10 (+2) Agl 10 (+2)* Int 10 (+2) Vit 10 (+2) Prs 7(+0) Per 8 (+1)*
Quickness +4* **Savvy** +1 **Stamina** +2 **Willpower** +2

Miscellaneous Scores

Courage: 4 **Health:** 13 **Renown:** 1 **Advancements:** 5

Defense: 9
Initiative: +4

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat	AGI	+2	+2	+1	+5	
Athletics	STR	+2	+3	+1	+6	(Running)
Computer Use	INT	+2	+3		+5	(Invasion)
Demolitions	INT	+2	+4	+1	+7	
First Aid	INT	+2	+2	+1	+5	
Knowledge:Culture	INT	+2	+1		+3	
Knowledge:History	INT	+2	+1		+3	
Knowledge:Specific World	INT	+2	+1		+3	(Nevari Prime)
Language- Fed Standard	INT	+2	+4		+6	

Observe	PER	+1	+2	+1	+4	
Ranged Combat:Energy	AGL	+2	+4	+1	+7	(Phaser) (Phaser Rifle)
Repair	INT	+2	+2	+1	+5	
Survival	PER	+1	+3	+1	+5	
System Engineering	INT	+2	+5		+7	
System Operation	INT	+2	+4	+1	+7	
Unarmed Combat	AGL	+2	+4	+1	+7	(Starfleet Martial Arts)

Professional Abilities:

Battle-Hardened: Blake has learned to function despite pain and injury. He gained +1 Health (already factored in) and reduces his TN modifier from pain and injury by -1

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climates. Human adaptability has given Blake 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:

Addiction (Enhanced Metabolism): Blake's genetic modifications grant him a number of bonuses, but only at a cost- he must eat half again as much per day as a normal human being in order to fuel his voracious metabolism.

Excellent Metabolism: Blake gains a +4 bonus to tests to resist poison and illness.

Dark Secret: Blake is the result of illegal experiments in genetic engineering and is not expected to see his 20th birthday, neither of which fact does he want widely known.

Fit: Blake's great physical fitness grants him a +1 bonus to all Physical tests.

Great Vitality: Blake's metabolism grants him a +5 bonus to rolls to Stabilize him after injury, and a +4 to weekly (or bi-weekly) *Stamina* tests to recover lost wound points.

High Pain Threshold: Blake's clinical life and genetic dispositions has taught him to endure higher levels of pain than normal. He reduces all TN penalties due to pain and injury by -2.

Innovative: Blake has learned the Battle-Hardened Professional Ability.

Promotion 2: Blake holds the enlisted rank of Lance Corporal in the Starfleet Marine Corp.

Rapid Healing: Blake heals at twice the rate of a normal human (recovery 2 points per day of natural healing).

Suit-Trained: Blake does not suffer the penalties normally associated with the use of an environmental suit.

Starfleet Bureau of Personnel

Starfleet Command

Spencer MacKenzie

Age: 22
Species Human
Homeworld: Luna
Gender: Male
Eyes: Brown
Hair: Light-Brown
Rank: Corporal

Current Assignment:
 Sciences/Computer/Two, Force Recon Team Seven-One

Profile/History:

A naturally talented engineer and technician, the reports are that MacKenzie was denied an application to Starfleet Academy due to criminal prosecutions for some of his earlier exploits.

Psychological Profile:

MacKenzie is Team Seven-One's resident practical joker. There's nothing he likes more- not wine, women, nor song- than a bit of technically induced mischief. MacKenzie exudes a devil-may-care nonchalance, and displays proper military discipline only under duress- but keeps his uniforms, equipment, and weapons meticulously clean.

Attributes

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

Miscellaneous Scores

Courage: 4 Health: 11 Renown: 1 Advancements: 5

Defense: 8
Initiative: +3

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat	AGI	+1	+2		+3	
Athletics	STR	+0	+1		+1	(Running)
Computer Use	INT	+2	+5		+7	(Hacking)
Conceal	INT	+2	+5		+7	
Demolitions	INT	+2	+4		+6	
Knowledge:Culture	INT	+2	+4		+6	
Knowledge:History	INT	+2	+4		+6	(Federation)
Knowledge: Religion	INT	+2	+4		+6	
Knowledge: Specific World	INT	+2	+4		+6	(Luna)
Language- Fed Standard	INT	+2	+4		+6	
Physical Science	INT	+2	+3		+5	
Ranged Combat:Energy	AGL	+2	+5		+7	(Phaser) (Phaser Rifle)
Repair	INT	+2	+3		+5	
Survival	PER	+1	+2		+3	
System Engineering	INT	+2	+5		+7	Environmental Systems

System Operation	INT	+2	+4		+6	
Unarmed Combat	AGL	+2	+3		+5	

Professional Abilities:

Fix-It: MacKenzie may use any of the Repair specializations untrained.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given MacKenzie 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:

Innovative: MacKenzie has gained the Fix-It Professional Ability.

Promotion- E-3: MacKenzie holds the rank of Corporal in the Starfleet Marines.

SPECIAL GUEST STARS

USS *Sakarya* Senior Staff

Position	Name	Species	Rank
Commanding Officer	Aydin ab Reis	Human	<i>Captain</i>
Executive Officer	Victoria Loch	Human	<i>Commander</i>
Tactical Actions Officer	Prin Ajan "A.J."	Bajoran	<i>Lt. Commander</i>
Chief Engineer	Choda	Tellarite	<i>Lieutenant</i>
Chief Science/Ops Officer	T'Var	Vulcan	<i>Lieutenant</i>
Conn Officer	Thrax	Denobulan	<i>Lieutenant, JG</i>
Chief Medical Officer	Dr. Paul Featherstone	Human	<i>Lieutenant</i>

Captain Aydin ab Reis

C.O., U.S.S. *Sakarya*- a captain of eight years experience, ab Reis is still a young and enterprising officer, but is also highly self-disciplined. He carries himself with both reserve and dignity- not with arrogance at his lofty position, but with a keen awareness of the duties and responsibilities he bears. His code of honor can be best described as noblesse oblige- "noble ancestry constrains to honorable behavior; privilege entails to responsibility".

