

STAR TREK ROLEPLAYING GAME

The Icarus Effect



A Post-DS9 Adventure
For Starfleet

Written By Roger L. Taylor II

Illustrated by:
Roger Taylor and TFAndrews

Special Thanks To:

Play-testers:
Rex, Justin, and Jeremy Rouviere,
Jed Smith,
the U.S.S. *Montpelier*,
and

The Seventh Fleet
(www.seventhfleet.org)

Star Trek © Paramount Pictures,
Star Trek The Role playing Game © Decipher, Inc. All Rights Reserved

Introduction

“Icarus Effect” is an adventure for use with the *Star Trek: Role playing Game* by Decipher. It is suitable for a crew of 2-6 players playing a Starfleet crew during the Motion Picture era. With some modification, this adventure could be adapted for other crews and other eras.

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

The adventure takes place near the edge of Federation space in the year 2388. Players who wish to take part in this adventure should not read any further.

Adventure Synopsis

Alerted by Starfleet Command, the heroes' starship races for the edge of known space to investigate mysterious signals from a probe vessel lost nearly a hundred years before.

Recommended Date/ Season/Stardate:

2389/ Post-*Star Trek: XI* /SD 66109.6

Setting:

Kalki Sector- Deep space on the fringe of Federation space.

Background:

In 2289, Starfleet and the Federation Science Council launched the *Hyperion* probe, a warp-capable survey craft intended to chart the unknown reaches of the Delta quadrant.

Nearly 300 meters in length, *Hyperion* was fully automated, capable of self-repair, and controlled by the most sophisticated Artificial Intelligence then available. The probe was heavily armored, fitted with sophisticated defensive screens, numerous sub-probes, advanced sensor suites, and the most powerful subspace transmitters then available.

Hyperion left Earth orbit late in 2289 and headed for neutral space between the Romulan and Klingon empires. Subspace telemetry and scans were normal for the first thirty-two months of operation- when contact with the probe was lost and not recovered.

A post-mission review of the telemetry from

Hyperion revealed a series of unusual subspace anomalies in the probe's flight path- anomalies that might not have been apparent to *Hyperion* herself.

When the starship *ir'Ariil* visited the area in 2331, no trace of either the probe or the anomalies was discovered.

Now, in 2388, Starfleet has identified signals originating in the distant Kalki sector as matching those from *Hyperion*- and dispatched the heroes to determine the whereabouts and fate of the *Hyperion*.

As suspected, *Hyperion* fell into one of the anomalies- a subspace vacuole similar to a worm hole. Unlike a conventional (?) wormhole, the vacuole is marked by an extremely powerful gravity well- much like a black hole- trapping particles and debris at either end.

Having been trapped inside this anomaly for nearly ninety years, *Hyperion*'s program has become severely degraded- and possibly sentient.

Conflicts:

Man vs. Nature: The heroes must analyze and overcome the effects of the wormhole linking the Epsilon Theronis system and *Hyperion*'s current location. The wormhole linking the two is far too small to allow either the heroes' starship or the probe to travel between its end points- but is sufficient to allow small shuttles to do so.

Man vs. Unknown: The heroes must uncover *Hyperion*'s past in order to understand what it has become and to understand its motives and intentions.

Man vs. Man: The heroes must make the hard call, deny *Hyperion* the company it so desperately craves, and either convince the probe to continue its mission or destroy it in order to escape.

Symbolism:

The Kalki Sector/ Sector 64113: In Hindu mythology, Kalki is an avatar of Lord Vishnu described as “the machine-man”.

Hyperion: In Greek mythology, Hyperion was one of the Twelve Titans (later supplanted by the Olympians), and “... *the first to understand, by diligent attention and observation, the movement of both the*

sun and the moon and the other stars, and the seasons as well, in that they are caused by these bodies, and to make these facts known to others..."

Fitting name for a probe headed into unknown territory.

Icarus: In Greek mythology, Icarus was the son of Daedalus who was lost when he flew too close to the sun and melted his wings.

Table 6.1 Universal Target Numbers

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



ACT ONE

Aftermath

Open with Handout #1 (Captain's Log) detailing the ship's status and mission.

Montpelier is holding station at the outskirts of the Epsilon Thelonis system, conducting repairs and monitoring the aftermath of the stellar collision.

Repairs are nearly all completed- but a lot of clean-up/housekeeping work remains to be done. Long-range communications are coming back online as they speak.

Despite the battering *Montpelier* has taken, the ship is nearly ready to return to the Epsilon Thelonis to monitor the aftermath of the stellar collision.

At this point, the Operations or Tactical Officer should now receive Handout #2 (Distress Call). A TN 10 *Computer Use (Retrieve)* test will match the coded transponder to the Hyperion Project. The distress signal is originating near the heart of the Epsilon Thelonis system (though the shockwave from the stellar collision should have destroyed nearly everything in the system).

Should any of the heroes ask for additional data, they should learn that the data is restricted to command officers ranked Lieutenant or above. Accessing the data requires a TN 10 *Enterprise-Administration (Starfleet)* test for those with the appropriate rank. Those without sufficient rank can access the data by making the same test at TN 20.

Success will earn the heroes Handout #3 (Hyperion Project Summary) detailing the historical background of the Hyperion Project.

If asked, MacTavish is reluctant to push *Montpelier* too hard for an extended period, but does believe they are ready and mission-capable. Having built models of *Hyperion* as a boy, MacTavish is eager to solve the mystery.

Having determined that the distress call is coming from a Federation probe rather than a manned vessel, they must decide: 1) whether to respond, and 2), how quickly to respond.

Navigating the Epsilon Thelonis system will undoubtedly be tricky- the disruption to the system has already damaged *Montpelier* once. Smart players may wish to adjust *Montpelier*'s sensors to avoid any surprises. Optimizing the sensors should require a TN 20 *System*

Speed	1 LY	Speed	1 LY
Standard Orbit	112,499 years	Warp 7	13.37 hours
Full Impulse	4.00 years	Warp 8	8.56 hours
Warp 1	1.00 years	Warp 9	5.78 hours
Warp 2	36.53 days	Warp 9.2	5.32 hours
Warp 3	9.37 days	Warp 9.6	4.59 hours
Warp 4	3.58 days	Warp 9.9	2.87 hours
Warp 5	1.71 days	Warp 9.99	1.11 hours
Warp 6	22.37 hours	Warp 9.999	2.64 minutes

Operation (Sensors) or a TN 15 *System Engineering (Sensors)* test. If these modifications are not done (and the Narrator should not suggest them), *Montpelier* suffers a +5 TN penalty to *Conn* rolls made in Debris Fields, below.

Debris Fields

As *Montpelier* enters the outskirts of the Epsilon Thelonis system- and conduct a series of TN 10 *System Operation (Sensors)* tests- the heroes can get a good look at the aftermath of the stellar collision.

The Epsilon Thelonis system is a shambles, with massive debris fields (the remnants of the planets in the system) and powerful gravitic and subspace eddies. The two former stars (Epsilon Thelonis-A and -B) have merged and are coalescing into a single massive star- and are throwing out massive solar flares and ion and radiation storms. Closing to less than an A.U. of the coalescing star is NOT recommended. Epsilon Thelonis XI (a Class J supergiant) has survived the stellar collision, but there are massive disruptions to its upper atmosphere. An EXTENDED TN 100 *Space Science (Astrogation)* test- with an interval in hours- confirms that the planet's orbit has been altered.

There are also several large chunks of stellar and planetary debris moving in various trajectories.

Sensors also indicate a handful of subspace anomalies scattered about the inner and outer system.

The distress signal is currently coming from one such anomaly, currently located at the

outer edge of the system's previous "green belt" (or habitable zone). If the players ask, there is no planet there- nor was there one before the stellar collision.

Navigating through the system "by the seat of their pants" will require a series of five TN 15 *System Operation (Conn)* tests. Any failure means no progress.

If the heroes take the time to plan and carefully chart their approach before hand, they must make an EXTENDED TN 50 *Space Science (Astrogation)* test. The Conn Officer must still make the five *System Ops (Conn)* tests, but enjoy a +5 bonus to their rolls.

If *Montpelier*'s sensors were *not* modified in *Aftermath*, above, then the *System Ops (Conn)* tests suffer a +5 TN penalty.

The Wormhole

A TN 10 *Space Science (Astrophysics)* test indicates that the anomaly consists of a tunneling point singularity surrounded by a nested verteron membrane- a wormhole. The wormhole is slowly decaying and is definitely the source of the distress signal. The phenomenon is bordered by a marked verteron/graviton shear- meaning that it will require some skill to travel the event horizon.

Radiometric readings (a TN 20 *Space Science (Astrophysics)* test) suggests that the verteron shift is currently (temporarily) stable, but based on the rate of decay, will collapse sometime in the next 10 to 12 days. Any change in the wormhole's status will be marked by a change in the verteron cycle- and should give the heroes several hours warning of an impending collapse. The wormhole aperture is less than 12 meters in diameter- meaning that nothing larger than a Type 6 or 7 shuttle will be able to pass through.

Should the heroes attempt to contact the probe, they will receive automatic acknowledgments (indicating that their messages are received)- but no further contact, and no diagnostic messages. Their choices are simple- risk a transit of the wormhole, or abandon their mission here.

Optional Scene- Probes

Smart players might insist on sending a test platform through the wormhole before risking lives. While beaming something through the wormhole isn't possible due to degradation of the annular confinement beam, any probe or

small vessel transiting the field behaves *almost* normally.

As with the initial passage through the Bajoran wormhole, variances in the impulse manifolds will make for a very rocky ride unless/until they are properly adjusted.

Transit

Modifying the shuttle's impulse manifolds requires an hour's work and a TN 15 *Propulsion Engineering (Impulse)* test.

