

STAR TREK ROLEPLAYING GAME

The Taste of Ashes



A Fleet-Level Adventure
For Starfleet

SHATTERED STARS #04

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Introduction

"The Taste of Ashes" is an adventure for use with the *Star Trek: Role playing Game* by Decipher. It is the fourth adventure in the "Shattered Stars" campaign and is suitable for a crew of 2-6 *advanced* players playing a Starfleet crew during the Voyager/Post-Dominion War 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 starship U.S.S. *Sakarya* is dispatched to investigate a powerful subspace phenomenon taking place in the Romulan Neutral Zone near the Devari nebula. Upon arrival, *Sakarya* discovers traces of a short-lived subspace tear, and a largish asteroid that exited from the same (and is beginning to break up).

With little or no warning, a second subspace tear occurs, vomiting up the U.S.S. *Erebus*, which suffers a minor collision with *Sakarya* before coming to rest nearby.

The *Erebus* is in sad shape- main power is out, her hull integrity is down to less than 30%, and she's heavily irradiated. Numerous weak life signs can be detected aboard- but it appears that roughly a quarter of her complement is dead.

Worse yet, *Erebus* is lost out of time- she disappeared in 2255- more than a hundred and thirty years ago.

With their own wounded tended to, the heroes beam aboard the crippled *Erebus* in order to render what assistance they can- only to discover that the ship and her crew are doomed- their quantum signature is radically different than our own, and will die lingering deaths.

Recommended Date/ Season/Stardate:

2388/ Voyager 18th Season / 65273.9

Setting:

Otorin Sector- Deep space near the Federation/Romulan border.

Background:

The Romulan Neutral Zone is a light-year thick buffer area between the United Federation of Planets and the Romulan Star Empire. Entry into the zone by the military vessels of either side is an act of war.

The Romulan Empire and the Federation have also signed a treaty prohibiting either side from developing subspace weapons- extremely dangerous devices that can disrupt the fabric of reality itself. Both sides take violations of this treaty very seriously, and neither side trusts the other not to break it.

Finally, the Devari Nebula- an unexplored and barely charted cloud of gas and dust- is located in the Neutral Zone, and is therefore off-limits to the starships of either side.

The Devari Nebula is avoided by all merchant traffic- even smugglers and pirates, who consider the entire area "ill-omened".

Advice To the Narrator

"The Taste Of Ashes" is a very different Star Trek adventure, and must be carefully considered before being run or incorporated into a standard campaign.

"The Taste of Ashes" is intended for very advanced players (and/or Trekkers), with subtle clues and hard challenges based on trivia from the show. Unlike other Star Trek RPG adventures, the story is predicated upon exploring the emotions of the characters, and their reaction to camaraderie, painful loss, and death with dignity.

Unless the players (and their characters) are very, very sharp, the will preside over the death and destruction of crew of the *Erebus* is doomed- a taste of ashes indeed.

ACT ONE

New Orders

The Narrator should open the story *in media res*, with the captain and his officers at their posts on the Bridge. The Captain should receive New Orders (Handout #1) at this time.

Once the Captain has had a chance to bring his crew up to speed, the Narrator should inquire about the ship's status and operating routine. The *Sakarya* is preparing to enter the Neutral Zone to investigate potentially dangerous conditions- and the crew should specify what precautions and preparation they're taking before they arrive.

If none of the player characters raise objections to entering the Neutral Zone, the Narrator should use one of the NPC's to do so.

Entry into the Zone by a starship constitutes an act of war. Unless they're very careful, *Sakarya* could trigger the very event they're trying to prevent.

Sensor Scans

The area affected by the subspace and energy spikes is at medium range (when *Sakarya* reaches the edge of the Neutral Zone). A TN 10 *System Operations (Sensors)* test will reveal no current activity in that area, though gravimetric readings are muddled, and the particle count is significantly higher than they would normally expect.

A successful scan will reveal a Class D asteroid, but a Superior success (a roll of 16 or higher), will note both the asteroid's unusual ionic signature and sensor anomalies which might- or might not- be cloaked vessels.

A TN 5 *Computer Use (Retrieve)* or *Enterprise- Administration (Starfleet)* will turn up another minor surprise- there's no record of that particular asteroid in this sector.

For each additional successful *System Operations (Sensors)* test, the characters may ask two additional questions about the asteroid and the surrounding area- but the distance makes fine readings difficult. In order to get more precise data, the *Sakarya* will have to go closer- and enter the Neutral Zone.

Entering The Zone

Although the crew has been authorized by Starfleet Command to act at discretion,

actually making the decision to enter the Neutral Zone should give each of the officers pause. Crossing into the Neutral Zone is a very big step, and *Sakarya*'s actions will likely have consequences far beyond their current mission.

Should the captain and crew refuse to enter the Zone without further provocation, the Narrator should skip straight to The Relic below (then play Turbulence and The Rock) as *Sakarya* approaches the *Erebus* wreck.

Turbulence

As *Sakarya* enters the area, she begins encountering moderate gravimetric shears, and elevated particle counts which cause her to jolt and bounce uncomfortably. A Challenging TN 15 *System Operation (Helm)* can steer the ship around the worst of the turbulence, or a TN 10 *System Engineering (Shields)* or *(Deflectors)* test can retune the shields to obviate the worst of them (at the cost of reducing the shield's Threshold by 1).

The Rock

Arriving at the scene of the purported distortions, *Sakarya* discovers a large Class D asteroid. A TN 10 *System Operation (Sensors)* test will earn them Asteroid Analysis (Handout #2). A Superior test (a roll of 16 or higher) or each subsequent roll will allow them to ask two specific questions about the asteroid, its composition and behavior, and/or the surrounding area. Each scan takes approximately three minutes.

The area hosts several faint gravimetric and subspace distortions- remnants of a subspace tear- back along the asteroid's course (and the beginning of the fragmentation and debris trail). A TN 5 *Physical Science (Astrogation)* or *System Operations (Conn)* test will confirm that the asteroid and its debris trail begin at the point of the subspace rift.

The handout specified several anomalies specific to the asteroid- namely the chroniton and verteron particles, the unusual ionic signature, and the on-going disintegration of the asteroid.

A TN 10 *Physical Science (Physics)* or *Space Science (Astrophysics)* test will confirm that the verteron and chroniton particles are consistent with traveling through a subspace rift or other anomaly. The course and speed (and subspace

remnants) suggest that the asteroid did indeed travel through such an anomaly.

The ionic signature and fragmentation are interrelated. As outlined in the *Erebus Effect* (below), the asteroid is not merely fragmenting- it is disintegrating due to the harmonic incompatibilities between its atomic structure and that of our “native” universe.

The Narrator is advised to tread very cautiously here. Unless the heroes ask specifically about the quantum signature or frequency of the asteroid (or later, of the *Erebus*), the Narrator should not mention it. Within that stricture, however, he should answer the crew's questions honestly and accurately. The asteroid's structure is disintegrating and has an unusual ionic signature consistent with rapidly accelerated atomic decay.

Optional Scene- A Near Miss

This scene should only be played if *Sakarya* enters the Neutral Zone before the *Erebus* arrives.

After the heroes have a chance to analyze the asteroid for a bit, the Science Officer should receive Proximity Alarm (Handout #3). The Narrator should count how many seconds it takes from handing the warning to the Helmsman rolling his *System Operations (Conn)* test (a bit of leeway should be given if the player panics and asks what to roll).