Captain ab Reis adheres to a strict philosophy of personal austerity and personal honor- he has chosen the hard, disciplined road- and maintains his footing through sheer immovable integrity and iron will. Aydin ab Reis does not make close friends easily, but is loyal to such friends unto death.

Aydin ab Reis is descended from nobility on his home colony (hence the ab Reis honorific) and grew up with rigid standards of honor and conduct. On the one hand, ab Reis is plain spoken and sometimes blunt, preferring the unvarnished truth to diplomatic equivocation. On the other, he seldom shares his mind with others and plays his cards very close to the vest. He can be very warm and approving when he chooses to be- and conversely, does not need words to make his disapproval and disappointment plain. He demands the very best from his officers- and they work hard not to disappoint his trust in them.

Of all his officers, Captain ab Reis is closest to Commander Loch- he knows her and trusts her- and knows he can depend upon her more than anyone else aboard.

Tall, thin, handsome, and dark, ab Reis moves with quiet, contained power and determination. He is a man to be reckoned with and wastes neither words nor actions.

Captain ab Reis and the *Sakarya* have spent the last three years patrolling the Cardassian Demilitarized Zone, and are experienced in dealing with smugglers, pirates, and the like.

Commander Victoria Loch

X.O., U.S.S. *Sakarya*- Commander Victoria Loch is- hands down- one of the brightest individuals aboard the *Sakarya*- a fact not lost on her captain. Loch came up in Operations, and has an Eidetic memory. She also has a keen sense of spatial awareness and can keep track of a thousand tiny details- an essential talent in operating and managing a starship.

Loch's job as Executive Officer is to keep the ship and crew operating at peak capacity in order to allow the Captain to concentrate on the mission at hand. If she were permitted, Loch would be both quiet and introspective- luxuries her duties do not normally permit her. Loch trusts Captain ab Reis completely- though she occasionally curses his name for keeping his own counsel and "drafting" her as his Executive Officer.

Lieutenant Commander Prin Ajan

Tactical Actions Officer, U.S.S. *Sakarya*. The ship's chief weapons officer and head of security, Lieutenant Commander Prin grew up on the Bajoran colony world of Cosas III. Remote and isolated in the Gamma Quadrant, Cosas III was settled- without authorization- by a group of Bajoran militants- which turned out to be something of a blessing as the colony was beset both by natural predators and occasionally by the Jem'Hadar and other Gamma Quadrant predators.

Although he saw little fighting of his own, Ajan "A.J." learned watchful wariness, self-reliance, and a deep suspicion of outsiders at his elders' knees. At age 14, Ajan shipped out with one of the few traders who supplied *Cosas III*- though he turned out to be more pirate and mercenary than merchant. After several trips running the blockades between Cardassian Space, Deep Space Nine, and the Gamma Quadrant, their luck finally ran out- Prin and his shipmates were brought down by a Jem'Hadar patrol in 237X and rescued by the U.S.S. *Copeland*. As Prin's injuries healed, the *Copeland*'s CO saw potential in the young man and sponsored him for Starfleet Academy.

Lieutenant Choda

Chief Engineering Officer, U.S.S. *Sakarya*. Short, portly, cheerful, loud, and occasionally obnoxious, Choda runs her engineroom with clock-work regularity and precision. Despite being a perfectionist and occasionally a driven taskmaster, Choda loves puzzles and equipment and despises the unknown with a passion. While Choda can be argumentative on a point of engineering process and procedure, she is more prone to loud and friendly banter than to serious disagreement.

Lieutenant T'Var

Chief Science Officer/Ops Officer, U.S.S. *Sakarya*. T'Var is a typical Vulcan- calm, rational, logical, and dedicated. Believing that her scientific career lacked diversity and field experience, the logical course of action was clear. T'Var joined Starfleet and after commissioning shipped out on the Starship *Ilan Ramon*. After her second deep-space tour, Captain ab Reis tapped her to become his Chief of Operations aboard the *Sakarya*.

Even absent her Vulcan conditioning, T'Var tends to be quiet and introspective- especially when working to solve a scientific puzzle. According to ship's legend, Thrax timed T'Var and discovered that she did not say a word to a single person for 56.4 hours straight. T'Var herself has no comment, save that "idle banter is illogical".

Despite her stoic exterior, T'Var is deeply devoted both to Starfleet and her shipmates. If pressed, T'Var will, of course, deny any emotional connection whatsoever- but she has turned down three transfer offers- including a position with the Daystrom Institute.

Lieutenant Junior Grade Thrax

Conn Officer, U.S.S. *Sakarya*. Thrax is *Sakarya*'s resident "space cadet". Young, cheerful, gregarious, and enthusiastic, he is governed by an unbridled enthusiasm and curiosity. As the youngest member of *Sakarya*'s bridge crew, he often feels like the center of attention- that everyone is watching- and as a result, takes his job very, very seriously.

Off duty, Thrax is obsessed with companionship of every variety- insecure in isolation, he seeks to surround himself with friends and acquaintances. He is interested in a wide variety of sports and physical activities, but is more dilettante than devotee- he lacks the devotion and discipline needed to truly excel at any given sport.