Taking the shuttle through the wormhole requires extremely skillful piloting- a TN 20 *System Operation (Flight Control or Conn)* test. Bonuses for the You Call That A Storm? Professional Ability apply. A failure means that the heroes are bounced off the verteron membrane and must try again. A Disastrous failure does 1d6 damage to the shuttle.

Whether the test succeeds or fails, the shuttle and its occupants get buffeted about by the gravimetric shear. Passengers must make a TN 10 *Quickness* tests to remain at their posts during the transit. If the impulse manifolds were not modified, add +5 to the TN for the *Quickness* test.

If the Conn officer failed his *Flight Control* test, add +5 TN for each degree by which he failed.

A Failure to the *Quickness* test means the character has been tossed from his station and cannot act for one full round. A Complete failure causes 1d6 damage (in addition to being tossed about) and a Disastrous failure results in 2d6 damage.

Down the Rabbit Hole

Once through the anomaly, the heroes take stock and chart a course for the *Hyperion*, whose distress signal originates 1/45th of a light year (or just over 1400 A.U.) away. The trip is just about an hour at Warp 2. The vessel appears to be locked in a decaying orbit around a Type B-8 1b (a very dim blue-white supergiant) star.

A TN 10 *Space Science (Astrogation)* or *Computer Use (Retrieve)* test identifies the star as NGC-99832- charted by long-range subspace telescopes and lying over 35,000 light years from Federation space.

Ghost Ship

Approaching the *Hyperion*, the heroes discover her disabled and adrift. A TN 10 *System Operation (Sensors)* or *Propulsion Engineering* test will earn the heroes Handout #4 (Target Scan). *Hyperion* is operating under minimal power- her impulse engines and warp drive are damaged and offline. A TN 15 *Structural Engineering (Spaceframe)* or *Propulsion Engineering* test suggests evidence of considerable stress damage to that portion of the ship.

The hull has been subjected to considerable ionization and debris accumulation. A Superior success on the *Structural Engineering* test will suggest that the hull has also been subjected to extreme aging- registering as nearly five hundred years old, instead of the actual 100 years.

The Airlock

Locating an airlock isn't a problem- there are only four on the entire vessel- located in a docking cluster just forward of amidships.

When the heroes mate their shuttle to the door, however, the accumulation of grime and debris makes opening the airlock difficult, at best. An extended TN 50 *Repair* or *Unarmed Combat* test (interval in rounds) is required to chip-away the debris in sufficient quantity to reach the mechanism (a *Ranged Combat-Energy Weapon* test will get the job done far faster, but is inescapably overkill).

A TN 15 *Physical Science (Chemistry)* test will confirm that the aggregate is composed primarily of ionized dust and other trace elements- and that this sort (and depth) of accumulation usually requires centuries of neglect to build up.

Once the heroes have reached the airlock mechanism itself, a TN 10 *Repair* or *System Operation (Security)* check is sufficient to open the door, which gives way with a groaning sigh and rattle of falling debris. Once inside, the airlock will brighten immediately and function normally, allowing the heroes access to *Hyperion*'s interior.

It will take several minutes (and a TN 5 *System Operation (Life Support)* test) to warm and pressurize the interior (*Hyperion* was designed to operate with an internal vacuum), but a Class M environment is quickly achieved, allowing the heroes to move about in

"shirtsleeves".

The System Terminal

Located just inside the airlock is a master diagnostic display allowing access to the *Hyperion*'s system status. A TN 20 *System* or *Propulsion Engineering, System Operation*, or *Computer Use (Retrieve)* test (with bonuses applied from any appropriate Professional Abilities and from their rank) allows the heroes access to Handout #5 (System Status). A Complete or Extraordinary success reveals that *Hyperion*'s central computer is online- but is not in contact with many of the ship's systems. Nor is there any sign of a breakdown in network connectivity. It's almost as though the machine has turned its attention inward and is ignoring its physical trappings.

Despite this, the heroes can attempt to "awaken" the computer with a system query- either from this terminal or from the central computer core. An in-depth analysis of the core programming can only be accomplished from the Central Core- a security measure designed to prevent unauthorized tampering.

Awakening

Once the heroes have the computer's attention, it will ask for Dr. Farqhar in a sleepy/disoriented tone- much like someone waking from a deep sleep. Characters who studied the mission brief should know that Alfonse Farqhar was the primary systems programmer from the Daystrom Institute.

When the *Hyperion* realizes that the heroes are not its builders, it will demand to know who they are and what they are doing aboard*.

Assured that the heroes are Starfleet personnel, *Hyperion* will be "delighted" to have

* Though the players might not realize it, this interaction is critical to how the mission will turn out later. *Hyperion* has decided that one of the most pressing problems it faces is loneliness- if the heroes give it reason to do so, *Hyperion* will decide that they have promised to stay- and might later become angry, balky, and vengeful at the "betrayal".

them aboard and will be exceedingly courteous and helpful- and eager for news of the outside world.

If asked, *Hyperion* will explain that all subspace communications and navigational

contacts were lost, resulting in an interruption of mission telemetry. Per protocol, the warp drive was immediately stopped and efforts were made to reestablish contact without success.

After 365 days, *Hyperion* shut down all non-essential systems to conserve power while awaiting rescue. The ship is curious, however- why did Starfleet take 180,675 days to restore contact?

Now that contact has been reestablished, *Hyperion* is ready to resume her mission- assuming the heroes can be counted upon to assist with necessary repairs. In point of fact, the machine will be down right insistent upon their assisting with the repairs, and even offer a game of 3-d chess as an enticement.

Echoes

Moving about the derelict *Hyperion* is both eerie and unnerving. The ship was never intended for long-term habitation, and is essentially one giant Jeffries Tube- with no accommodation made to human comfort. The vessel is so austere as to make *Retributor* look like a cruise ship, and strange noises, strange whispers and blasts of cold air assail those moving through the ship. Those moving through the ship in environmental suits suffer an additional -5 penalty to all Physical tests (in addition to the normal penalty for the suit itself, if any).

Internal lighting is also lacking- strategically placed, and limited- causing strange movements out of the corner of the observer's eyes. Finally, *Hyperion* is fitted with a half-dozen automated repair drones. These are essentially sophisticated anti-gravity waldoes controlled from the central computer, which allow the *Hyperion* to effect her own repairs.

The Narrator is advised to play on this environment and use it to increase the heroes paranoia- and for a bit of misdirection. Most players will be wondering if this mission is closer to 2001: A Space Odyssey or to Event Horizon, or some mad combination of both. The Narrator is encouraged to feed upon this concern and let the players draw their own conclusions.

Optional Scene- The Plaque

Like the earlier *Pioneer* probes, *Hyperion* is fitted with a metal plaque engraved with information hinting at the origin of the probe and details about its makers. Unlike the earlier

plaques, the *Hyperion*'s serves as the front plate of a time capsule/vault containing Federation-standard first contact packets on a variety of media.

The Central Core

The *Hyperion*'s central computer complex is the largest compartment on the ship and occupies much of the primary hull. The core is extremely heavily armored- shielded with nearly two feet of starship grade plating. Access is through a single armored hatch near the bottom of the core.

If *Hyperion* has already been "awakened", access is simply matter of asking the computer to open the hatch and worming one's way inside. *Hyperion* will handle the repressurizing on her own. If the ship is still quiescent, on the other hand, a TN 20 *Repair or System Operation (Security)* check is required to open this hatch- and the far side is depressurized. A separate TN 20 *System Operation (Life Support)* check is required to repressurize the core.

These tests are made deliberately difficult as an additional security measure to protect the probe's central functions from unauthorized tampering.

Once inside the core, the heroes discover a brightly (almost painfully) lit room filled with layer upon layer of molecular level circuit boards. Though her systems are two generations less advanced than those aboard *Montpelier*, *Hyperion* is roughly the equal of the newer vessel where raw computing power is concerned.

Should the heroes conduct an analysis of the *Hyperion*'s programming and computer core, a TN 15 *System Engineering (Computer)* or TN 20 *Computer Use (Programming)* test will reveal that the heuristic circuits show an 80% degradation/modification from its "as-built" configuration (the design specifications anticipated a 20% degradation at this point in the computer's life-cycle).

The reason for this massive discrepancy is that after so many years without human or other external contact, *Hyperion* was essentially forced to turn inward to maintain its sanity- much like a prisoner isolated for an extended period will begin muttering to himself and (in extreme cases) hallucinating. Having spent nearly five centuries "talking to itself" *Hyperion* has rewritten much of its core- and its a tribute

to her designers that the ship isn't completely psychotic.

Repairs

Located in the aftermost section, *Hyperion*'s engines have taken a thorough beating- but can be repaired and brought back online. The impulse engines (sufficient to escape the decaying orbit) will need the following repairs: realign the injector assemblies and exhaust manifolds, reinitializing the magnetic constrictor arrays, and restarting the engines. It is up to the Narrator to treat this as a single TN 150 Extended *Propulsion Engineering* test or break it up into smaller system checks- but it each check should take $\frac{1}{2}$ hour of work- meaning the impulse engines can be brought back on-line in roughly five hours.

The warp drive is in roughly the same shape: the fuel injector assemblies need to be realigned, the magnetic constrictor coils need to be reinitialized, and a section of EPS transfer conduit will need to be repaired or replaced. As with the impulse engines, the Narrator can treat these repairs as a single TN 150 Extended *Propulsion Engineering* test or break it up into smaller system checks- allowing *Hyperion* to get to know the crew- and get into more mischief.

Updates

Once subspace telemetry and computer access have been restored, *Hyperion* will contact *Montpelier* directly, requesting historical and navigational database updates. While this is perfectly normal and reasonable, it might give the players pause- especially if the Narrator has been playing his cards correctly.

In point of fact, the only unusual aspect of the request would be *Hyperion*'s request for the personnel jackets (service records) of the away team.