The TN is equal to 5 + the number of seconds between the handout being given and the dice hitting the table.

If the player makes the test, then *Sakarya* ducks out of the way without damage. If he fails by five or fewer points, the ship suffers 1d6 damage (and the shields are reduced by 10% per point of damage). If the test is failed by 6-10 points, then *Sakarya* suffers 2d6 points of damage, and one block of damage to her shield grid.

If the test is failed by 11 or more points, *Sakarya* suffers 3d6 points of damage and two blocks of damage to her shields.

For each three points of structural damage *Sakarya* suffers, she also suffers one block of random system damage.

In short- the poorer the helmsman did, the worse shape the ship is likely in. (*Erebus* is already in pretty bad shape, so the adventure glosses over any collision damage she might

suffer).

The Relic

As the heroes watch on the main view screen, *Sakarya* is swamped by a blast of turbulence, radiation, and energy as a subspace rift opens and a massive starship emerges.

Collision or no, she comes to rest approximately one hundred thousand kilometers from the asteroid. If *Sakarya* is already in the Neutral Zone, the newcomer comes to rest one hundred kilometers away from the heroes.

The vessel is obviously a Federation starship, and clearly in distress- disabled and adrift. She doesn't answer hails*, and many of her exterior lights are darkened- she has apparently suffered fairly extensive system damage.

A *TN 10 System Operation (Sensors)* will earn the heroes Starship Analysis (Handout #4). As before, a Superior success or a subsequent roll will earn them the right to ask two additional questions about the drifting *Erebus*.

Once they've reviewed the handout a/o identified the ship's hull number, any request will earn them *Erebus Profile (Handout #5)*.

If *Sakarya* suffered a collision, damage control actions (as necessary) will likely keep the *hero* crew busy initially, but sooner or later, the crew will need to deal with their new find.

**Particularly inventive characters might attempt to contact the Erebus using hand communicator frequencies. If the heroes think of this technique, they should be allowed to do so- though they will be in touch with a junior crew man in one of the Damage Control parties, and it will take some time to contact the bridge.*

Making matters worse, the heroes must walk a fine line between saying too much and too little. Matters aboard the Erebus are difficult, and the last her crew knew, they were the only ship in the area- meaning the crew may become suspicious of offers of swift assistance.

The Rescue

Before beaming over to assist *Erebus* the heroes will need to specify precisely what equipment they are bringing with, where they are beaming to, and precisely how they intend to proceed.

As soon as they materialize, smart characters will do a scan of the environment- particularly for radiation or other contaminants. A TN 10 *Physical Science* or *Life Science* (with a +5 bonus for the tricorder) or a TN 10 *System Operation (Sensors)* test should convince the heroes that the area is clear.

Not surprisingly, *Erebus* is in fairly sad shape- most of her systems are off-line, and many of her crew are injured.

The corridors are the familiar square hallways seen so often in TOS, with the triangular archways between sections. The *Erebus* crew are dressed in standard uniform for the times- black trousers, boots, and blue, gold, or red tunics.

The corridors are dark, lit only by emergency lighting, and the air is heavy with the smells of smoke, hot metal, and ozone.

Unless the crew beam directly to the Bridge, they'll encounter junior personnel (and if they're lucky a department head) in various states of confusion. Rumors are swirling around the ship as to what caused their current predicament- each more improbable than the last. The rumor with the most currency as the heroes beam aboard is that of a Romulan attack. Confusion and fear are rampant, and as heavy in the air as the smoke.

An TN 15 *Influence* or *Persuade* test will determine how the heroes are received.

The heroes receive a +1 bonus if they identify themselves as Starfleet, and a +5 bonus if they trouble to switch into the uniforms of the period.

On a success, the heroes are subjected to a quick search, deprived of their weapons and equipment, and then hustled up to the Bridge for a quick consultation with the Captain.

A Superior success will allow them to hold onto their gear before being hustled up to the Bridge, and an Extraordinary success will allow them to skip the search entirely.

On the other hand, should the heroes behave in a hostile or uncooperative fashion (brandishing or using weaponry, assaulting *Erebus* crew, or refusing to identify themselves

or follow orders), they'll be attacked in mass, stunned, and escorted to the brig instead.

The sole exception to this treatment would be the medical officer. There are a lot of wounded and injured aboard the *Erebus*, and the heroes' surgeon should be able to bully his way into going to work immediately. While everyone else is being carted up to the Bridge, the surgeon will be escorted to Sick Bay.

Captain Franklin

As the heroes enter the bridge, they find a dignified older man, thick-set but fit, attempting to restore order to the Bridge. He is wearing a gold shirt with two-and-a-half stripes on each sleeve.

The bridge itself is not terribly different from that aboard one of the original *Constitution* class, though this one seems to trend somewhere between Pike and Kirk. Rather than the sleek, multifunction panels prevalent aboard modern starships, *Erebus* makes do with buttons, switches, and knobs.

Several panels have been torn open either by damage or by repair crews, and the main viewer is filled with static. The Engineering, Communications, and Helm stations are manned, but the Navigation, Science, and other stations are not.

Captain Franklin has a communicator in one hand and an-old style pad in the other and is busy checking data on one while giving orders on the other. As the heroes enter, he is saying something about, "Never mind the primary, just rewire the secondary directly into the feed and let's go from there."

He will swivel kick his chair around to view the intruders, swivel away and then do a double-take. He will then eye each of the new arrivals carefully before asking, "What's all this?"

Knowing that *Erebus* is the only ship in the quadrant, he will initially be skeptical of the heroes' claims- but a TN 15 *Influence* or *Persuade* test (with the same bonuses as before) will convince him. If the characters have behaved in a belligerent fashion (as defined above) they suffer a -10 penalty.

Franklin is honest and open, and chooses to believe the best in people. The worst thing the heroes could do at this point is lie to him- fools do not rise to command of ships such as *Erebus*.

Once he's convinced that the characters are who they claim to be, he'll eagerly accept them as brothers-in-arms, both offering whatever assistance his ship can provide and accepting whatever assistance the heroes can offer.

Sick Bay

Erebus' sick bay is currently swamped with a ship load of minor injuries and a handful of major ones. Doctor Chatham will greet his professional colleague with a terse, "Doctor" and then inquire about his specialties (if any) and put him to work immediately.

Treating *Erebus*'s wounded should be treated as an Extended TN 150 *Medicine* test, with each roll accounting for ten minutes of work. Based on this, the staff should be able to treat most of the minor injuries in less than three hours. By any measure, this is fast, capable work- Doctor Chatham and his staff know their business.

It doesn't hurt, however, that most of the injuries suffered are minor- breaks, burns, bumps, and contusions, though many of the crew seem to be suffering from nausea and mild headaches (probably a result of the subspace transition). A number of the crew fainted, and in addition to other needed treatments, Chatham is giving his people stimulants to keep them on their feet.

In order to help fill the time (and keep the doctor interested), the Narrator is advised to fill in certain details about the crewmen and their injuries (all mostly minor).