Doctor Paul Featherstone

Chief Medical Officer, U.S.S. *Sakarya*. Tall, rail-thin, slightly fussy, and undoubtedly brilliant, Doctor Featherstone is, at heart, a researcher. He much prefers tissue cultures and biological samples to people, and much prefers a quiet laboratory all to himself.

Featherstone would have gotten his way, too, had he not insulted and humiliated his last C.O. over what was (ultimately) a minor difference of opinion. In a fit of pique, Featherstone reprogrammed the station's computers to bombard his superior with irritating and infuriating messages and visuals. This might have been overlooked had the incident not coincided with an inspection by the Chief of Starfleet Medical.

Deciding that Featherstone was "unmilitary, unprofessional, and entirely too cosseted", Admiral Blackburn assigned the good doctor the first deep-space assignment available- the *Starship Sakarya*.

Featherstone is not a bad man, nor even a bad doctor- merely a pampered prima donna who loves to hear his praises spoken (a lot like the *Voyager* EMH).

Starfleet Bureau of Personnel

Starfleet Command

Aydin ab Reis

Age: 42 **Gender:** Male
Species Human **Eyes:** Grey
Homeworld: Antalya Colony **Hair:** Black

Rank: Captain

Current Assignment:

Commanding Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

Aydin ab Reis is a young and enterprising captain of eight years experience. He is highly self-disciplined and carries himself with a keen awareness of his duties and responsibilities.

Aydin ab Reis is descended from nobility on his home colony (hence the ab Reis honorific) and grew up with a keen sense of *noblesse oblige*- "noble ancestry constrains to honorable behavior; privilege entails responsibility".

Tall, thin, handsome, and dark, ab Reis moves with quiet power and determination. He is a man to be reckoned with and wastes neither words nor actions.

Captain ab Reis and the *Sakarya* have spent the last three years patrolling the Cardassian Demilitarized Zone, and are experienced in dealing with smugglers, pirates, and the like.

Psychological Profile:

Captain ab Reis adheres to a strict philosophy of personal austerity and honor- he has chosen a hard, disciplined road- and maintains his footing through sheer immovable integrity and iron will. Aydin ab Reis does not make close friends easily, but is loyal to such friends unto death.

Aydin ab Reis is usually plain spoken and sometimes blunt, preferring the unvarnished truth to diplomatic equivocation. On the other hand, he seldom shares his mind with others and plays his cards very close to the vest. He can be very warm and approving when he chooses- and conversely, does not need words to make his disapproval and disappointment plain. He demands the very best from his officers- and they work hard not to disappoint his trust in them. Of all his officers, Captain ab Reis is closest to Commander Loch- he knows her and trusts her- and knows he can depend upon her more than anyone else aboard.

Attributes

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

Quickness +0 **Savvy** +1 **Stamina** +2 **Willpower** +4*

Miscellaneous Scores

Courage: 4 **Health:** 10 **Renown:** 25 **Advancements:** 25

Defense: 7

Initiative: +0

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat-Simple Wpns	AGL	+0	+7		+7	
Athletics	STR	+0	+6		+6	(Ride Horses)
Computer Use	INT	+2	+7		+9	(Retrieve)
Enterprise-Administration	INT	+2	+7		+9	(Federation)
First Aid	INT	+2	+3		+5	
Inquire	PRS	+1	+5		+6	(Research)
Investigate	PER	+0	+4		+4	

Knowledge:Culture	INT	+2	+5		+7	(Human)
Knowledge:History	INT	+2	+5		+7	(Federation)
Knowledge:Politics	INT	+2	+4		+6	(Antalya Tribal Politics)
Knowledge:Specific World	INT	+2	+5		+6	(Antalya IV, Earth)
Language- Arabic	INT	+2	+4		+6	
Language- Fed Standard	INT	+2	+4		+6	
Negotiate	INT	+2	+5		+7	
Observe	PER	+0	+4		+4	
Persuade	PRS	+1	+5		+6	
Ranged Combat:Energy	AGL	+0	+7		+7	(Phaser, Phaser Rifle)
Repair	INT	+2	+5		+7	
Social Science	INT	+2	+4		+6	
Survival	PER	+0	+6		+6	(Desert)
System Operation	INT	+2	+7		+9	(Command, Ops, Tactical)
Tactics	INT	+2	+7		+9	(Cardassian, Orion, Romulan, Space)
Unarmed Combat	AGL	+0	+6		+6	(Starfleet Martial Arts)

Professional Abilities:

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

Fighting Captain: If Captain ab Reis is on the bridge during combat, *Sakarya* receives a +2 to all *Command Maneuvers*.

Fire Control Officer: If Captain ab Reis is in command, acting as Exec, or at Tactical during combat, *Sakarya* receives a +2 to all *Tactical Maneuvers*.

Starship Duty: Captain ab Reis meets all the prerequisites for his post aboard *Sakarya*.

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

Will To Survive: When Captain ab Reis makes a Survival test on a planetary surface, he gains a +3 bonus (equal to ½ his Athletics skill level).

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climates. Human adaptability has given Captain ab Reis 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:

Ally (Antalya Royal Family): In dire circumstances, Captain ab Reis can ask his family for assistance (subject to a *Negotiate*, *Influence*, *Persuade*, or *Inquire* test and the Narrator's discretion).

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

Command 2: Captain ab Reis is fully qualified for command of a starship.

Competitive: Captain ab Reis gains a +1 to all opposed tests.

Promotion 5: Aydin ab Reis holds the rank of Captain in Starfleet.