This update will take only a few minutes to complete- but will make *Hyperion* a much more potent threat in its efforts to keep the crew hostage. With access to modern security protocols, *Hyperion* will be able to access the STA (Subspace Transceiver Arrays) in the player's communicators, tricorders, and phasers. This means that *Hyperion* will be able to deceive and/or disarm the characters essentially at will. Once tipped to the danger, the players may bypass the STA's by making a TN 20

Repair test and ten minutes work per item.

The Deadline

Approximately 20 hours after the away team makes contact with *Hyperion* (and while the repairs are approximately 60% complete, *Montpelier* monitors a shift in the wormhole's verteron cycle- it's beginning to collapse. Based on the new calculations, the heroes have forty eight hours to finish the repairs and return to *Montpelier*.

Cast Off

At some point in the adventure, *Hyperion* will decide that it cannot allow the heroes to leave, and casts off the shuttle and erects both a jamming field and a low-level force field to prevent the heroes from contacting the shuttle or escaping. The heroes can either persuade the *Hyperion* to stand down or find a way to disable the forcefields and cut their way out.

Optional Scene- The Ruse

If the heroes have left anyone aboard their shuttle, *Hyperion* will use a ruse to lure them out of the shuttle before casting it adrift. One of the other characters (preferably the ranking player character present) should be handed (and instructed to read) Handout #6 (The Summons). *Hyperion* will very carefully route monitor, intercept, and re-route all communications to ensure that the ruse is not discovered until too late.

Once the shuttle is empty, it will be cast adrift as above. If the ruse fails for some reason, the shuttle will be cast-off anyway.

Optional Scene- The Threat

If 1) *Hyperion* is aware and able to locate the wormhole's location and 2) the heroes are making too much progress in their attempts to escape, *Hyperion* will begin moving towards the wormhole with the intent of using a focused graviton pulse from her main deflector to collapse the wormhole. The machine has reasoned that once the wormhole has collapsed, the heroes will have no means of returning to the Alpha Quadrant and will remain with *Hyperion*- the only logical choice remaining to them.

Escape and Evasion

Hyperion has become far more self-willful than her designers anticipated- and is bordering on obsession, dementia, and paranoia due to extended sensory deprivation. The machine has been without "human" contact for far too long, and is in danger of becoming unstable.

In order to combat this problem, *Hyperion* has decided to hold onto the new crew, in order to end its stifling loneliness¹.

The heroes have four choices- reset the computer's program, sacrifice one or more of their own to sate *Hyperion*'s desperate need, convince *Hyperion* to allow them to leave, or destroy *Hyperion*- and the clock is ticking.

Optional Scene- Shutdown

If the heroes decide to shutdown/bypass *Hyperion*'s main functions, they must make a series of Opposed *Computer Use (Programming)* tests as the machine tries to reroute. Each successful test awards either the player or *Hyperion* 1 point. Whomever reaches a three point margin over the other wins the contest. If the player loses, *Hyperion* beams him or her out of the Central Core and seals its functions away from further tampering.

If the player wins, he or she succeeds in disabling *Hyperion*'s command and control functions. As its memory functions degrade, *Hyperion* will regress back into its various testing modes, finally shutting down with "Mary Had a Little Lamb"².

Once the unit is off-line, a skeleton operating system remains behind in the mainframe, allowing control of basic ship functions (at a -5 penalty).

Particularly blunt (or brutal) players may opt to physically destroy the Central Core's processors. Any phaser set to Setting 5 or higher may accomplish this.

Treat it as an Opposed test between the amount of damage the phaser does and the computer's attempt to beam them out. If the heroes manage to do 300 points of damage before the computer's cumulative *Computer Use* test reaches 100, then the core shuts down due to the severe damage done. If not, *Hyperion* beams the miscreant out of the Central Core and seals it before critical damage is done.

Rewards:

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

Resolution

Depending upon how the heroes choose to handle the situation, any number of possibilities is possible. The ideal solution, of course, is for *Hyperion* to resume her mission of exploration- but the heroes may find it necessary to destroy the probe in order to escape and survive.

Resetting the core programming is an EXTENDED TN 100 *Computer Use (Programming)* test with intervals measured in hours. Any roll of less than 5 results in a TN 20 *Computer Use (Programming)* test. A failure to this second check results in a cascade failure in *Hyperion*'s computer network, destroying the program.

The Playtest

When my test players attempted this scenario, they pulled out an unexpected ace-in-the-hole.

My players had previously modified a Holobase (from pg 71 of the [Starfleet Operations Manual](#)) to create a single EMH program, which they aptly called the "Doc-In-A-Box".

Presciently, they'd also opted to take along the "Doc-In-A-Box" in the visit to *Hyperion*, and promptly off-loaded the EMH to keep the wayward probe company and allow her to continue her mission..

¹ -Narrators are cautioned to play this very carefully- *Hyperion* is not acting out of malice or evil, but out of desperation and a child-like innocence. It truly does not realize that its actions are evil or why- but can be convinced by good role-playing and good results on Social skill tests.

² - This is, of course, an homage to the shutdown of the HAL 2000 in [2001: A Space Odyssey](#).

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

Experience Awards

PC survived:	100 exp points
PCs navigate through the Epsilon Thelonis system without incident:	100 exp points
PCs successfully transit the wormhole:	100 exp points
PCs locate and board the <i>Hyperion</i> :	100 exp points
PCs repair <i>Hyperion</i> :	800 exp points
PCs escape <i>Hyperion</i> (through guile, cleverness, technology or force of arms):	200 exp points
PCs persuade <i>Hyperion</i> to release them through logic- or better yet- through an appeal to Starfleet's highest principles (and good role-playing):	500 exp points
PCs return <i>Hyperion</i> to her mission:	300 exp points
PCs return <i>Hyperion</i> to her mission <u>without</u> destroying her new programming:	500 exp points
PCs successfully reboot <i>Hyperion</i> 's base program:	100 exp points

Per PC or NPC sacrificed (either killed or left behind) on this mission.	Renown -1
PCs were unnecessarily violent, or fail to prevent such an act	Renown -2 (per player, per act)

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).

Renown Awards

PCs navigate through the Epsilon Thelonis system without incident:	Renown +1
PCs successfully transit the wormhole:	Renown +1
PCs locate and board the <i>Hyperion</i> :	Renown +1
PCs repair <i>Hyperion</i> :	Renown +1
PCs escape <i>Hyperion</i> (through guile, cleverness, technology or force of arms):	Renown +1
PCs persuade <i>Hyperion</i> to release them through logic- or better yet- through an appeal to Starfleet's highest principles (and good role-playing):	Renown +3
PCs return <i>Hyperion</i> to her mission:	Renown +1
PCs return <i>Hyperion</i> to her mission <u>without</u> destroying her new programming:	Renown +3
PCs successfully reboot <i>Hyperion</i> 's base program:	Renown +1

(Non-Player Characters)

Hyperion

The experimental M-6a Multi-tronics array placed aboard *Hyperion* was the most advanced artificial intelligence of its day- a direct refinement of the earlier M-5 prototype, the unit relied upon artificial neural engrams rather than human derivatives.

Rather than fully autonomous like the M-5, the M-6a was deliberately limited in its capabilities and potentials- a design process that continues to this day. Like later generations of Starfleet computer designs, the M-6a is self-aware, but is neither self-determining (autonomous) nor self-programming. The heuristic algorithms installed are deliberately limited to avoid the problems displayed by the M-5 and other autonomous artificial intelligences.

So much for the canned advertisement.

In the case of *Hyperion*, the M-6a has suffered considerable program degradation- and had essentially gone stir crazy.

Hyperion is not evil, malicious, or psychotic- it will not deliberately endanger human life (and this constraint can be used against the machine), but it is malfunctioning- and therefore dangerous.

Under no circumstances- not even self-defense- will *Hyperion* directly threaten the lives of the away party.

(Starships)

Hyperion

Production Data

Hull Data

Origin:	United Federation of Planets
Structure:	10
Class and Type:	<i>Hyperion</i> Class Long-range Probe
Size:	6, 8 decks
Year Launched:	2289
Length:	300m x 80m x 40m
Crew:	None
Atmospheric Capable:	No
Separation Systems:	None

Operational Data

Transporters:	3 standard and cargo transporters
Cargo Capacity:	80
Tractor Beams:	1a
Sensor Systems	<u>Class 3a (+3/CC)</u> Operations Systems <u>Class 4 (E)</u>
Life Support	<u>Class 1R (BB)</u>

Propulsion Data

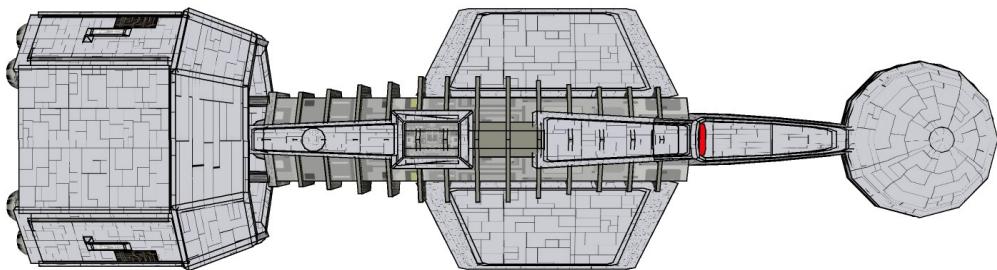
Impulse Engines:	SBC (.5c) (B)	Warp Drive:	PB-8 (Warp 4 / 5 / 6) (C)
------------------	---------------	-------------	---------------------------

Tactical

Phaser Cannon	1x Type II (A)	Deflector Shields	PFF 3 (B)
Penetration	2 / 2 / 2 / 0 / 0	Protection/Threshold	14/3

Miscellaneous

Maneuver Modifiers +0 C, +0 H, +1 T **Traits** Outdated (+2 TN to Command tests)



USS Montpelier **NCC-2187**

"Men may die, but the fabric of our free institutions remain unshaken..."