Among this mix of pained faces should be Yeoman McAdams, a pert, lively blond woman of perhaps twenty two years. Her primary injury is a "green stick" fracture of her right forearm (easily treated with a protoplaser or even just a mild analgesic). A further complaint is headache, nausea, and mild weakness. A TN 10 *Medicine* or *First Aid* test will reveal that McAdams is suffering from both stress (elevated heart beat, adrenal reaction, and blood pressure) and is about five weeks pregnant. Only an Extraordinary success (a roll of 21 or higher) will detect that her lifesigns are weakening (though the proximate cause won't be readily apparent).

A specific check for radiation will confirm that she is free from radiation.

The Engine Room

Erebus' main engine room is a massive structure almost as large as the *Sakarya*'s. The layout is similar to that aboard the old *Constitution* class with the primary work area sitting atop the M/ARC and just forward of the impulse coils- but far larger. Work stations, control circuits, and machine benches occupy most of the available deck space. The smell of burned circuitry, ozone, and lubricants is heavy in the air.

A TN 10 *Physical Science* test (with a +5 for the tricorder) will confirm that there is no radiation leakage from either the warp core or the impulse reaction chambers- in short, the area is normal.

Repairing the warp core is an Extended TN 150 *Propulsion Engineering (Warp Drive)* check, with each roll counting for an hour's work.

The Arboretum

Should any of the heroes go looking for Lieutenant Pfizer (*Erebus'* Science Officer) they will find him in the main arboretum, conducting tricorder scans over the various plants. Pfizer is both bemused and troubled- every plant in the arboretum (including his prize roses) is dying, and he can't figure out a cause. A *Life Science (Botany)* or *(Biology)* test (+5 for the tricorder) will confirm it. All of the plants are suffering either severely reduced life cycles or are dying and rapidly decaying outright. The symptoms are consistent with extreme radiation poisoning and perhaps with the "negative energy" field encountered by the *Enterprise* in Sector 39J. There is a low-level ion charge in the room, but sensors do not, however detect the types of ionizing particles consistent with standard radiation exposure.

First Symptoms

As the heroes finish up the last of the minor injury cases, one of the security guards (Ensign Patterson) staggers in looking extremely pale and wan. He will head for one of the biobeds a/o nurses, but seem to choke and then vomit up blood and bile before collapsing.

As the heroes shuffle him to a bed and begin scanning, one of the nurses will accidentally pull out a clump of his hair.

The boy is extremely weak, nauseous, and

barely coherent.

A TN 10 *Medicine* test will reveal internal bleeding and rampant cellular decay. A Superior success (a roll of 16 or higher) will confirm that these symptoms are consistent with severe radiation exposure and poisoning. The only problem with this diagnosis is that the scans come back negative for radiation.

Only emergency surgery will save Patterson, and Chatham asks for the *Sakarya*'s physician to assist. The first course is to get Patterson on an IV and a very hefty dose of anti-radiation meds.

The surgery itself is an Extended TN 50 *Medicine (Surgery)* test, with each roll taking $\frac{1}{2}$ hour. Once the surgery is completed, Patterson gains one full wound level and is resting quietly. Unfortunately, the respite is temporary. One hour after the surgery is completed, young Patterson begins fading again.

Damage Reports

Further complicating the crews' efforts, the repairs they've accomplished begin failing. Once every half hour, *Erebus* suffers one point of structural damage, and one block of randomly determined systems damage.

A TN 10 *Structural, Propulsion, or Systems Engineering* test (as appropriate) will reveal that the system (or hull) is suffering severe metal fatigue or decay in electronic pathways, or other appropriate failure. A TN 10 *Physical Science (Physics)* or *Space Science (Astrophysics)* will confirm that these symptoms are consistent with severe radiation bombardment or accelerated aging- but there's no detectable radiation.

Exposure

This scene is a bit of a floater- and can happen at any point in the adventure when the heroes notice the damage they've been taking.

The Narrator should be secretly rolling *Stamina* checks for the players each hour after they board (or are otherwise exposed to the *Erebus* or her equipment or personnel). If they fail, they suffer the damage listed in The Erebus Effect, below.

Initially, the symptoms are limited to nausea, dizziness, and mild headaches, but once the character drops down to Wounded, the first gross symptoms appear- hair loss, and the

reopening of old wounds.

A TN 10 *Medicine* test will reveal that the heroes are suffering the same decay as the *Erebus* crew. This is about the time panic (among your players) should begin in earnest.

Despite the best efforts (and the best medicines and treatments available), anyone exposed to the *Erebus*, her crew, or her cargo for more than an hour will suffer the decay- *Sakarya* and her people are safe so long as they stay at least 25,000 km away.

Once the character has taken damage, the player should begin making his own *Stamina* checks.

Lab Work

Determining the nature of the affliction striking both the heroes and the *Erebus*, will require a TN 120 *Medicine* or *Physical Science* test. Savvy characters might disbelieve the information their sensors are telling them, and begin looking for "hidden" radiation or other anomalies that might explain the decay. The Narrator is encouraged to allow them to waste their time and energy in such pursuits- there is no unusual radiation, no "undetected" particle, no outside interference causing the decay.

The unusual ion signature noted in both the asteroid and the *Erebus* is a clue, but it's also a dead-end. A TN 15 *Physical Science (Physics)* test will confirm that the energy produced in the ion field is an exact match for the amount of mass lost- the matter is being converted directly into energy.

If (and ONLY if) the heroes think to check the *Erebus* quantum frequency signature, they may tumble to the truth. *Erebus* is dying because her quantum signature is "wildly" out of tune with our own. She's disintegrating because her own molecular structure is too alien to survive in our universe.

Unless they tumble to the disparity in the *Erebus* quantum frequency, the crew will continue to face a wild goose chase- while *Erebus* and her crew continue to fail- and die-around them.

ACT TWO

There Always Are Possibilities

Once the heroes think they have the matter in hand (whether they're right or not), they can begin looking at possible solutions to the problem. As outlined in Death, Not Defeat (below), the obstacles facing the crews are all-but insurmountable.

Whatever the heroes choose to do, whatever actions they decide upon, the Narrator must be very careful not to steer them in any particular direction. They should be free to pursue whatever course they decide- whether it is ultimately futile, or not.

Listed below are various approaches that the crew might try.

➤ Reopening or opening a new rift- the rift that deposited *Erebus* here was a unique, natural phenomenon about which almost nothing is known. It is possible that they might use *Sakarya*'s main navigational deflector to reopen a rift, but if it's done wrong, it would be extremely taxing for the ship, and if it's done wrong, could cause a dangerous subspace shock wave or worse. Even if the crew were able to create a new rift without doing catastrophic damage to themselves or the space-time continuum, there's no guarantee that the rift would lead to the right time or place- the odds are infinitesimally small that a random rift would open to the right time and place. Also, *Erebus* is in no condition to attempt a re-transition.

If- and **ONLY** if- the heroes inquire specifically about the silithium in the asteroid, the Science Officer or Chief Engineer should be allowed to make a TN 20 *Space Science (Astrophysics)* test. This test may not be attempted a second time, nor may it be turned into an Extended test- the character either knows or he does not.

A success will reveal that the silithium isotope can be resonated to find the "proper" subspace frequency to open a rift to send the *Erebus* home.

➤ Generating a forcefield or subspace field to protect the *Erebus* and her crew. The problem with this plan is that it would be a stop gap measure at best. The other consideration is that creating a warp field powerful enough to shield *Erebus* from the effects of the surrounding universe

would require nearly all of *Sakarya*'s resources and place her all-but-on-top-of the *Erebus*- exposing the crew to the effect.