Starfleet Bureau of Personnel

Starfleet Command

Victoria Loch

Age: 38
Species Human
Homeworld: Earth
Gender: Female
Eyes: Green
Hair: Blonde
Rank: Commander

Current Assignment:

Executive Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

Commander Victoria Loch is- hands down- one of the brightest individuals aboard the *Sakarya*- a fact not lost on her captain. Loch came up in Operations, and has an eidetic memory. She also has a keen sense of situational awareness and can keep track of a thousand tiny details- an essential talent in operating and managing a starship. Loch's job as Executive Officer is to keep the ship and crew operating at peak capacity in order to allow the Captain to concentrate on the mission at hand.

Psychological Profile:

If she were permitted, Loch would be both quiet and introspective- luxuries her duties do not normally permit her. In order to keep the crew functioning efficiently, Loch must be involved and engaged, projecting just the right mix of encouragement, discipline, and scolding to get the job done.

Loch trusts Captain ab Reis completely- though she occasionally curses his name for keeping his own counsel and "drafting" her as his Executive Officer.

Attributes

Str	6 (+0)	Agl	7 (+0)*	Int	12 (+3)	Vit	9 (+1)	Prs	7(+0)*	Per	11 (+2)*
		Quickness	+4	Savvy	+2*	Stamina	+0	Willpower	+3		

Miscellaneous Scores

Courage:	4	Health:	9	Renown:	16	Advancements:	20
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Defense:	7
Initiative:	+4

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+0	+3		+3	
Computer Use	INT	+3	+7		+10	(Retrieve)
Enterprise-Administration	INT	+3	+5		+8	(Federation)
First Aid	INT	+3	+4		+7	
Inquire	PRS	+0	+5		+5	(Research)
Knowledge:Culture	INT	+3	+4		+7	(Human)
Knowledge:History	INT	+3	+5		+8	(Federation)
Knowledge:Specific World	INT	+3	+4		+7	(Earth)
Knowledge:Trivia	INT	+3	+5		+8	(Terran Poetry)
Language- Fed Standard	INT	+3	+5		+8	
Language- Vulcan	INT	+3	+4		+7	

Negotiate	INT	+3	+5		+8	
Observe	PER	+2	+5		+7	
Persuade	PRS	+3	+6		+9	
Ranged Combat:Energy	AGL	+0	+5		+5	
Repair	INT	+3	+6		+9	
System Engineering	INT	+3	+7		+10	(ElectroPlasma Systems)
System Operation	INT	+3	+7		+10	(Operations Management)
Tactics	INT	+3	+5		+8	(Space)
Unarmed Combat	AGL	+0	+7		+7	(Starfleet Martial Arts)

Professional Abilities:

Command: Commander Loch may coordinate the efforts of her crew and increase their efficiency by making a TN 15 *Persuade* check (TN is 15 +1 per officer affected). A success doubles the contribution made by supporting characters in combined tests.

Cross-Trained: When performing the professional skill of another officer, Victoria may add +3 (her Intellect modifier) to the test. For Intellect-based tests, this amounts to doubling the modifier.

Level Headed: When performing any professional skill at her shipboard station, Loch ignores all test penalties from distraction.

Starship Duty: Commander Loch meets all the prerequisites for her post aboard *Sakarya*.

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

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

Systems Technician: Commander Loch knows her duty station inside and out. When making *System Engineering* tests to repair her console, Victoria gains a +4 affinity bonus (half her *Computer Use* skill level).

Species Abilities:

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

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

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

Edges/ Flaws:

Command 2: Loch is assigned as the Executive Officer of a starship, and is fully qualified for command.

Coordinator: Victoria has a natural affinity for organizing groups and harnessing them to her goals. She doubles the bonus for additional participants when leading combined tests. This edge stacks with Command Professional Ability, above.

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

Multitasking: Victoria has learned to handle several problems at once- and may perform full-round actions as two actions instead (allowing additional actions at the standard -5 penalty).

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

Zero-G Trained: Victoria has been trained for work in zero gravity, and ignores any penalties from operating in zero-g.

Starfleet Bureau of Personnel

Starfleet Command

Prin Ajan "A.J."

Age: 28
Species Bajoran
Homeworld: Casos III Colony
Gender: Male
Eyes: Hazel
Hair: Brown
Rank: Lieutenant Commander

Current Assignment:
Tactical Actions Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

The ship's chief weapons officer and head of security, Lieutenant Commander Prin grew up on the Bajoran colony world of Cosas III. Remote and isolated in the Gamma Quadrant, Cosas III was settled- without authorization- by a group of Bajoran militants- which turned out to be something of a blessing as the colony was beset both by natural predators and occasionally by the Jem'Hadar and other Gamma Quadrant predators.

Although he saw little fighting of his own, Ajan "A.J." learned watchful wariness, self-reliance, and a deep suspicions of outsiders at his elders' knees. At age 14, Ajan shipped out with one of the few traders who supplied Cosas III- though he turned out to be more pirate and mercenary than merchant. After several trips running the blockades between Cardassian Space, Deep Space Nine, and the Gamma Quadrant, their luck finally ran out- Prin and his shipmates were brought down by a Jem'Hadar patrol in 2375 and rescued by the U.S.S. *Copeland*. As Prin's injuries healed, the *Copeland*'s CO saw potential in the young man and sponsored him for Starfleet Academy.

Psychological Profile:

Prin projects a friendly and easy-going manner- a velvet glove over a core of steel. He is both proud of his accomplishments and his origins- though is more than a little reticent to discuss his youth or his tenure as a blockade runner.

Although by no measure a scholar, Prin is a quietly religious man who seeks to harmonize the will of the Prophets with his Starfleet duties. He is by no means a pacifist and will kill swiftly and efficiently if his duties require it.

Prin tends to watch everyone and everything carefully. He prefers to wait and watch- and watch some more. Prin know that people will reveal their true thoughts and intentions more often in subtle ways than with their words.