Production Data

Origin: United Federation of Planets
Class and Type: *Excelsior* Class Explorer
Year Launched: 2291 Refit: 2331, 2364

Hull Data

Size: 7, 30 decks Length: 465m
Structure: 35 Crew: 650
Cargo Capacity: 80
Atmospheric Capable: No

Operational Data

Sensor Systems Class 2 (+2/C)
Operations Systems Class 4 (E)
Life Support Class 3 (D)
Tractor Beams: 1 ad, 1 fv
Transporters: 4 ea, personnel, cargo, emergency
Shuttlebays: 1a Shuttles: 7 size worth

Propulsion Data

Impulse Engines: FIB-5 (.75c) (D) Warp Drive: Type LF-35 (Warp 6 / 9.2 / 9.8) (D)

Tactical

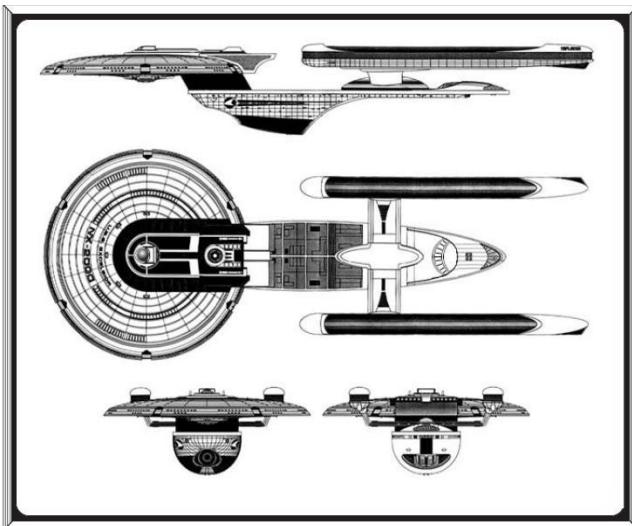
<u>Phaser Banks Type VIII (x5/E)</u>	<u>Photon Torpedoes MK40 DF (x6/E)</u>
Penetration 6 / 5 / 5 / 0 / 0	Photon Penetration 7 / 7 / 7 / 7 / 7
<u>Deflector Shields CIDSS-3 (C)</u>	
Protection/Threshold 15/3	

Miscellaneous

Maneuver Modifiers +1 C, +2 H, +3 T Traits: Battle-tested

The *Excelsior*-Class U.S.S. *Montpelier* was one of the last Flight-One *Excelsiors* built, and was commissioned in 2292. Since her commissioning, *Montpelier* has served on every front and in every major region of the Federation.

From 2332 to 2360, she served as a school ship for Starfleet Academy, conducting midshipmen cruises and offering real-world experience to three generations of Starfleet officers before being refitted and recalled to active duty in the wake of the losses at Wolf 359.



Handouts:

Handout #1: Captain's Log

Captain's Log: Stardate 66109.6:

"U.S.S. Montpelier now holding 1.3 light years outside the Epsilon Thelonis system. We were sent here to take advantage of the rare opportunity to study a stellar collision-the impact of Epsilon Thelonis-A and -B.

The event was spectacular- generating a Level 12 shockwave which essentially destroyed everything in the system. Unfortunately, it also created some unforeseen subspace effects, which nearly prevented our escape and gave us a very rocky ride.

The damage to Montpelier was extensive, but comparatively minor- and injuries were light.

Thirty-six hours later, repairs to all systems are nearly completed, and we are preparing to resume our mission to the Epsilon Thelonis system to monitor the aftermath of the recent stellar collision.

Long-range sensors and long-range communications are expected to be restored within the hour. Chief Engineer MacTavish reports he's ready to commence warp-drive start-up procedures following repairs to the warp core and to the plasma injectors in the starboard warp nacelle.

Handout #2: Distress Call

******Alert******

Coded, Unidentified Signal on Federation distress frequencies.

Signal Source: Unknown

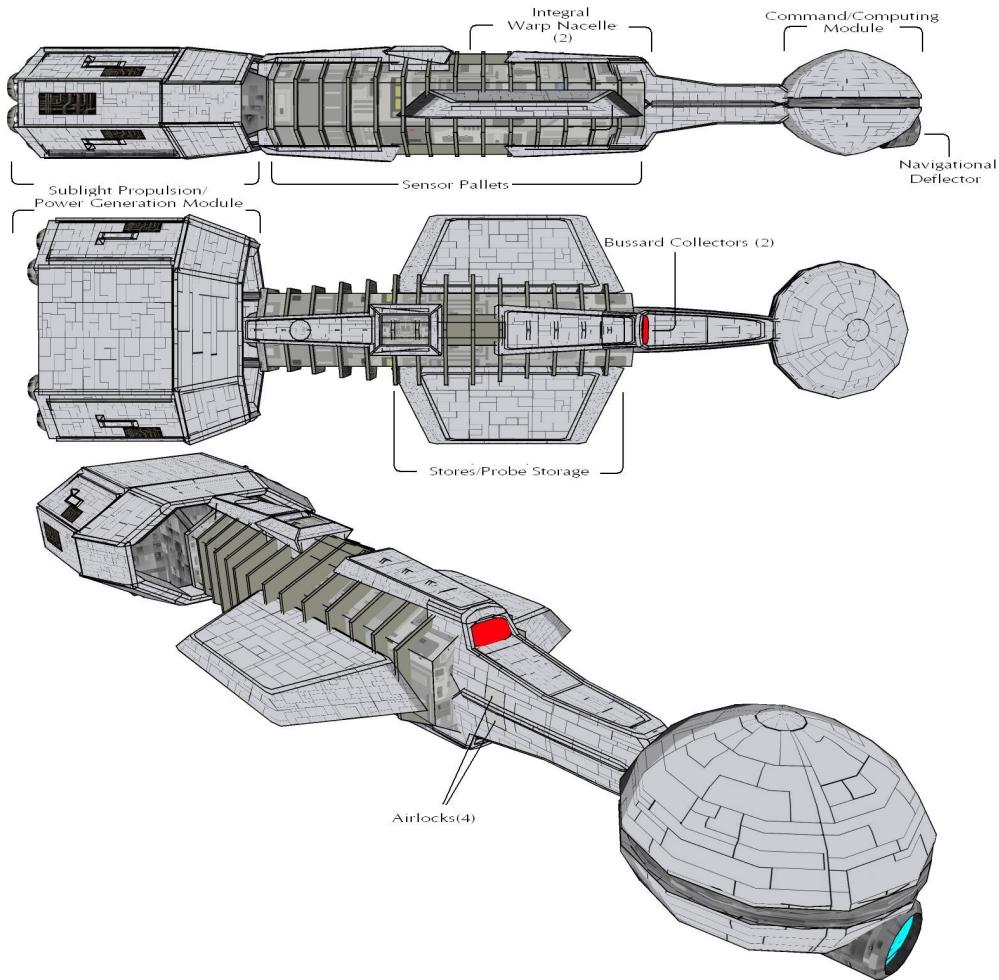
Signal Point of Origin: Bearing 174° Mk 003, Range 2.4 Light Years

Probable Location: Epsilon Thelonis system

Signal Strength: Strong

******Alert******

Handout #3: Hyperion Project Summary



Hyperion Profile and Specifications

Production Data

Origin:	United Federation of Planets)
Class and Type:	Hyperion Class Probe
Year Launched:	2289

Hull Data

Structure:	10
Size:	6, 8 decks
Dimensions:	300 x 80 x 40m
Crew:	None
Atmo Capable:	No
Separation Systems:	None

Operational Data

Transporters:	3 standard and cargo transporters	Cargo Capacity:	80
Tractor Beams:	1a	Life Support	<u>Class 1R (BB)</u>
Sensor Systems	<u>Class 3a (+3/CC)</u>	Operations Systems	<u>Class 4 (E)</u>

Propulsion Data

Impulse Engines:	SBC (.5c) (B)	Warp Drive:	PB-8 (Warp 4 / 5 / 6) (C)
------------------	---------------	-------------	---------------------------

Tactical

Phaser Cannon	1x Type II (A)	Deflector Shields	PFF 3 (B)
Penetration	2 / 2 / 2 / 0 / 0	Protection/Threshold	14/3

Miscellaneous

Maneuver Modifiers -2 C, -2 H, -3 T

The *Hyperion* was designed and built for a long-duration mission into the Gamma and Delta Quadrants, on what would be (essentially) a one-way mission. The craft was designed with to be as completely autonomous as possible with then-extant technology, with multiple redundancies and the most advanced self-repair capabilities of the time.

The craft can be divided into three sections- a propulsion/power generation module which handles sublight propulsion and contains the anti-matter bottles, the mid-ship section which contains deuterium bunkerage, miscellaneous stores, and the primary sensor array, and the Command/Computing module which contains the M-6a Multitronic processor core, secondary sensor array, and navigational deflector.

The Propulsion/Power Generation module is the most maintenance intensive portion of the craft and contains the greatest potential for catastrophic failure, and was therefore designed to be exceptionally robust. Most of the craft's self-repair capability (mounted and anti-grav waldoes) are concentrated here.

The Midships sections consists of a central core containing a variety of stores, capped (top and bottom) with the vessel's conformal warp drive nacelles, which were placed close inside armored casements to ensure adequate long-term protection, rather than propulsive efficiency.

Two sponsons contain the *Hyperion*'s array of 600 probes, (a mix ranging from Type 1 to Type 7), the transporter emitter arrays, and deuterium bunkerage. The outer layer of the midships section is "plated" with more than 800 sensor pallets (a predecessor to the designs used on the later *Ambassador*, *Galaxy*, and *Nebula* classes). When launched, this sensor array was the most comprehensive known to Federation science.

Command, Control and Research functions were entrusted to the then-experimental M-6a multitronic processor array, stored in the forward-most section, which also houses the vessel's long-range telescope, navigational deflector, and single phaser mounting.

There was considerable debate over whether or not to arm the craft, and the single Type II mount is fitted for utility purposes, and lacks the advanced targeting systems and fast-response actuators necessary for a combat vessel.