➤ Using the transporter to "retune" the *Erebus* crew. The problems with this approach are both technical and logistical. First and foremost, the pattern buffer isn't designed for that sort of modification. Target Numbers would need to be set ridiculously high (30 or higher) and any error would be automatically fatal to the transport subject, and would do extensive damage to the transporter as well. Second, each of the surviving 618 *Erebus* survivors would have to be "modified" individually. With a sixty-second (or longer) transport window, most of them don't have that long- even if the process were guaranteed to work.

Each the proposed solutions presents formidable problems, but of all of those listed, reopening the rift presents the greatest likelihood of survival for *Erebus*.

Cloak and Daggers

As the heroes continue to work on possible solutions, they detect a sensor anomaly behind them, which quickly resolves itself into a Romulan *D'Deridex* class warbird- which significantly outguns both *Erebus* and *Sakarya*.

Commander Tarus is not in a pleasant mood, and was sent into the Neutral Zone on an errand similar to *Sakarya*'s- to investigate what looks like subspace weapons research.

Tarus will be curt and unyielding- the presence of the Federation vessels is a violation of the Neutral Zone and an act of war. If they withdraw immediately, the incident will be logged as a navigational error. If they fail to do so, they will be destroyed.

Tarus is not interested in stories about vessels from other times or dimensions, and quite frankly, doesn't care about the fate of the *Erebus* in the slightest. Her orders are to chase the Federation out of the Neutral Zone and to destroy anything that looks like subspace weapons research- and that's precisely what she intends to do.

If the heroes can make a TN 15 *Influence, Persuade*, or *Negotiate* test, Tarus will

grudgingly grant them one hour (per degree of success) to effect repairs. A Marginal success will gain them an hour. A Complete success will gain them two, and so on.

Reprise or no, Tarus is clear- if either vessel begins carrying out what look like subspace weapons experiments, *Morion* will open fire. Having made her threat, *Morion* will retreat to a range of 100,000 kilometers and keep watch. (At this range of course, *Morion* is immune to the *Erebus* Effect, which might serve as a clue to the heroes).

Preparations

In order to re-open a rift, *Sakarya* must emit a focused graviton beam through her main deflector dish (her tractor mounts cannot generate a large enough field).

Modifying the dish to deliver the field will require an TN 150 Extended System *Engineering (Deflectors)* check, with each round accounting for ten minutes worth of work.

A TN 10 *System Engineering* test will also reveal that generating the anti-graviton field will impose a number of severe constraints on *Sakarya*.

First, she will need to stay within 70,000 kilometers from the focal point of the rift (placing her in harm's way should something go disastrously wrong).

Second, generating the field will place a tremendous drain on her systems, and finally- most critically, it will compromise her ability to generate a stable shield bubble.

For the duration of the beam (which must be maintained until *Erebus* slips through the rift), *Sakarya*'s shield grid will be severely compromised- her Protection and Threshold will be cut in half for the duration of the beam and for 1d6 rounds thereafter.

Finally, the Romulans will NOT be amused by this turn of events- it will look precisely like the subspace weapons testing both sides want to prevent.

ACT THREE

Optional Scene- Gambler's Odds (Re-opening the Rift)

In order to configure the focused graviton beam correctly (their only hope of sending

Erebus back where she belongs) the heroes must emit a field to resonate the silithium trail. This requires an inverse tachyon scan (*Enterprise, Enterprise, and Pasteur* used inverse tachyon scans to probe the anti-time anomaly in All Good Things).

The scan will take about five minutes, and a TN 20 *Space Science (Astrophysics)* test. If successful, the scan will show a silithium trail leading deep into subspace (and presumably, the way home). With this information, the crew should be able to tune their graviton beam to open a tunnel back to *Erebus*' native dimension. A Complete failure (or worse) resonates the wrong path, and will send *Erebus* to the wrong place (though the heroes won't know that until it's too late).

Once the deflector has been properly configured, the graviton beam must be fired on the correct field modulation- a TN 25 *Physical Science (Astrophysics)* test. If the heroes failed to complete the inverse tachyon scan they will open a subspace rift, but it will lead to the wrong place.

A complete failure (essentially, a roll of 9-15) will cause an explosion doing 1d6 damage to *Sakarya*.

A catastrophic failure (a roll of 8 or less) will not only cause the explosion, but will also result in a Level 7 subspace shockwave doing 1d6 damage to everything within 500 million kilometers of the blast.

In either case, the subspace rift is not formed.

Further, as soon as the rift is opened, *Sakarya*'s sensors detect a massive spike in tetryon radiation. The combination of radiation and gravimetric shears do 1d6+2 points of damage to all vessels in the area per minute.

Rage and Retribution

The moment *Sakarya* fires her navigational deflector, the *Morion* will hail, demanding to know what the heroes are doing and demanding that they cease at once. If the hails are ignored or the heroes do not stop after the second demand, Tarus will order *Morion* to open fire.

Optional Scene- Through The Looking Glass

Once the rift (and assuming that they opened it correctly), *Sakarya* should begin receiving transmissions from the search parties on the other side looking for the lost *Erebus*.

As *Erebus* slips through the subspace tear, a small rock sneaks out past her. With a flash, the rift collapses behind the departing starship, leaving *Sakarya* to face the Romulans alone. A TN 10 *System Operation (Sensors)* or *Physical Science (Physics)* test reveals that like *Erebus*, the newly arrived rock is disintegrating. Between the transmissions and the rock, the implications should be clear- *Erebus* is *home*.

Optional Scene- A Taste of Ashes

The following scene should be played if the heroes failed to open a rift to the proper location.

As *Erebus* slips through the subspace tear, a small rock sneaks out past her. With a flash, the rift collapses behind the departing starship, leaving *Sakarya* to face the Romulans alone. A TN 10 *System Operation (Sensors)* or *Physical Science (Physics)* test reveals that unlike *Erebus*, the newly arrived rock is not disintegrating. The implications should be clear- they sent *Erebus* to the wrong place.

Optional Scene- Sacrifice

If *Sakarya* begins to take the worse of the battle with the Romulans, *Erebus* WILL turn around to save the *Sakarya*, charging the Romulans in order to take the heat off her sister starship. Unfortunately, given her weakened state, *Erebus* will not last long- but she might give *Sakarya* a chance to recover and go on the offensive.

Resolution

Given the number of variables involved- the *Erebus* crew, the *Sakarya* crew, the and the Romulans- a great many resolutions to this adventure are possible.

Whether by accident, design, or simple indifference, *Sakarya* might surrender *Erebus* to her fate without attempting to intervene. If that's the case, they should be met with scorn and derision (and the Renown and experience awards listed below reflect that).

On the other hand, *Sakarya* might have seriously endangered the fragile peace between the Federation and the Romulan Empire in order to save a single vessel.

Unless other events cause her destruction first, *Erebus* will explode when her antimatter bottles fail.

If they've evacuated the *Erebus* survivors to *Sakarya*, they'll face a long-lingering death; but the *Erebus* victims should expire before taking too many of *Sakarya*'s crew with them.

The Romulans will linger near-by nasty and suspicious, but are unlikely to open fire unless they suspect treachery. Once they attack, however, they will continue to do so until either they are unable to continue the fight or the Federation vessels are destroyed or retreat back across the Neutral Zone border.