Attributes

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

Miscellaneous Scores

Courage:	4	Health:	9	Renown:	12	Advancements:	12
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Defense:	8
Initiative:	+3

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Appraise	INT	+2	+1		+3	
Athletics	STR	+0	+4	+1	+5	
Computer Use	INT	+2	+5		+7	(Retrieve)

Craft	INT	+2	+2	+1	+5	
Enterprise- Streetwise	INT	+2	+4		+6	
Influence	PRS	+0	+3		+3	
Inquire	PRS	+0	+3		+3	
Investigate	PER	+2	+6	+1	+9	
Knowledge: Politics	INT	+2	+2		+4	
Knowledge: Religion	INT	+2	+2		+4	(Path of the Prophets)
Knowledge: Culture	INT	+2	+5		+7	(Bajoran)
Knowledge: History	INT	+2	+3		+5	(Bajoran)
Knowledge: Specific World	INT	+2	+3		+5	(Cosas III)
Language- Fed Standard	INT	+2	+4		+6	
Language- Bajoran	INT	+2	+3		+5	
Observe	PER	+2	+5	+1	+8	
Ranged Combat:Energy	AGL	+1	+7	+1	+9	(Phaser)
Repair	INT	+2	+5	+1	+8	
Sleight of Hand	AGL	+1	+1	+1	+3	
System Operation	INT	+2	+7	+1	+10	(Tactical)
Tactics	INT	+2	+3		+5	(Space)
Unarmed Combat	AGL	+1	+7	+1	+9	(Starfleet Martial Arts)

Professional Abilities:

Fire Control Officer: If "A.J." is in command, acting as Exec, or at Tactical during combat, *Sakarya* receives a +2 to all *Tactical* Maneuvers

Physically Fit: Prin has driven himself to the peak of human physical perfection- whenever he makes a *Strength* or *Vitality* attribute test or an *Athletics* skill test, he doubles the bonus conferred by the key attribute (to +4). When he received this ability, Prin also increased his *Stamina* reaction by +1.

Responsive: Prin has learned to respond faster than normal officers to various threats- during combat actions, he may take one additional combat action per turn (a total of three actions) without suffering the multiple action penalties.

Starship Duty: Lieutenant Commander Prin meets all the prerequisites for his post aboard *Sakarya*.

Species Abilities:

Artistic: Bajorans are generally artistic and gain a +1 *Craft* skill at character creation

Faithful: Religion permeates Bajoran society, and every Bajoran gains a +2 *Knowledge- Religion* at character creation.

Pagh: So long as they are living the path of the Prophets, Bajorans gain a +1 Courage.

Edges/ Flaws:

Alert: Prin has schooled himself to be alert for- and to react quickly to- danger. He gains a +2 to all *Initiative* tests.

Command 1: Prin is assigned as a Department Head aboard the *Sakarya*.

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

Fit: Prin is in great physical shape and receives a +1 to all *Physical* tests.

Suit Trained: Prin has spent a great deal of time in environmental suits, and no longer suffers the -2 penalty they impose.

Zero-G Trained: Prin has been trained for work in zero gravity, and ignores any penalties from operating in zero-g.

Starfleet Bureau of Personnel

Starfleet Command

Choda

Age: 39
Species Tellarite
Homeworld: Tellar
Gender: Female
Eyes: Black
Hair: Orange-Brown
Rank: Lieutenant

Current Assignment:
 Chief Engineering Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

Short, portly, cheerful, loud, and occasionally obnoxious, Choda runs her engineroom with clock-work regularity and precision. She is, at heart, a craftsman, an artist, a perfectionist, and occasionally a driven taskmaster. Choda has longed to serve in Starfleet since her earliest memories, and cut her teeth on a variety of engineering projects throughout the Alpha Quadrant. She has no ambition to be anywhere but the engineroom of a starship.

Psychological Profile:

Choda loves puzzles and equipment and has a hard time fighting the impulse to tinker, tweak, and adjust any machine that isn't quite "right"- whether or not that equipment belongs to her. Choda despises the unknown with a passion- one of her favorite mantras is "What you don't understand can kill you."

While Choda can be argumentative on a point of engineering process and procedure, she is more prone to loud and friendly banter than to serious disagreement. Off duty, Choda enjoys complex games such as *kal-toh* and has developed a fondness for a variety of ethanol products. She fancies herself quite the connoisseur, though always in moderation.

Attributes

Str 9 (+1) Agl 8 (+1) Int 10 (+2)* Vit 8 (+1) Prs 10(+2)* Per 5 (+0)
Quickness +1 **Savvy** +2 **Stamina** +1* **Willpower** +2

Miscellaneous Scores

Courage: 3 **Health:** 9 **Renown:** 10 **Advancements:** 14

Defense: 8
Initiative: +1

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+1	+1		+2	
Computer Use	INT	+2	+6	+1	+9	(Electronic)
Construct	INT	+2	+5	+2	+9	(Research)
Demolitions	INT	+2	+6		+8	
Gaming	INT	+2	+4		+6	
Knowledge: Culture	INT	+2	+3	+1	+6	(Tellarite)
Knowledge: History	INT	+2	+5	+1	+8	(Federation)
Knowledge: Specific World	INT	+2	+3	+1	+6	(Earth, Rigel IV)
Knowledge: Trivia	INT	+2	+2	+1	+5	(Alcoholic Beverages)
Language- Fed Standard	INT	+2	+3	+1	+6	

Language- Tellarite	INT	+2	+4	+1	+7	
Language- Vulcan	INT	+2	+3	+1	+6	
Observe	PER	+0	+5		+5	
Physical Science	INT	+2	+5	+1	+8	(Physics, Mathematics)
Propulsion Engineering	INT	+2	+7	+1	+10	(Warp Drive)
Ranged Combat:Energy	AGL	+1	+6		+7	(Phaser)
Repair	INT	+2	+6	+1	+9	
Structural Engineering	PRS	+2	+6	+1	+9	(Spaceframes)
Survival	PER	+0	+3		+3	
System Engineering	INT	+2	+7	+1	+10	(EPS Grid, Transporter)
System Operation	INT	+2	+6		+8	
Unarmed Combat	AGL	+1	+4		+5	(Starfleet Martial Arts)

Professional Abilities:

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

Fix-It: Having spent many hours tearing apart the *Sakarya*'s systems, Choda has learned how to repair them as well. She now knows all of the *Repair* skill specializations.