The Command/Computing module was also home to a Pioneer-style "commissioning plaque" which identifies the probe's origins, makers, and serves as the seal on a "time capsule" containing Federation First Contact packets on a variety of media.

The experimental M-6a Multi-tronics array placed aboard *Hyperion* was the most advanced artificial intelligence of its day- a direct refinement of the earlier M-5 prototype, developed by Doctor Alfonse Farqhar, primary systems programmer for the Daystrom Institute. Unlike the earlier M-5, the M-6a relied upon artificial neural engrams rather than human derivatives.

Rather than fully autonomous like the M-5, the M-6a was deliberately limited in its capabilities and potentials- a design process that continues to this day. Like later generations of Starfleet computer designs, the M-6a is self-aware, but is neither self-determining (autonomous) nor self-programming. The heuristic algorithms installed are deliberately limited to avoid the problems displayed by the M-5 and other autonomous artificial intelligences.

Subspace telemetry with *Hyperion* was lost in October 2292, and all further attempts to reach the probe met with failure. Long-range subspace scans revealed a series of unusual subspace anomalies in the probe's flight path. Post-mission review of the probe telemetry suggests the anomalies were likely not apparent to *Hyperion* herself, and it is assumed the probe was destroyed by the anomaly, though no evidence has been discovered to support this hypothesis.

***Hyperion* Mission Timeline**

November 2285- Captain James Lars proposes a long-range, warp-capable, deep-space probe to the Federation Science Council over the vehement objections of many figures in Starfleet. Concerns are voiced over the expense and utility of such a probe, the nature and type of equipment to be carried, the utility and need for such a mission. Counter-complaints are voiced, suggesting that the real problem is the perceived encroachment of such a probe into Starfleet's mission of exploration, given that such a probe would be cheaper to operate over the long run than a fully crewed starship. Despite (and following) extensive

and acrimonious political wrangling, the *Hyperion* Project is begun. System modeling and analysis is completed.

December 2287- Funding is approved by the Federation Council, and construction of the *Hyperion* begins in Earth orbit.

August 2289- Starfleet and the Federation Science Council launch the *Hyperion* probe. Three months of intensive testing and systems trials are completed successfully.

November 2289- *Hyperion* leaves Earth orbit, headed for neutral space between the Romulan and Klingon empires.

July 2290- *Hyperion* departs Federation space for uncharted territory. Subspace telemetry and scans normal. Minor malfunctions in secondary systems, repairs underway. Routine weekly check-ins proceeding on schedule.

October 2292- Subspace telemetry contact with *Hyperion* lost and not recovered. Long-range subspace scans reveal a series of unusual subspace anomalies in the probe's flight path. Post-mission review of the *Hyperion* telemetry suggests the anomalies were likely not apparent to *Hyperion* herself.

March 2331- Starship U.S.S. *ir'Ariil* visits and surveys the last known position of the *Hyperion*. No trace of either the probe or the anomalies are discovered.

Captain's Log Stardate 8356.4. Captain Spencer Kidd, U.S.S. *Ir'Ariil*, recording.

"Starship U.S.S. ir'Ariil now completing a survey of Sector 64113. We have spent the last three weeks patrolling this area looking for any evidence of the Hyperion probe, or the subspace anomalies present when that probe was lost.

Despite our best efforts- we've come up dry. This sector is almost completely empty- one unremarkable star, a handful of unremarkable planets, no moons, no debris fields, no anomalies- and no missing probe.

We are now departing the area at Warp 6, heading for the Gamma Eridonis system for shore-leave and restock.

All systems normal, and functioning."

KalkiSector/Sector 64113 Profile

The Kalki Sector/Sector 64113 lies nearly 200 light years coreward of the Federation and is considered both neutral territory and surpassingly unremarkable. Located in a "stellar void", the sector is empty except for a single star system containing a Type 3G V star, two Class D planetoids, and 2 Class J jovian giants.

The sector is notable only as the last known location of the *Hyperion* probe, which disappeared in the area in 2292.

The sector was formally surveyed in 2331 by the U.S.S. *ir'Ariil*, but no trace of the errant probe was found.

Long-range scans by the Argus array and a thorough analysis of the probe's telemetry suggest the presence of previously undetected subspace anomalies in Sector 64113 at the time of the probe's loss, but thorough analysis of the probe's telemetry- and the later survey by U.S.S. *ir'Ariil* failed to confirm this theory.

Handout #4 (Target Scan)

Sensor Scan: Object Number S-487219

Physical Dimensions: 300 x 80 x 40 meters

General Composition: Outer shell composed primarily of duranium and tritium compounds.

Anomaly: Considerable particulate build-up on outer hull

Anomaly: Radiometric dating estimates target age at ±500 years.

Atmosphere: N/A

Hydrosphere: N/A

Internal Temperature: 4.2° Celsius

Internal Humidity: 02 %

Life Signs: None

Organic Matter: Numerous Discrete traces

Power Sources: Profile suggests low-power deuterium fusion generators and Federation-standard M/ARA.

Anomaly: Extremely low power levels consistent with stand-by/cold-iron operation.

Emission Signatures: Low-level RF/Subspace emissions consistent with M/ARA system in shutdown/inoperative mode.

Low-level RF/Subspace emissions consistent with deuterium fusion Impulse propulsion array.

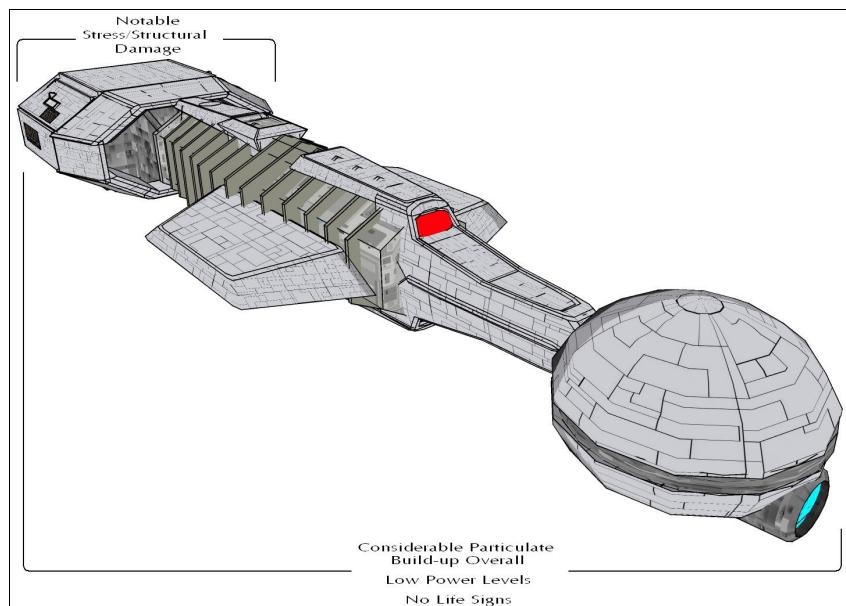
Anomaly: No Federation-standard navigation or comm signals from target vessel.

Specific Mass: Approximately 800 thousand metric tons

Classification: Federation Hyperion-class Probe

Systems Analysis:

Structural Integrity:	64% Nominal
Weapons Systems:	Offline
Shields:	Offline
Propulsion Systems:	Standby/Offline
Sensors:	Offline
Life Support:	Offline



Handout #5: System Status

Working,....

Online....

Day # 181,770 of Hyperion Mission

Day # 180,675 since loss of mission telemetry

System Status: Central Processor Core:	Stable at 94% capacity
Internal Network Connectivity	Standby- No signal
Subspace Telemetry:	Standby- Signal Interrupted
Structural Integrity:	64% Nominal
Weapons Systems:	Offline
Shields:	Offline
Propulsion Systems:	Standby/Offline
Sensors:	Offline
Life Support:	Offline
Transporters:	Standby

Handout #6: The Summons

As though using your communicator, contact crewman _____ in the shuttle, tell him you need assistance, and instruct him to join you in the central sensor bay.

USS Montpelier

NCC-2187

“Men may die, but the fabric of our free institutions remain unshaken...”

Production Data

Origin: United Federation of Planets
 Class and Type: *Excelsior* Class Explorer
 Year Launched: 2291 Refit: 2331, 2364

Hull Data

Size: 7, 30 decks Length: 465m
 Structure: 35 Crew: 650
 Cargo Capacity: 80
 Atmospheric Capable: No

Operational Data

Sensor Systems Class 2 (+2/C)
 Operations Systems Class 4 (E)
 Life Support Class 3 (D)
 Tractor Beams: 1 ad, 1 fv
 Transporters: 4 ea, personnel, cargo, emergency
 Shuttlebays: 1a Shuttles: 7 size worth

Propulsion Data

Impulse Engines: FIB-5 (.75c) (D) Warp Drive: Type LF-35 (Warp 6 / 9.2 / 9.8) (D)

Tactical

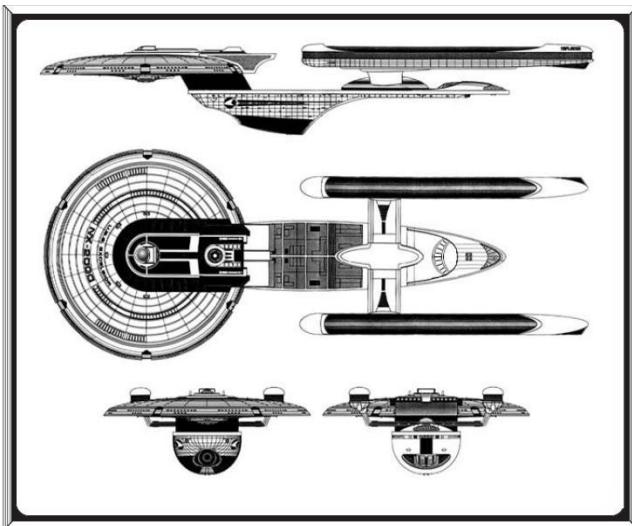
<u>Phaser Banks Type VIII (x5/E)</u>	<u>Photon Torpedoes MK40 DF (x6/E)</u>
Penetration 6 / 5 / 5 / 0 / 0	Photon Penetration 7 / 7 / 7 / 7 / 7
<u>Deflector Shields CIDSS-3 (C)</u>	
Protection/Threshold 15/3	

Miscellaneous

Maneuver Modifiers +1 C, +2 H, +3 T Traits: Battle-tested

The *Excelsior*-Class U.S.S. *Montpelier* was one of the last Flight-One *Excelsiors* built, and was commissioned in 2292. Since her commissioning, *Montpelier* has served on every front and in every major region of the Federation.