The Erebus Effect

The Erebus Effect is a catastrophic atomic-level decay caused by an extreme incompatibility between the quantum "frequencies" of two parallel universes.

The effect occurs when an intruder (be it a person, a starship, or other object) is displaced from its own universe into another with a sufficiently disparate quantum resonance.

The real-time effect is not unlike the energy drain suffered by the crew of the *Enterprise* in the "negative energy" field which destroyed the U.S.S. *Intrepid*.

Both displaced and "native" objects exposed to one another suffer the damage until destroyed (converted to pure energy). The displaced object continues to suffer damage until it is placed in a more "compatible" environment.

All objects (animate or not) exposed to the Erebus Effect begin decomposing at the subatomic level, and converting their molecules directly into energy. The long-term effects are invariably lethal.

The effect resembles dangerous radiation exposure, and the game stats reflect this. The difference between the effect and radiation is the absence of an ionizing particle (except as a decay product).

Living tissue begins to necrotize immediately, with old wounds and scar tissue opening first, followed by weakness,

nausea, uncontrollable bleeding, and incontinence.

Arithrazine, Hyronalin, adrenaline, and other standard anti-radiation treatments suffer 50% effectiveness during the first hour of exposure (mainly because they're treating the symptoms rather than the problem) and suffer a cumulative penalty for each additional hour as system break down.

A stasis field (or similar technology) will throw the victim into "quantum shock", killing him or her instantly, and will only slow- not stop- the decay.

As there is no ionizing particle to defend against, radiation shielding, forcefields, protective suits and other standard protective technologies are useless.

Inanimate objects suffer the same "wound" damage as living creatures, and suffer malfunctions and breakdowns as circuits fail and parts become brittle and break due to "metal fatigue".

Radiation suits, forcefields, and other, similar, gear are likewise ineffective at preventing the decay.

Onset: One hour. **Potency:** +8 TN **Effect:** 2d6 wounds and -1d3 ea *Strength* and *Vitality*

Secondary Effect: -3 penalties to all *Physical* tests due to nausea and arthritic pain.

Death- Not Defeat

Starfleet crews are notorious for their never say "die" attitude- particularly when risking their lives to save those of others. Motivated to save (as best they can) the crew of the *Erebus*, your players may insist on some very off-the-wall solutions to try to prevent the inevitable.

The primary problems involved in saving the *Erebus*, however, are formidable and technical- and the Target Numbers for this adventure reflect this. Reopening a subspace rift is problematic under the best of conditions, and with the Romulans breathing over your shoulder and threatening to open fire, it becomes will nigh impossible. Even if a rift is opened, the odds of it opening into the *Erebus*'s native universe are infinitesimally small- it's overwhelmingly likely that the "next" universe will be just as incompatible as our own. In short, unless the heroes tumble to precisely the right information and put it to proper use, *Erebus* was doomed the moment she entered that subspace tear.

The trick for the Narrator under these circumstances is to accentuate the deeper meaning- to allow the players to experience the reality of the loss and pain- without crushing the player's creativity and spirit. Death is not a defeat- so long as *Erebus* died the way she lived- proud, dedicated, and with head held high. There is triumph in death- so long as both crews stood by one another to the very end.

Rewards:

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

Experience Awards

PCs return *Erebus* to her own dimension:
+1000 exp points

PCs resonated the silithium: +100 exp points

PCs determined the true cause of the *Erebus*
Effect: +500 exp points

PCs contacted *Erebus* using hand
communicators: +100 exp points

PCs notified Starfleet before entering the
Neutral Zone: +100 exp points

PCs determine asteroid was extra-dimensional
before *Erebus* arrived: +100 exp points

PCs avoid collision w/*Erebus* upon her arrival
(counts only if the *Sakarya* entered the
Neutral Zone): +100 exp points

PCs scan *Erebus* for radiation as soon as
they beam aboard: +100 exp points

PCs render aid and comfort to the *Erebus*:
+500 exp points

PCs knowingly place their ship in harm's
way to send *Erebus* home: +500 exp points

PCs persuade Commander Tarus to allow
time for repairs: +100 exp points

PCs volunteer to remain to assist *Erebus*
even after discovering the "out":
+100 exp points

Renown Awards

PCs return *Erebus* to her own dimension:
Renown +5

PCs resonated the silithium: Renown +1

PCs determined the true cause of the *Erebus*
Effect: Renown +1

PCs contacted *Erebus* using hand
communicators: Renown +1

PCs determine asteroid was extra-dimensional
before *Erebus* arrived: Renown +1

PCs avoid collision w/*Erebus* upon her arrival
(counts only if the *Sakarya* entered the
Neutral Zone): Renown +1

PCs scan *Erebus* for radiation as soon as they
beam aboard: Renown +1

PCs render aid and comfort to the *Erebus*:
Renown +3

PCs knowingly place their ship in harm's
way to send *Erebus* home: Renown +2

PCs persuade Commander Tarus to allow
time for repairs: Renown +1

PCs volunteer to remain to assist *Erebus*
even after discovering the "out":

Renown +5

PCs failed to notify Starfleet before entering
the Neutral Zone: Renown -1

PCs open fire on *Morion*: Renown -3

PCs destroy *Morion*: Renown -5

PC abandon *Erebus* w/o intervening or assisting
her in any way: Renown -5

Optional Renown Results (per Officer):

-6 or less	Officer is court-martialed, (Infamy Flaw at GM's discretion).
-3 to -5	Inquiry by Starfleet, 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).

Special Victory Conditions:

The heroes might be able to justify *Sakarya*
using her main deflector to open the subspace
rift before a Starfleet Command Board of
Inquiry, but they have little hope whatever of
explaining an attack on a Romulan vessel.

If the *Sakarya* opens fire on the *Morion* for
any reason, they automatically lose this
scenario.

The sole exception to this would occur after
the *Erebus* has escaped or been destroyed, and
after *Sakarya* has ceased using her deflector to
open a rift.

If *Morion* insists on attacking after that point,
Sakarya may be justified in acting in her own
defense. Capable officers, however, will
attempt to play down the tensions and escape
back across the Neutral Zone border.

(Non-Player Characters)

Commander Tarus- Commanding Officer, IRV *Morion*.

Tarus is a capable officer, but earned her command as much through politicking as through merit. As such, her position is not as secure as she'd prefer, and she therefore strives doubly hard to ensure that she carries out her orders exactly. Tarus lost kin- two brothers, a sister, and a fiancé during the Dominion War- and has come to blame the losses on Starfleet and the Federation. She is a ruthless woman with little compassion and a lot to prove, making her a dangerous foe.

Officers of the U.S.S. *Erebus*

Captain James Franklin- Commanding Officer, U.S.S. *Erebus*.

James Franklin is one of the finest officers ever produced by Starfleet- and stands easily in the company of men like Pike, Kirk, and Garth. He has commanded *Erebus* for five years, seeing her through the best and worst of her career, and has been marked as a future flag officer- a post in which he has no interest.

A gifted commander and tactician, Franklin is fearless, tenacious, and able. He matches wit, drive, and an impossibly low heart to an explorer's soul- one that is always looking to the horizon and to what lies beyond.

Franklin considers the ship and her crew to be a sacred trust, and sees himself as much a teacher as a captain. It is his job to mold the next generation of explorers and starship captains, and he accepts only the finest. Franklin has hand-picked nearly all of his officers and senior enlisted men, and commands their near-absolute loyalty. Where he goes, they follow, rightly confident of victory.