Miracle Worker- Propulsion Engineering: When making a *Propulsion Engineering* check (including Extended tests) Choda may take the action in half the base time.

Starship Duty: Lieutenant Choda meets all the prerequisites for her post aboard *Sakarya*.

Species Abilities:

Bonus Edge: Exceptional Fortitude: Tellarites suffer Fatigue-related test penalties as though they were one level less fatigued than they actually are.

Bonus Edge: Meticulous: Tellarites gain a cumulative +1 per round in extended tests.

Bonus Edge: Skill Focus (Exhaustive): Tellarites gain a +2 species bonus to *Inquire* and *Persuade (Debate)* tests.

Pig-Headed: Tellarites single-mindedness often makes them seem indifferent or difficult. They suffer a -2 to *Influence* tests.

Poison Resistance: Tellarites gain a +4 *Stamina* reaction to resist the effects of poisons.

Stubborn: Tellarites tend to be single-minded to a fault. A Tellarite who enters an argument favoring a particular position must spend a Courage point to back down from that position.

Edges/ Flaws:

Command 1: Choda is assigned as a department head aboard the starship *Sakarya*.

Multitasking: Choda has learned to handle several problems at once- and may perform full-round actions as two actions instead (allowing additional actions at the standard -5 penalty).

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

Skill Focus (Craftsman): Choda gains +1 each to *Construct* and *Repair* tests.

Suit Trained: Choda has spent a great deal of time in environmental suits, and no longer suffers the -2 penalty they impose.

Thinker: Choda receives a +1 to all *Academic* tests.

Zero-G Trained: Choda has been trained for work in zero gravity, and ignores any penalties from operating in zero-g.

Starfleet Bureau of Personnel

Starfleet Command

T'Var

Age: 40
Species Vulcan
Homeworld: Vulcan
Gender: Female
Eyes: Brown
Hair: Black
Rank: Lieutenant

Current Assignment:

Chief Operations/Science Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

T'Var spent ten researchs as a researcher with the Vulcan Science Academy. Believing that her scientific career lacked diversity and field experience, the logical course of action was clear. T'Var joined Starfleet and after commissioning, shipped out on the U.S.S. *Ilan Ramon*. After her second deep-space tour, Captain ab Reis tapped her to become his Chief of Operations aboard the *Sakarya*.

Psychological Profile:

T'Var is a typical Vulcan- calm, rational, logical, and dedicated. Even absent her Vulcan conditioning, T'Var tends to be quiet and introspective- especially when working to solve a scientific puzzle. According to ship's legend, Thrax timed T'Var and discovered that she did not say a word to a single person for 56.4 hours straight. T'Var herself has no comment, save that "idle banter is illogical".

Despite her stoic exterior, T'Var is deeply devoted both to Starfleet and her shipmates. If pressed, T'Var will, of course, deny any emotional connection whatsoever- but she has turned down three transfer offers- including a position with the Daystrom Institute.

Attributes

Str 8 (+1) Agl 7 (+0) Int 11 (+2)* Vit 9 (+1) Prs 7(+0) Per 10 (+2) Psi 4 (+0)*

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

Miscellaneous Scores

Courage: 3 **Health:** 10 **Renown:** 10 **Advancements:** 15

Defense:	7
Initiative:	+2

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+1	+3	+1	+5	(Climbing)
Computer Use	INT	+2	+5	+1	+8	(Retrieve)
Enterprise-Administration	INT	+2	+3	+1	+6	(Starbase)
Influence	PRS	+2	+3		+5	
Investigate	PER	+2	+5	+1	+8	
Knowledge: Culture	INT	+2	+4	+1	+7	(Vulcan)
Knowledge: History	INT	+2	+4	+1	+7	(Vulcan)
Knowledge: Religion	INT	+2	+2	+1	+5	(Vulcan)
Knowledge: Specific World	INT	+2	+3	+1	+6	(Earth, Vulcan)
Language- Fed Standard	INT	+2	+3	+1	+6	

Language- Vulcan	INT	+2	+4	+1	+7	
Life Science	INT	+2	+5	+1	+8	(Biology)
Mind Meld	PSI	+0	+4		+4	
Negotiate	INT	+2	+2		+4	
Observe	PER	+2	+3	+1	+6	(Listen)
Persuade	PRS	+0	+3		+3	
Physical Science	INT	+2	+5	+1	+8	(Physics)
Planetary Science	INT	+2	+5	+1	+8	(Geology)
Ranged Combat:Energy	AGL	+1	+5	+1	+7	(Phaser)
Repair	INT	+2	+5	+1	+8	
Space Science	INT	+2	+6	+1	+9	(Astrophysics)
System Engineering	INT	+2	+4	+1	+7	(EPS Grid)
System Operation	INT	+2	+6	+1	+9	(Ops, Sensors)
Unarmed Combat	AGL	+1	+3	+1	+5	(Starfleet Martial Arts)

Professional Abilities:

Cross-Trained: When performing the professional skill of another officer, T'Var may add +2 (her *Intellect* modifier) to the test. For *Intellect*-based tests, this amounts to doubling the modifier.