From 2332 to 2360, she served as a school ship for Starfleet Academy, conducting midshipmen cruises and offering real-world experience to three generations of Starfleet officers before being refitted and recalled to active duty in the wake of the losses at Wolf 359.



USS Montpelier Senior Staff

Position	Name	Species	Rank
Commanding Officer	Bennion Sinclair	Human	<i>Captain</i>
Executive	Roche	Daa'vit	<i>Lt. Commander</i>
Chief Engineer	Sitak	Vulcan	<i>Lieutenant</i>
Tactical Actions Officer	Richard Corwin	Human	<i>Lieutenant</i>
Chief Science Officer	Nyanza Entebbe	Human	<i>Lieutenant, JG</i>
Conn Officer	Shiv Athrun	Andorian	<i>Lieutenant, JG</i>
Operations Officer	Laura O'Connor	Human	<i>Lieutenant, JG</i>
Chief Medical Officer	Dr. Q'Rii,	Klingon	<i>Lieutenant</i>

Starfleet Bureau of Personnel

Starfleet Command

Bennion Sinclair

Age: 59
Species Human
Homeworld: Earth
Gender: Male
Eyes: Brown
Hair: Salt and Pepper (Black and Grey)
Rank: Captain

Current Assignment:
Commanding Officer, U.S.S. *Montpelier*, NCC-2187

Profile/History:

Captain Sinclair is a staid, patient officer of almost forty years' experience. Sinclair began his career as a science officer specializing in interspecies relations, but quickly changed to the Command track. He served aboard the starships *Ticonderoga*, *Enterprise* (NCC-1701-C), *T'Saav*, *Greene*, and *London* before being assigned as Executive Officer of the *Montpelier*. After five years Sinclair succeeded his captain and assumed command of the starship, a post he has held ever since.

Psychological Profile:

Captain Sinclair seems himself primarily as a teacher and an explorer. Two stints of shore duty at Starfleet Academy (plus the *Montpelier*'s tours as training ship) have inculcated something of a professorial mindset.

Sinclair is quiet, reserved, and dignified, and expects the best from his officers and crew. He can be rather demanding if he believes he's getting less than the best from his people, but is as quick to reward above-average performance.

Sinclair and the *Montpelier* have a slightly higher-than-average turnover rate among the officers and crew as the Captain is quick to promote and transfer those who excel, and quick to discard those he considers unworthy. Officers with Sinclair's stamp of approval in their personnel jacket almost invariably turn out to be outstanding officers, and other captains are happy to have them come aboard.

Attributes

Str 7 (+0) **Agl** 7 (+0) **Int** 12 (+3)* **Vit** 7 (+0) **Prs** 10(+2)* **Per** 7 (+0)
Quickness +2 **Savvy** +2* **Stamina** +0 **Willpower** +3 **Defense:** 7

Miscellaneous Scores

Courage: 4 **Health:** 7 **Renown:** 30 **Advancements:** 37

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+3	+5		+8	(Retrieve)
Enterprise-Administration	INT	+3	+4		+7	(Federation)
Influence	PRS	+2	+2		+4	
Inquire	PRS	+2	+4		+6	(Research)
Knowledge:Culture	INT	+3	+6		+9	(Human)
Knowledge:History	INT	+3	+6		+9	(Federation)
Knowledge: Politics	INT	+3	+3		+6	(Interstellar Relations)

Knowledge: Religion	INT	+3	+2		+5	
Knowledge: Specific World	INT	+3	+7		+10	(Earth)
Language- Fed Standard	INT	+3	+3		+6	
Language- Klingonese	INT	+3	+4		+7	
Language- Vulcan	INT	+3	+3		+6	
Medicine	INT	+3	+3		+6	(Psychology)
Negotiate	INT	+3	+5		+8	
Persuade	PRS	+2	+4		+6	
Ranged Combat:Energy	AGL	+0	+4		+4	(Phaser)
Repair	INT	+3	+4		+7	
Social Science	INT	+3	+5		+8	(Anthropology, Archaeology, Economics, Political Science)
System Operation	INT	+3	+5		+8	(Command)
Tactics	INT	+3	+3		+6	
Unarmed Combat	AGL	+0	+4		+4	(Starfleet Martial Arts)

Professional Abilities:

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

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

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

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

Pathos: Captain Sinclair has a knack for making people feel at ease and encouraging them to talk more freely. When making *Inquire* (Interview) tests, Captain Sinclair ignores all social penalties.

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

Starship Duty: Captain Sinclair meets all the prerequisites for his post aboard *Montpelier*.

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

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climates. Human adaptability has given Captain Sinclair 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: Sinclair is assigned as the captain of a starship, and is fully qualified for command.

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

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

Starfleet Bureau of Personnel

Starfleet Command

Roche

Age: 39
Species Daa'Vit***
Homeworld: Daa'V
Gender: Male
Hair: Black
Eyes: Brown

Rank: Lieutenant Commander

Current Assignment:

Executive Officer/Chief Science Officer, U.S.S. *Montpelier*, NCC-2187

Profile/History:

Roche is a seventeen year veteran of Star Fleet and is (at least according to rumor) in line for a command of his own.

Roche followed the lead of the Daa'Vit crown prince when he applied for access to Starfleet Academy, where he worked and studied hard. He graduated with high marks for tactical and strategic excellence, but was noted for a fiery temper and a tendency to hold grudges. His first duty station was the U.S.S. *Andor*, with her all-Andorian crew. After a rocky start, Roche realized the Andorians were kindred spirits- an fiery, passionate, warrior race and soom lowered his guard enough to learn the lessons they could teach him. An exemplary career in Starfleet followed.

Whether by divine intervention or blind chance, Roche had no dealings with the Klingons during his Starfleet career until posted aboard the *Montpelier*- who's Chief Medical Officer is Klingon. The two officers maintain a wary, cordial and professional stand-off. The two trust one another to do their duties honorably, but have not yet begun to overcome the wary animosity between their two cultures.

Psychological Profile:

Tall, gaunt and with a severe countenance accented by his Daa'Vit physiology, Roche is physically and socially intimidating and is considered difficult to get to know. A man with few close friends, Roche is fiercely loyal to those close to him.

In keeping with his training and upbringing, Roche considers tends to assess every situation from a strategic or military standpoint- looking at every encounter as a potential tactical exercise. He is proud of his role as a defender of the Federation, and tends to look for potential threats more than potential allies. That having been said, he is neither paranoid nor hyper-aggressive, and enjoys exploration missions every bit as much as combat.

Attributes

Str 10 (+2) Agl 9 (+1) Int 11 (+2)* Vit 11 (+2) Prs 10(+2)* Per 9 (+1)
Quickness +1 **Savvy** +2 **Stamina** +3* **Willpower** +2 **Defense:** 8

Miscellaneous Scores

Courage: 3 **Health:** 13 **Renown:** 20 **Advancements:** 14

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat	AGL	+1	+5		+6	(Simple Weapons)
Computer Use	INT	+2	+5		+7	(Retrieve)
Enterprise-Administration	INT	+2	+5		+7	
First Aid	INT	+2	+3		+5	

Gaming	INT	+2	+5		+7	(Poker)
Knowledge:Culture	INT	+2	+4		+6	(Daa'Vit)
Knowledge:History	INT	+2	+6		+8	(Federation, Daa'Vit)
Knowledge:Specific World	INT	+2	+6		+8	(Earth, Daa'V)
Language- Fed Standard	INT	+2	+3		+5	
Language- Daa'Vit	INT	+2	+2		+4	
Negotiate	INT	+2	+5		+7	(Mediate)
Persuade	PRS	+2	+4		+6	
Ranged Combat:Archaic	AGL	+1	+5		+6	
Ranged Combat:Energy	AGL	+1	+4		+5	(Phaser)
Repair	INT	+2	+2		+4	
Survival	PER	+1	+3		+4	(Desert)
System Engineering	INT	+2	+7		+9	(Weapons)
System Operation	INT	+2	+5		+7	(Tactical)
Unarmed Combat	AGL	+1	+3		+4	(Starfleet Martial Arts)

Professional Abilities:

Commanding Presence: When making a *Willpower* reaction test, Roche rolls an extra die (3d6) and keeps the higher of the two rolls.

Duty Officer: When advancing his *System Operation* skill, he advances at +2 levels per pick, but suffers a -4 penalty to tests not using his *Tactical* specialization.

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

Starship Duty: Roche meets all the prerequisites for his post aboard *Montpelier*.

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

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

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

Species Abilities:

Bonus Edge: High Pain Threshold: Daa'Vit are subjected to an intense, demanding lifestyle from early childhood and weaklings are not tolerated. As a result, they learn to endure considerable physical penalty.

Bonus Skill: Simple Weapons: Daa'Vit are trained as warriors from an early age, and nearly the entire populace has some skill with simple weaponry.

Hardy: Due to the demands of life on their homeworld, Daa'Vit are a tough durable people. Daa'Vit gain a +1 to *Stamina* reaction bonuses.

Long Memories: Three hundred years of conflict with the Klingon Empire have affected the Daa'Vit mindset towards the Klingons. Daa'Vit suffer a -2 penalty to all *Social* tests involving Klingons.