Commander Thomas Porter- Executive Officer , U.S.S. *Erebus*.

"Tom" Porter turned down command of the destroyer *Melville* in order to take the post as Franklin's Exec- knowing that the *Melville* would spend most of her time patrolling, while the *Erebus* would be exploring.

Tall, trim, and handsome, Porter is a born explorer and a gifted leader of men, quietly brilliant without blowing his own horn. Like Captain Franklin, where Porter leads, men tend to follow, and when he asks for their finest, they excel. He is an unparalleled officer, brave, compassionate, and diligent- and utterly loyal to his captain, who has brought him up as a protégé and a friend.

Lieutenant Stacy Ross- Chief Engineer, U.S.S. *Erebus*.

Lieutenant Ross considers himself a technician first and foremost, and a manager of men second. He can most often be found with his sleeves turned up, at least elbow deep in some piece of machinery, and passing his hard-won knowledge on to a new generation of mechanical geniuses (whether they want to be one or not). Ross has, at one point or another, examined, modified, or rebuilt nearly every piece of engineering equipment aboard the *Erebus*, and has served with her since her commissioning. He has a demonstrated knack for taking the machinery above and beyond its design specifications, and for keeping *Erebus* running past all hope or reason.

Ross is a short, swarthy fire-plug of a man with large, rough hands and dark eyes. He nearly always has a short stump of unlit cigar pinched in his teeth and grease under his finger nails.

Lieutenant JG William Pfizer- Chief Science Officer, U.S.S. *Erebus*.

Lieutenant Pfizer turned down a rare posting as an instructor at Starfleet Academy, feeling that he could do more to develop good officers in the "laboratory" environment of a starship. Pfizer has eleven papers, two patents, and three autographs to his name, and has been commended for scientific excellence by Starfleet, the Federation Science Council, and the Andorian Academy of Astrophysics.

Pfizer is quiet, bookish, and somewhat shy- but is also absolutely brilliant. He is dark and thin, with large eyes, a quirky smile, and a mischievous sense of humor.

Lieutenant JG Anthony Warlow- Chief Weapons Officer, U.S.S. *Erebus*

Lieutenant Warlow is the youngest of three brothers in Starfleet, and the first Academy graduate in his family. Three generations of Warlow have served Starfleet and the Federation, and both of Anthony's older brothers were decorated for actions during border skirmishes with the Klingons. There is much (good-natured) sibling rivalry in this generation, and young Anthony is determined to carry on the tradition with honor.

Warlow is young, eager, and enthusiastic, and has- quite frankly- a lot of growing to do. He is an excellent young officer, and might- perhaps- be a fine starship commander one day.

Lieutenant JG Carol Lynn DuPries- Chief Helm Officer, U.S.S. *Erebus*.

Lieutenant DuPries is one of the rarest of officers- a maverick who rose through the enlisted ranks. DuPries cut her teeth flying fighters and small patrol craft against Klingons and Orion raiders. DuPries has a deft hand and an artist's touch, and was assigned to *Erebus* after Captain Franklin watched her thread a patrol ship through an asteroid belt to rescue three miners trapped by a crash and a cave-in.

DuPries is an attractive officer in her late twenties with red hair, a striking figure, and a professional, no-nonsense demeanor which she uses to mask a sensitive soul much given to poetry and Gothic novels.

Ensign Deana Parke- Chief Navigation Officer, U.S.S. *Erebus*.

Newly commissioned, Deana Parke is a Starfleet prodigy with an almost instinctive navigational talent matched with a bubbly personality and an explorer's soul. Her primary ambition is command of a starship. She has been aboard the *Erebus* for three weeks, having declined shore leave in order to arrive early at her posting.

Parke is a trim young woman with dark eyes and brownish-blond hair.

Dr. Richard Chatham- Lt. Commander, *Chief Medical Officer, U.S.S. Erebus*.

A Starfleet veteran of twenty-three years, Doctor Chatham left behind a quiet obstetrics practice to return to Starfleet and join his old friend Captain Franklin on the *Erebus*' cruise. Chatham is soft-voiced and gentle, with a healer's heart and hands. His soft accent has blurred a bit and his eyes weakened with age, but his will is still iron and his hands are still keen. Chatham writes home to his three grandchildren on a regular basis, and keeps a portrait of them on his desk.

(Starships)

USS Sakarya **NCC-52143**

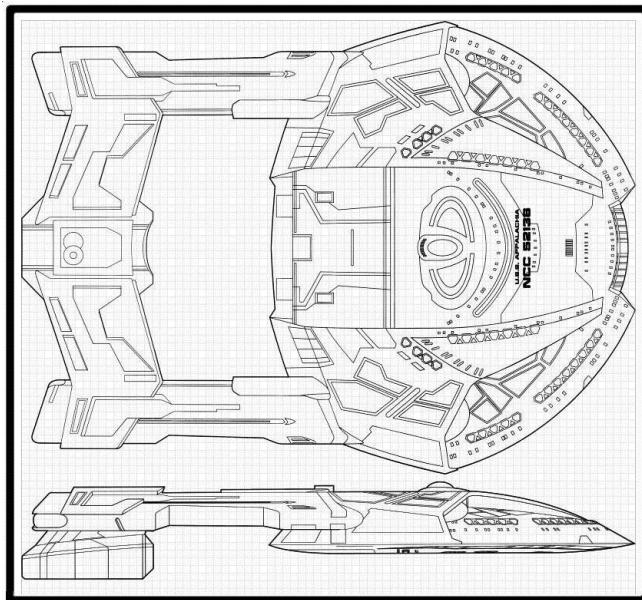
*“...Sound once more a daring note of hope
and will...”*

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)
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), Monorefractive 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>)

IRV Morion

Production Data

Origin: Romulan Star Empire
Year Launched: 2323

Class and Type: *D'Deridex* Class Battleship

Hull Data

Size: 10, 63 decks

Length: 1341 m

Structure: 60

Crew: 1500

Atmospheric Capable: No

Operational Data

Transporters: 10 standard, emergency, and cargo

Cargo Capacity: 105

Shuttlebays: 2 aft

Shuttlecraft: 20 size worth

Tractor Beams: 1ad, 1fd, 1av, 1fv

Sensor Systems Class 4 (+4/E)

Operations Systems Class 4R (EE)

Life Support: Class 4R (EE)

Cloaking Device: Class 5 (Rating:24)

Propulsion Data

Impulse Engines: Class 4a (.92c) (D)

Warp Drive: Class5C6 (Warp 5 /8 / 9.6) (D)

Tactical

Disruptor Banks RPFD-5 (x6/E)

Plasma Torpedoes RTP-5 Plasma (x2/C)