Journeyman: Lieutenant T'Var can use all the *Science* group skills untrained.

Field Research: When making an *Investigate* test to explore a new phenomenon, T'Var gains an affinity bonus equal to $\frac{1}{2}$ her level in the appropriate skill level.

Level Headed: When performing any professional skill at her shipboard station, T'Var ignores all test penalties from distraction.

Ops Manager: When acting as Operations Officer at the beginning of a session, T'Var may designate one system as "mission critical". All *System Operation* tests made on that specialization receive a +1 bonus for the duration of the session.

Scientific Protocols: T'Var has been trained in how to investigate scientific phenomenon safely.

Whenever an *Observe* or *Investigate* test will endanger either herself or the crew directly, she may automatically make a TN 10 test against the appropriate *Science* skill to realize the danger.

Starship Duty: T'Var meets all the prerequisites for her post aboard *Sakarya*.

Station Proficiency: Lieutenant T'Var has trained ruthlessly to qualify with every bridge system.

Once per game session, T'Var may reroll one *System Operation* skill test and keep the better of the two results.

Species Abilities:

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

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

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

Psionic: T'Var has telepathic mental abilities.

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

Edges/ Flaws:

Command 1: T'Var is assigned as a department head aboard the *Sakarya*.

Coordinator: T'Var has a natural affinity for organizing groups and harnessing them to her goals.

She doubles the bonus for additional participants when leading combined tests.

Fit: T'Var is in great physical shape and receives a +1 to all *Physical* tests.

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

Thinker: T'Var receives a +1 to all *Academic* tests.

Starfleet Bureau of Personnel

Starfleet Command

Thrax

Age: 28
Species Human
Homeworld: Earth
Gender: Male
Eyes: Grey
Hair: Salt and Pepper (Grey and Black)
Rank: Lieutenant, Junior Grade
Current Assignment:
 Conn Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

Lieutenant Junior Grade Thrax is a Starfleet officer on his first deep-space posting. His previous assignment was a customs enforcement patrol out of Deep Space Five.

Thrax spent his youth bumming around on his family's tramp freighter, learning the ins and outs of the Alpha Quadrant and getting a lot of hands-on experience in a variety of ships, vehicles, and small craft.

Psychological Profile:

Thrax is *Sakarya*'s resident "space cadet". Young, cheerful, gregarious, and enthusiastic, he is governed by an unbridled enthusiasm and curiosity. As the youngest member of *Sakarya*'s bridge crew, he often feels like the center of attention- that everyone is watching- and overcompensates by taking his job very, very seriously.

Off duty, Thrax is obsessed with companionship of every variety- insecure in isolation, he seeks to surround himself with friends and acquaintances. He is interested in a wide variety of sports and physical activities, but is more dilettante than devotee- he lacks the devotion and discipline needed to truly excel at any given sport.

Attributes

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

Miscellaneous Scores

Courage: 3	Health: 8	Renown: 5	Advancements: 7
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Defense: 9
Initiative: +2

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Appraise	INT	+2	+1		+3	
Athletics	STR	+0	+3	+1	+4	
Computer Use	INT	+2	+4		+6	(Retrieve)
Knowledge: Culture	INT	+2	+3		+5	(Denobulan)
Knowledge: History	INT	+2	+3		+5	(Federation)
Knowledge: Specific World	INT	+2	+6		+8	(Rigel IV)
Language- Denobulan	INT	+2	+3		+5	
Language- Fed Standard	INT	+2	+3		+5	
Language- Orion	INT	+2	+2		+4	
Operate Veh.- Arch. Aircraft	INT	+2	+3	+1	+6	

Operate Vehicle- Motorcraft	INT	+2	+2	+1	+5	
Operate Vehicle- Sailcraft	INT	+2	+2	+1	+5	
Persuade	PRS	+2	+2		+4	
Ranged Combat:Energy	AGL	+1	+4	+1	+6	(Phaser)
Repair	INT	+2	+4	+1	+7	
Space Science	INT	+2	+9		+11	(Astrogation)
Survival	PER	+1	+2	+1	+4	
System Engineering	INT	+2	+2	+1	+5	(Flight Control)
System Operation	INT	+2	+5	+1	+8	(Flight Control)
Unarmed Combat	AGL	+1	+4	+1	+6	(Starfleet Martial Arts)

Professional Abilities:

Dogfighter: If Thrax is at the helm during combat, the ship receives a +2 to all *Helm* maneuvers.

Starship Duty: Lieutenant Thrax meets all the prerequisites for his post aboard *Sakarya*.

Surfing Space-Time: By making a TN 20 *Space Science (Astrogation)* test, Thrax can plot an exceptionally tight course which allows *Sakarya* to arrive at her destination as though she had been traveling at maxim speed- without exceeding her sustainable maximum speed.

Species Abilities:

Excellent Climb: Denobulans gain +4 species bonus to *Athletics (Climb)* tests and can climb up to five meters per round.

Hallucinations: In extremely stressful situations, a Denobulan may experience hallucinations.

However, such experiences are considered to be safe and natural ways of releasing nervous energy.

Hibernation: Unlike most species, Denobulans do not sleep as a part of their daily cycle. Instead, they hibernate for a full six days per year, although some can reduce this period time by various degrees. A Denobulan sleep period is handled similarly to the Fatigue rules found on pages 95-96 of the *Narrator's Guide*.

Resistance: Denobulans gain a +2 to *Stamina* tests to resist illness, disease, and radiations. Some technology, like Borg nanoprobes, also has a delayed effect on them.

Edges/ Flaws:

Command 1: Thrax is assigned as a department head aboard the *Sakarya*.