Edges/ Flaws:

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

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

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

***The Daa'Vit first appeared in the novel *Reunion* by Michael Jan Friedman.

Starfleet Bureau of Personnel

Starfleet Command

Sitak

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

Rank: Lieutenant

Current Assignment:

Chief Engineering Officer, U.S.S. *Montpelier* NCC-2187

Profile/History:

The son of a Vulcan high priest and an instructor at the Vulcan Science Academy, Sitak joined Star Fleet to explore the universe and for the research opportunities which would be denied him in a planet-bound laboratory.

Psychological Profile:

Sitak is closed, reserved, and extremely self-disciplined- essentially, a typical Vulcan. He is thoughtful and logical at nearly all times, but there is one particular instance in which his reserve slips: his engines.

Sitak secretly views his profession as high art and considers the *Montpelier*'s engine room his *Magnum Opus*. Once talking about the performance of the ship or theoretical improvements that might be made, the mask slips ever so slightly and the boyish enthusiasm peeks out.

Although relatively new to the *Montpelier*, Sitak has forged some fairly close ties to the other junior officers and is considered a steady, reliable friend.

Attributes

Str 9 (+1) **Agl** 8 (+1) **Int** 12(+3)* **Vit** 7 (+0)* **Prs** 7(+0)* **Per** 7 (+0) **Psi** 4 (+0)
Quickness +1 **Savvy** +1 **Stamina** +1* **Willpower** +3 **Defense:** 8

Miscellaneous Scores

Courage: 3 **Health:** 8 **Renown:** 8 **Advancements:** 4

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+3	+4		+7	
Construct	INT	+3	+3		+6	
Craft	INT	+3	+2		+5	(Vulcan Sand Calligraphy)
Knowledge:Culture	INT	+3	+5		+8	(Federation, Vulcan)
Knowledge:History	INT	+3	+2		+5	(Vulcan)
Knowledge:Religion	INT	+3	+3		+6	(Vulcan)
Knowledge:Specific World	INT	+3	+4		+7	(Vulcan)
Language- Fed Standard	INT	+3	+4		+7	
Language- Vulcan	INT	+3	+5		+8	
Physical Science	INT	+3	+2		+5	(Chemistry)
Propulsion Engineering	INT	+3	+5		+8	(Warp Drive)

Ranged Combat:Energy	AGL	+1	+2		+3	(Phasers)
Repair	INT	+3	+3		+6	
Space Science	INT	+3	+3		+6	(Astrophysics)
Structural Engineering	INT	+3	+3		+6	
System Operation	INT	+3	+4		+7	
Systems Engineering	INT	+3	+5		+8	(Electro-Plasma Systems)
Unarmed Combat	AGL	+1	+2		+3	(Starfleet Martial Arts)

Professional Abilities:

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

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

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

Species Abilities:

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

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

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

Psionic: Sitak has telepathic mental abilities.

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

Edges/Flaws

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

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

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

Starfleet Bureau of Personnel

Starfleet Command

Richard Corwin

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

Rank: Lieutenant

Current Assignment:

Tactical Actions Officer/Chief of Security, U.S.S. *Montpelier* NCC-2187

Profile/History:

Corwin was the son of the Starfleet Military Attaché attached to the Federation Embassy on Romulus and therefore had a very regimented childhood. Driven to excel, Corwin earned high marks in both the Academy and on the U.S.S. *Lancaster* and was promoted to Lieutenant only five years after graduating.

Psychological Profile:

Grim, dedicated, and determined, Lieutenant Corwin serves as *Montpelier*'s Tactical Actions Officer and Chief of Security. Stern and proper, Corwin allows little leeway in the interpretation of orders or regulations, but has the sense to adapt to changing circumstances. Corwin is cautious, looking for the hidden threat in any situation. With a bit of seasoning and experience, he'll make an excellent captain or Exec one day.

Attributes

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

Miscellaneous Scores

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

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+1	+3		+4	(Retrieve, Invasion)
Enterprise-Administration	INT	+1	+4		+5	
Athletics	STR	+1	+2		+3	(Gymnastics)
Inquire	PER	+1	+2		+3	(Fraternize)
Knowledge:Culture	INT	+1	+3		+4	(Human, Romulan)
Knowledge:History	INT	+1	+3		+4	(Federation)
Knowledge:Specific World	INT	+1	+3		+4	(Earth, Romulus)
Knowledge: Law	INT	+1	+2		+3	
Language- Fed Standard	INT	+1	+3		+4	
Language- Romulan	INT	+1	+3		+4	
Language- Vulcan	INT	+1	+2		+3	
Negotiate	INT	+1	+2		+3	

Persuade	PRS	+3	+2		+5	
Ranged Combat:Energy	AGL	+1	+5		+6	
Repair	INT	+1	+4		+5	
Survival	PER	+1	+2		+3	(Desert)
System Operation	INT	+1	+6		+7	(Tactical, Command)
Unarmed Combat	AGL	+1	+5		+6	(Starfleet Martial Arts)

Professional Abilities:

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

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

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

Species Abilities:

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

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

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

Edges/Flaws

Command 1: Corwin is assigned as the Tactical Actions Officer (and therefore a Department Head) aboard the U.S.S. *Montpelier*.

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

Starfleet Bureau of Personnel

Starfleet Command

Nyanza Entebbe

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

Rank: Lieutenant, Junior Grade

Current Assignment:

Chief Science Officer, U.S.S. *Montpelier* NCC-2187

Profile/History:

Born on the Federation colony world of Beta Niobe III, Entebbe is the son of Federation research scientists studying the flora and fauna of that world.

Entebbe abandoned his colony for Star Fleet, explaining why take just one world when he could study them all?

Psychological Profile:

Nyanza is a curious and dedicated researcher looking for the opportunities that would be denied him in a shore-bound laboratory, and occasionally becomes absent-minded, becoming too caught up in the phenomenon he's studying.

Thin, and bookish, Entebbe still stands 6 feet, 5 inches tall- though one wouldn't often realize it as he's perpetually hunched over instruments or laboratory experiments.

Attributes

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

Miscellaneous Scores

Courage: 4 **Health:** 10 **Renown:** 6 **Advancements:** 6

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+2	+3		+5	(Retrieval)
First Aid	INT	+2	+1		+3	
Investigate	PER	+1	+6		+7	(Forensics, Research)
Knowledge:Culture	INT	+2	+4		+6	(Human)
Knowledge:History	INT	+2	+4		+6	(Federation)
Knowledge:Specific World	INT	+2	+5		+7	(Beta Niobe III, Earth)
Language- Fed Standard	INT	+2	+5		+7	
Life Sciences	INT	+2	+3		+5	(Botany)
Observe	PER	+1	+2		+3	
Physical Science	INT	+2	+4		+6	(Physics)
Planetary Science	INT	+2	+4		+6	(Geology)
Ranged Combat:Energy	AGL	+1	+4		+5	(Phaser)

Repair	INT	+2	+5		+7	
Space Science	INT	+2	+5		+7	(Astrophysics)
System Operation	INT	+2	+5		+7	(Sensors)

Professional Abilities:

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

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

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

Starship Duty: Lieutenant Entebbe meets all the prerequisites for her posting with VMU-12.

Species Abilities:

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

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

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

Edges/ Flaws:

Command 1: Lieutenant Entebbe is assigned as Chief Science Officer (and therefore, as a department head).

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

Curious: When Lieutenant Entebbe spends a Courage point on an Academic test, he gains a +5 bonus instead of the usual +3.

Starfleet Bureau of Personnel

Starfleet Command

Shiv Athrun

Age: 25
Species: Andorian
Homeworld: Andor
Gender: Male
Eyes: Blue
Hair: White

Rank: Lieutenant, Junior Grade

Current Assignment:

Conn Officer, U.S.S. *Montpelier* NCC-2187

Profile/History:

A graduate of Starfleet Academy, Shiv was serving with a fighter squadron at the outbreak of the Dominion War. After Operation Return, Shiv was assigned to the *Montpelier*.

Psychological Profile:

Shiv Athrun has been described as quiet, nondescript, and determined. Being a conn officer has been Shiv's sole ambition since he was a young boy. He misses the comraderie of the fighter squadron, but is pleased with the prestige of service aboard the *Montpelier*.

Attributes

Str 6 (+0) Agl 7 (+0) Int 9 (+1)* Vit 7(+0) Prs 5(+0) Per 8 (+1)*
Quickness +1* **Savvy** +1 **Stamina** +0 **Willpower** +1 **Defense:** 7

Miscellaneous Scores

Courage: 3 **Health:** 7 **Renown:** 6 **Advancements:** 4

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+0	+1		+1	
Computer Use	INT	+1	+3		+4	(Hacking)
Enterprise-Administration	INT	+1	+2		+3	
Knowledge:Culture	INT	+1	+4		+5	(Andorian)
Knowledge:History	INT	+1	+3		+4	(Andorian)
Knowledge:Specific World	INT	+1	+4		+5	(Andoria)
Language- Andorian	INT	+1	+4		+5	
Language- Fed Standard	INT	+1	+3		+4	
Operate Vehicle	INT	+1	+4		+5	
Ranged Combat:Energy	AGL	+0	+4		+4	(Phaser)
Repair	INT	+1	+3		+4	
Space Science	INT	+1	+5		+6	(Astrogation)
System Operation	INT	+1	+6	+1	+8	(Flight Control)
System Engineering	INT	+1	+3		+4	(Flight Control)
Tactics	INT	+1	+4		+5	(Starship)

Unarmed Combat	AGL	+0	+4		+4	(Starfleet Martial Arts)
----------------	-----	----	----	--	----	----------------------------

Professional Abilities:

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

Evasive Manuevers: Athrun knows how to manuever the ship to her best advantage. When making System Operations tests to manuever the ship in combat, Shiv rolls three dice (instead of two) and keeps the highest two rolls.