Penetration 8 / 7 / 7 / 0 / 0

Penetration 7 / 6 / 5 / 4 / 3

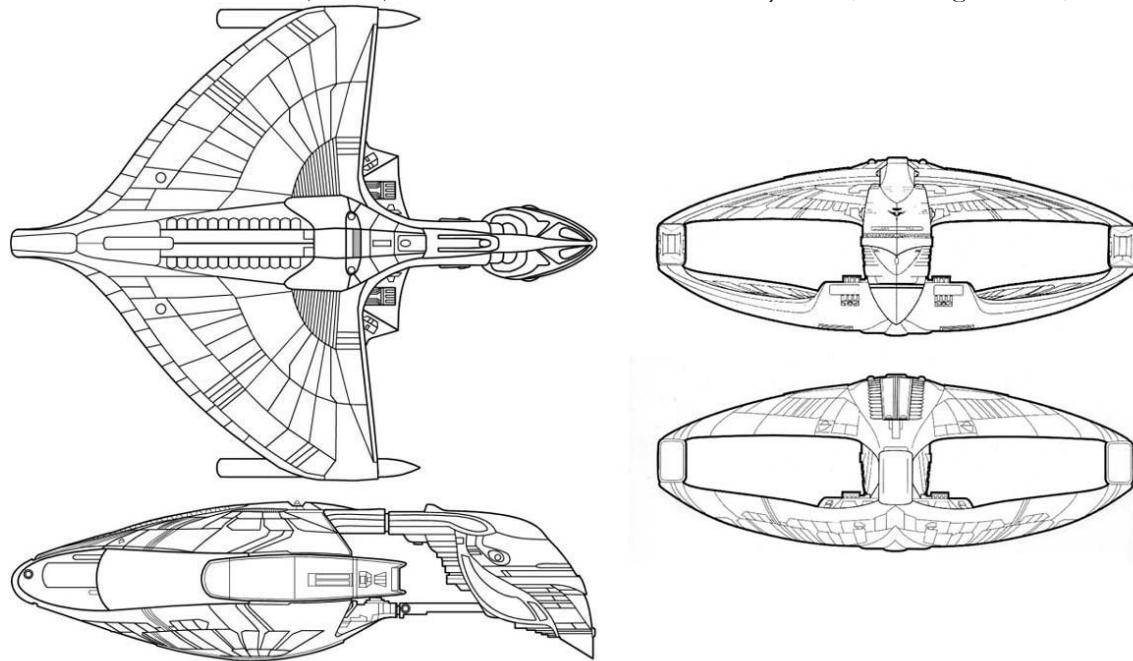
Deflector Shields FSQ (D)

Protection/Threshold 17 / 4

Miscellaneous

Maneuver Modifiers +4 C, -2 H, +4 T

Traits: Hardened System (Cloaking Device)

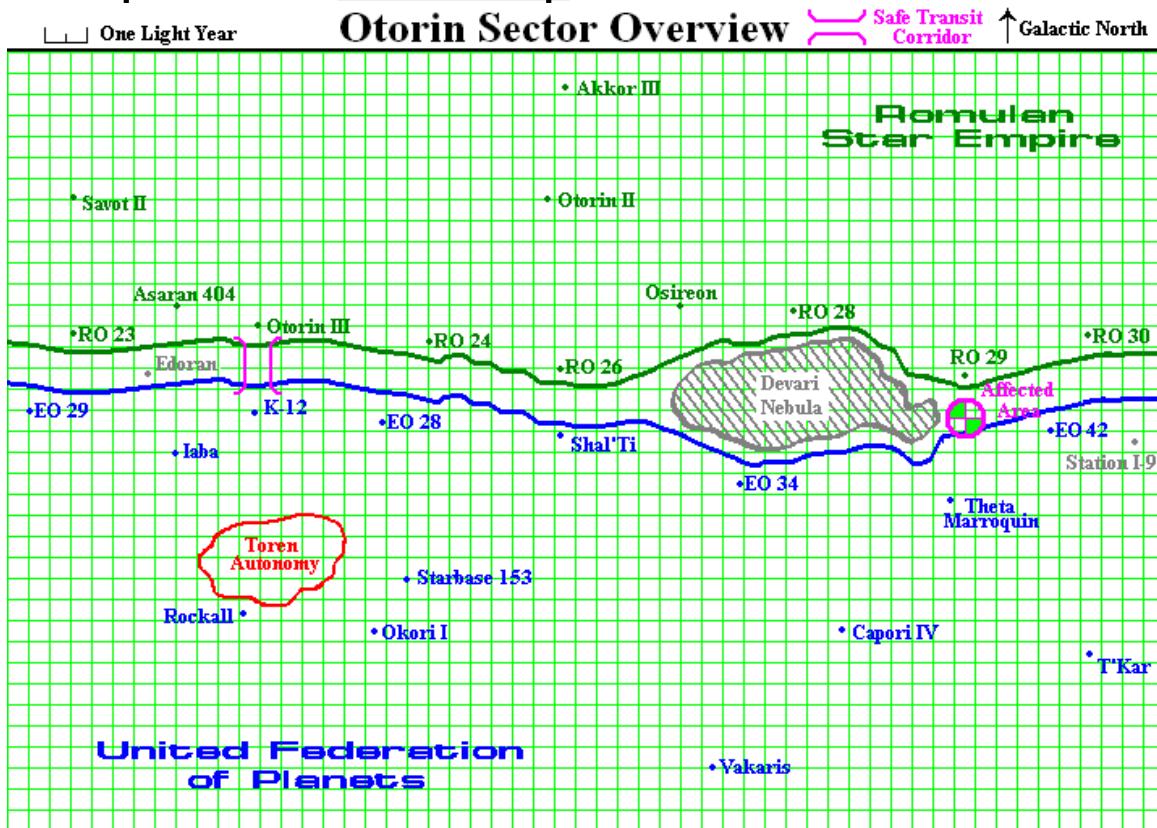


Maps:

Map #1

Sector Map

Otorin Sector Overview



Handouts:

Handout #1: New Orders

Captain's Log: Stardate 65273.9:

"U.S.S. Sakarya on course to the Devari Nebula, heading: 048 Mark 005, speed: warp factor six. Starfleet Command has diverted Sakarya to investigate long-range sensor reports of unusual subspace activity near the "eastern" edge of the nebula.

Long range sensor scans at Earth Outpost 34 and 42 have indicated unusual energy spikes, gravimetric distortions, and radically increased particle counts- all consistent with subspace disruptions and with isolytic weaponry.

Starfleet Command is concerned that rogue elements in the Romulan military may be conducting unauthorized tests of subspace weaponry, and Sakarya has been ordered to find out. With a communications lag of 45 minutes (each way), Sakarya will be out of direct contact with Starfleet Command, and I will have to act at discretion in determining whether or not to enter the Neutral Zone, if necessary, to complete our mission.

We will arrive at the Neutral Zone in two hours- and at the affected area in three. So far, sensor scans show no unusual activity.

Handout #2: Asteroid Analysis

Sensor Scan: Object Number S-35583

Physical Dimensions: 1800 meters by 1482 meters (roughly spherical)

General Composition: Nickel-iron, carbon matrix

Atmosphere: Negative

Hydrosphere: Negative

Life Signs: Negative

Organic Matter: Negative

Power Sources: Negative

Emission Signatures: Minor Alpha and Gamma radiation (consistent with deep-space exposure)

No RF (radio frequency) or Subspace transmissions detected.

Anomaly: 1.54 Hz ionic signature, no known source.*

Anomaly: Faint (and decreasing) verteron and chroniton traces, source unknown.

Specific Mass: Approximately 831 million metric tons*

Specific Composition: Nickel-iron 63%,
Carbon-diamond matrix 36%
Platinum .3%
Molybdenum .25%
Gold .05%
Silithium .000843%

* Object mass is decreasing by approximately 1 ton per minute due to fragmentation/ionic outgassing.