Cultural Flexibility: Thrax has been nearly everywhere and alien customs and mores seldom surprise him. He gains +2 to *Social* tests involving species other than his own.

Fit: Thrax receives a +1 to all *Physical* tests.

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

Starfleet Bureau of Personnel

Starfleet Command

Paul Featherstone, MD

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

Rank: Lieutenant

Current Assignment:

Chief Medical Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

Tall, rail-thin, slightly fussy, and undoubtedly brilliant, Doctor Featherstone is, at heart, a researcher. He much prefers tissue cultures and biological samples to people, and much prefers a quiet laboratory all to himself.

Featherstone would have gotten his way, too, had he not insulted and humiliated his last C.O. over what was (ultimately) a minor difference of opinion. In a fit of pique, Featherstone reprogrammed the station's computers to bombard his superior with irritating and infuriating messages and visuals. This might have been overlooked had the incident not coincided with an inspection by the Chief of Starfleet Medical.

Deciding that Featherstone was "unmilitary, unprofessional, and entirely too cosseted", Admiral Blackburn assigned the good doctor the first deep-space assignment available- the *Starship Sakarya*.

Psychological Profile:

Featherstone is brilliant- a gifted and prolific researcher- but he has poor people skills and can be stubborn, rude, petulant, childish, and even insubordinate. He is almost critically underweight because research is more enthralling than eating.

Featherstone is leery of Captain ab Reis and Lieutenant Prin (his career lies in the Captain's hands while Lieutenant Prin might... *hurt* him). Conversely, Featherstone has a love/hate relationship with Commander Loch- she is unquestionably brilliant and beautiful, but she's also continually interrupting his research to make sure sick bay is run correctly (and not merely left in the hands of his nurses and other doctors). Featherstone deeply respects T'Var's intellectual discipline (and research background)- but most of the remaining officers and crew are tolerated, at best.

Featherstone is not a bad man, nor even a bad doctor- merely a pampered prima donna who loves to hear his praises spoken (a lot like the *Voyager* EMH).

Attributes

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

Miscellaneous Scores

Courage: 4 **Health:** 9 **Renown:** 10 **Advancements:** 15

Defense: 8
Initiative: +2

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+2	+6			(Retrieve)
Construct	INT	+2	+4			
First Aid	INT	+2	+6			
Knowledge: Culture	INT	+2	+4			(Human)
Knowledge: History	INT	+2	+5			(Federation)

Knowledge: Law	INT	+2	+2			(Medical Ethics)
Knowledge: Specific World	INT	+2	+4			(Earth)
Language- Fed Standard	INT	+2	+5			
Language- Vulcan	INT	+2	+4			
Life Science	INT	+2	+7			(Biology, Exobiology, Biotechnology)
Medicine	INT	+2	+8	+2		
Observe	PER	+2	+3			
Persuade	PRS	+2	+4			
Physical Science	INT	+2	+7			(Chemistry)
Ranged Combat:Energy	AGL	+1	+3			(Phaser)
Repair	INT	+2	+4			
System Engineering	INT	+2	+2			
System Operation	INT	+2	+5			(Command)

Professional Abilities:

Computer Whiz: Doctor Featherstone knows his way around computer systems, performing *System Operation* or *Computer Use* skills (including Extended tests) in half the base time.

Diagnosis: Doctor Featherstone has received special training in diagnosing alien diseases and toxins. Whenever Featherstone makes a *Medicine* test to identify an alien pathogen or disease, he gains an affinity bonus equal to half his *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.

Focus: Doctor Featherstone knows how to concentrate on the task at hand- and may ignore all circumstance penalties from distractions.

General Medicine: Doctor Featherstone has studied a great many medical procedures prior to being posted to Sakarya. Whenever Featherstone makes a *Medicine* test, he receives a +2 bonus to the result.

Immunization: After diagnosing an illness or pathogen, the Doctor may attempt a *Medicine (Research)* test. If successful, the doctor can produce 1d6 doses of a counter agent per hour spent in the lab. While the counter agent may be used as a cure, it may only be used as an innoculant for 2d6 hours.

Lab Work: Whenever Doctor Featherstone makes a *Physical Science (Chemistry)* test, he adds +4 to the result.

Secretive: Doctor Featherstone is very secretive about his work. He may add his *Intellect* modifier to any *Willpower* test, doubling the modifier when asked about his current project or mission.

Starship Duty: Doctor Featherstone meets all the prerequisites for his post aboard *Sakarya*.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climates. Human adaptability has given Doctor Featherstone 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: Featherstone is assigned as a department head aboard the *Sakarya*.

Promotion 2: Doctor Featherstone holds the rank of Lieutenant in Starfleet.

Meticulous: Doctor Featherstone gains a cumulative +1 per round in extended tests.

7TH FLEET SCORING SHEET:

Benchmark	Bonus	Achieved
PCs recover (rather than destroy) U.S.S. <i>Covington</i> :	+3	█
PCs scuttle U.S.S. <i>Covington</i> :	+1	█
Per 5 <i>Covington</i> crew members recovered (+5 max):	+1	█
PCs disabled Toren vessels w/o bloodshed:	+1	█
PCs remember and play out proper destruct sequence	+1	█
PCs left major Federation technology behind:	-1	█
Per Federation operative left behind:	-1	█
Per Toren operative killed or vessel/installation destroyed:	-1	█

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Proctors Notes:

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Proctor: _____

Crew: U.S.S. _____ **Final Score:** _____ / 9

Officers Present:

For more information, contact the Office of the Vice President for Research and Economic Development at 515-294-6450 or research@iastate.edu.

Reviewed By: _____

Commanding Officer

Fleet Commander