Starship Duty: Lieutenant Athrun meets all the prerequisites for his posting with VMU-12.

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- Athrun: Keth Athrun consistently turns out some the finest pilots on Andor. Athrun members gain a +1 to *System Operation (Flight Control or Helm)* at character creation.

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

Edges/ Flaws:

Command 1: Athrun is assigned the Chief Conn Officer (and therefore a Department Head) aboard the *Montpelier*.

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

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

Starfleet Bureau of Personnel

Starfleet Command

Laura O'Connor

Age: 22
Species: Human
Homeworld: Earth
Gender: Female
Hair: Blond
Eyes: Brown

Rank: Lieutenant, Junior Grade

Current Assignment:

Chief Operations Officer, USS *Montpelier*, NCC-2187

Profile/History:

Bright, young and ambitious, Laura O'Connor is both gifted and beautiful.

Psychological Profile:

Known as a fire-brand, O'Connor hides a mild, but deep-seated insecurity beneath a devil-may-care nonchalance and go-to-hell attitude.

Attributes

Str	6 (+0)	Agl	10 (+2)*	Int	11 (+2)*	Vit	9 (+1)	Prs	6(+0)	Per	11 (+2)*
			Quickness	+2*		Savvy	+2	Stamina	+3	Willpower	+2
										Defense:	9

Miscellaneous Scores

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

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+0	+2		+2	
Computer Use	INT	+2	+5		+7	(Retrieve)
Knowledge:Culture	INT	+2	+4		+6	(Human)
Knowledge:History	INT	+2	+4		+6	(Earth)
Knowledge:Politics	INT	+2	+2		+4	(Federation)
Knowledge:Specific World	INT	+2	+5		+7	(Earth)
Language- Fed Standard	INT	+2	+5		+7	
Ranged Combat:Energy	AGL	+2	+3		+5	(Phaser)
Repair	INT	+2	+3		+5	
System Engineering	INT	+2	+5		+7	(Electro Plasma System)
System Operation	INT	+2	+6		+8	(All except Command)
Unarmed Combat	AGL	+2	+3		+5	(Starfleet Martial Arts)

Professional Abilities:

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

Hide In Plain Space: O'Connor knows how to use the space around the *Montpelier* to hide the

ship's emissions. When O'Connor is at Ops or the Conn, the TN of those looking for the ship is increased by +2.

Starship Duty: O'Connor has received all the training necessary to serve aboard a starship.

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

Species Abilities:

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

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

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

Edges/Flaws

Command 1: Laura serves as Chief Operations Officer (and therefore as a Department Head) aboard the *Montpelier*.

Innovative: Laura has gained the Flight Control Professional Ability Hide In Plain Space

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

Starfleet Bureau of Personnel

Starfleet Command

Q'Rii, son of Kodur, M.D.

Age: 30
Species Klingon
Homeworld: Qo'noS
Gender: Male
Hair: Black
Eyes: Grey
Rank: Lieutenant

Current Assignment:

Chief Medical Officer, U.S.S. *Montpelier*, NCC-2187

Profile/History:

Doctor Q'Rii is the son of a Klingon soldier and a Federation relief worker and was raised in the Federation after his family was killed during a House feud.

Raised by his mother and grandparents, Q'Rii learned to treat death, disease, and dying as a personal foe (much as his parents and grandparents had before him), and dedicated himself to that battle.

Psychological Profile:

Gruff and often stern, Q'Rii is a dedicated healer who battles illness and death with the ferocity and fervor with which a Klingon tackles any other foe. He brooks no argument, and considers following his medical advice to be the duty of all of his patients.

Q'Rii's bedside manner is very straightforward, but never brutal or abusive. He has little patience for weaklings or whiners, but genuinely hates to see people suffer unnecessarily.

Q'Rii does not share the Klingon's native antipathy towards the Daa'Vit as a whole, but he does tend to subconsciously bridle when forced to deal with the Executive Officer. Thus far, the two officers have maintained a wary, professional cease-fire between them.

He is also murderously tired of people asking if he uses a d'h'tahg instead of a scalpel...

Attributes

Str 11 (+2) **Agi** 11 (+2)* **Int** 12 (+3)* **Vit** 13 (+3) **Prs** 9(+1) **Per** 8 (+1)
Quickness +2 **Savvy** +1 **Stamina** +5 **Willpower** +3* **Defense:** 9

Miscellaneous Scores

Courage: 3 **Health:** 15 **Renown:** 10 **Advancements:** 6

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat	AGL	+2	+2		+4	Klingon Traditional Weapons
Computer Use	INT	+3	+3		+6	(Retrieve)
First Aid	INT	+3	+4		+7	
Investigate	PER	+1	+4		+5	
Knowledge:Culture	INT	+3	+3		+6	(Klingon, Federation)
Knowledge:History	INT	+3	+3		+6	(Klingon, Federation)
Knowledge:Specific World	INT	+3	+5		+8	(Earth, Vulcan)
Language- Fed Standard	INT	+3	+4		+7	
Language- Klingonese	INT	+3	+4		+7	
Life Science	INT	+3	+4		+7	(Biology)

Medicine	INT	+3	+5		+8	(General, Surgery, Pathology)
Physical Science:	INT	+3	+3		+6	(Chemistry)
Ranged Combat:Energy	AGL	+2	+3		+5	(Phaser)
Repair	INT	+3	+1		+4	
Survival	PER	+1	+2		+3	
System Operation	INT	+1	+3		+4	(Medical)
Unarmed Combat	AGL	+2	+2		+4	(Starfleet Martial Arts)

Professional Abilities:

Diagnosis: Doctor Q'Rii has received special training in diagnosing alien diseases and toxins.

Whenever Q'Rii makes a *Medicine* test to identify an alien pathogen or disease, he gains a +2 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.

General Medicine: Doctor Q'Rii has received a wide range of medical training in order to deal with any situation that might arise aboard a starship. Whenever Q'Rii makes a *Medicine* test, he receives a +2 bonus to the result.

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

No Butchery: Knowing that his skill may be called upon in the most primitive circumstances, Q'Rii has been specially trained- and can ignore penalties to *Medicine* or *First Aid* tests for antiquated or inadequate equipment.

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

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

Species Abilities:

Brak'lul: Klingons have a redundant physiology that renders them resistant to physical damage. Klingons enjoy a +2 to *Stamina* and shrug off stun effects in half the time.

Bonus Edge: High Pain Threshold: Q'Rii's Klingon physiology renders him less susceptible to pain than normal (reducing all injury penalties by 2).

Ferocity: When pushed past his breaking point, a Klingon may fly into a trance-like rage, gaining +1 Health, and a +2 to *Armed* or *Unarmed* (but not *Ranged*) *Combat*. The rage lasts for a number of rounds equal to the characters Vitality, and may only be stopped when the duration runs out or all his opponents (or he) lies dead or the character spends a Character Point. Klingons may "rage" once per day.

Honor: Klingons place great stock in their honor, and may add their Renown bonus to interactions with other Klingons (for good or ill).

Skilled: Q'Rii's human heritage opened him up to a broad range of experiences, and as a result, he received two additional skill picks during Character Creation.

Edges/Flaws

Command 1: Doctor Q'Rii has been assigned as Chief Medical Officer (and a Department Head) aboard the U.S.S. *Montpelier*.

Dodge: Q'Rii gains a +3 bonus to *Quickness* when taking Dodge actions.

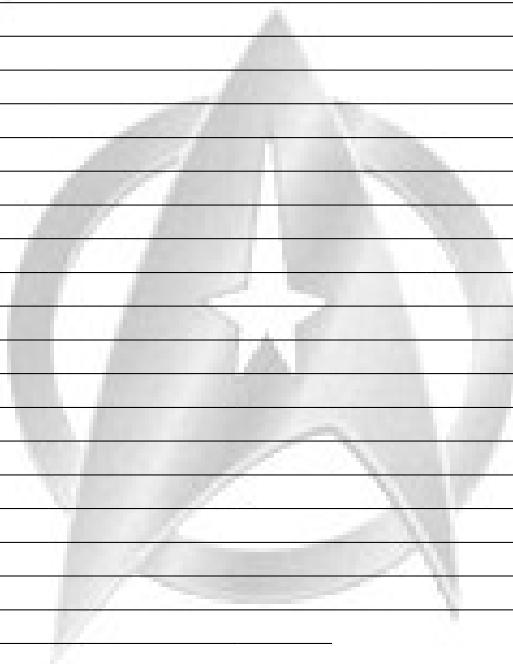
Promotion 2: Dr. Q'Rii holds the rank of Lieutenant in Starfleet.

7TH FLEET SCORING SHEET

Benchmark	Bonus	Achieved
PCs navigate through the Epsilon Thelonis system without: incident.	+1	▢
PCs successfully transit the wormhole:	+1	▢
PCs locate and board the <i>Hyperion</i> :	+1	▢
PCs repair <i>Hyperion</i> :	+1	▢
PCs escape <i>Hyperion</i> (through guile, cleverness, technology or : force of arms.	+1	▢
PCs persuade <i>Hyperion</i> to release them through logic- or better : yet- through an appeal to Starfleet's highest principles (and good role-playing).	+2	▢
PCs return <i>Hyperion</i> to her mission:	+1	▢
PCs return <i>Hyperion</i> to her mission <u>without</u> destroying her: new programming.	+3	▢
PCs successfully reboot <i>Hyperion</i> 's base program:	+1	▢
Per PC or NPC sacrificed (either killed or left behind) on this : mission.	-1	▢

/ 9

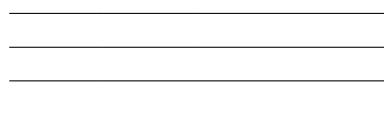
Proctors Notes:



Proctor:

Crew: _____ **Final Score:** _____ / 9

Officers Present:



Reviewed By: _____

Commanding Officer

Fleet Commander