Handout #3: Proximity Alarm

Warning: Sensors detect unusual/anomalous subspace energy spike bearing 185 mark 004°, range 1.8 kilometers.

Subspace Anomaly Forming

Handout #4: Starship Analysis

Sensor Scan: Object Number S-35585
Physical Dimensions: 352 meters by 202 meters (roughly spherical)
General Composition: Polyduranium outer shell w/ verterium cortenide warp coils.
Atmosphere: Earth Standard
Hydrosphere: N/A
Life Signs: 618
Organic Matter: Numerous Discrete traces
Power Sources: 1 M-A/M Warp Core, 1 deuterium fusion Impulse assembly.
Anomaly: Extremely low power levels consistent with stand-by/cold-iron operation.
Emission Signatures: Low Level RF/Subspace transmission detected- Starfleet IFF signal.
Low Level Subspace field (consistent with stand-by operation of Starfleet computer core)
Low Level Subspace field (consistent with interrupted operation of standard milli-Cochrane warp nacelle)
Signal match to U.S.S. *Erebus* NCC-0528, Lost 2250.
Anomaly: 1.54 Hz ionic signature, no known source.*
Anomaly: Faint (and decreasing) verteron and chroniton traces, source unknown.
Anomaly: Extremely High levels of Alpha, Beta, Gamma, and Theta band radiation detect on outer hull.
Specific Mass: Approximately 700,000 metric tons*
Systems Analysis: Structural Integrity: 68% and falling.
Weapons Systems: Offline
Shields: Offline
Navigational Deflector: Offline
Warp Core: Offline/Standby
Impulse Engines: Offline/Standby
Sensors: Offline
Life Support: Nominal/Battery Backup

* Object mass is decreasing by approximately 1/16 ton per minute due to ionic outgassing.

Handout #5: *Erebus* Profile

U.S.S. *Erebus* NCC-0528

Production Data

Hull Data

Origin:	United Federation of Planets		
Structure:	35 (24)	Class and Type:	Kelvin Class Explorer
Size:	6, 18 decks	Year Launched:	2233
Length:	352m	Crew:	812
Atmospheric Capable:	No	Separation Systems:	Emergency Only

Operational Data

Transporters:	3 standard, emergency, and cargo
Cargo Capacity:	70
Sensor Systems	<u>Class 3 (+3/D)</u>
Life Support	<u>Class 3 (D)</u>

Propulsion Data

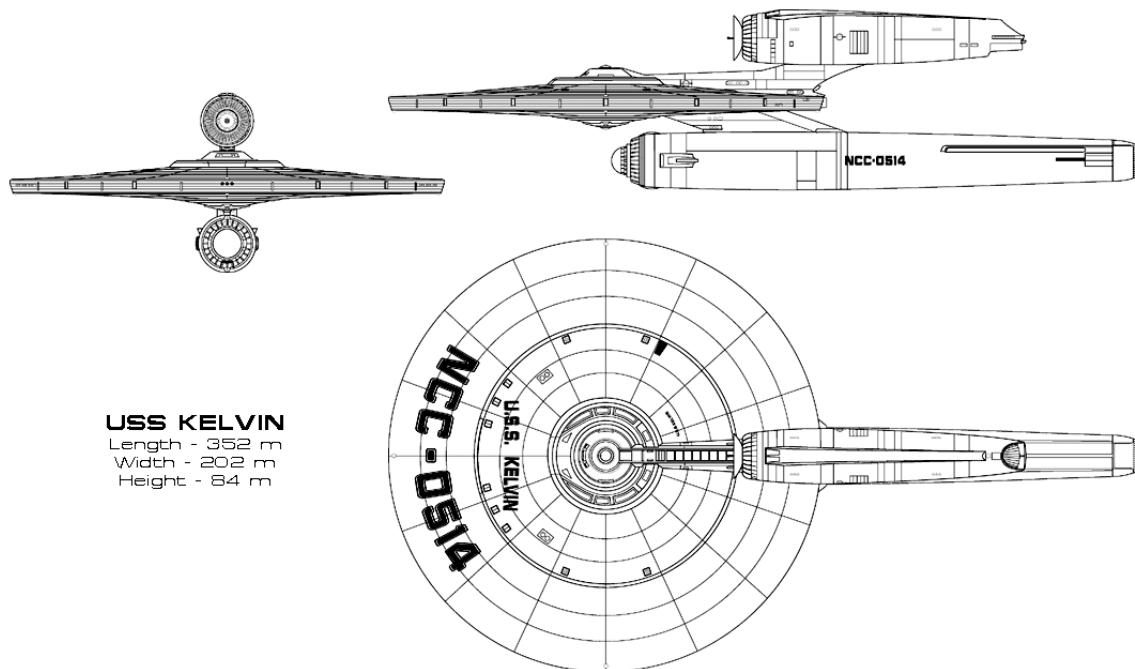
Impulse Engines: SBE (.5c) (D) Warp Drive: PB-16 (Warp 5 / 6 / 7) (C)

Tactical

Phaser Cannon	10 x Type 1 (B)	Photon Torpedoes	4x MK 12 IF (B)
Penetration	4 / 3 / 3 / 0 / 0	Penetration	4 / 3 / 3 / 0 / 0
Deflector Shields	<u>PFF2 (A)</u>		
Protection/Threshold	12/2		

Miscellaneous

Maneuver Modifiers +2 C, +0 H, +2 T **Traits** Hardened System (Weapons)



USS KELVIN
Length - 352 m
Width - 202 m
Height - 84 m

The U.S.S. *Erebus* was commissioned in 2233 as part of a class of long-range explorers which preceded the famed *Constitution* class. *Erebus* was the eighth vessel (and second starship) to bear the name.

In 2248, *Erebus* tangled with Orion pirates in the Theta Anari system when a pirate band seized control of a Federation colony world and began moving the inhabitants off-world for sale. *Erebus* managed to disable four pirate vessels and capture their chieftain, forcing the Orions to release their prisoners. Playing hide-and-seek in the Theta Anari asteroid belt, *Erebus* managed to capture the two remaining pirate vessels without casualties.

In 2249, *Erebus* was jumped by three Klingon cruisers during a routine survey. Despite severe damage, *Erebus* was able to fight the Klingon vessels to a standstill while she ducked into the upper atmosphere of Kaelo VIII and conduct repairs. She then conducted hit-and-fade attacks against the Klingon vessels, destroying one and severely damaging another before the starships *Centaur* and *Castillo* arrived and forced the Klingons to retreat.

Following a three-month refit and repair period, *Erebus* canceled her shakedown mission and braved a Class IV ion storm in order to deliver urgently needed medical supplies to Poulsen III.

Erebus served with distinction and verve until 2250 when she disappeared with all hands while on an exploratory sweep near the Romulan Neutral Zone. Suspicions were voiced that *Erebus* may have been destroyed by the Romulans, but a three-month long search-and-rescue operation turned up no trace of the missing vessel, nor any indication of her fate.

USS *Erebus* Senior Staff

Position	Name	Species	Rank
Commanding Officer	James Franklin	Human	<i>Captain</i>
Executive Officer	Thomas Porter	Human	<i>Commander</i>
Chief Engineer	Stacy Ross	Human	<i>Lieutenant</i>
Chief Science Officer	William Pfizer	Human	<i>Lieutenant, JG</i>
Chief Weapons Officer	Anthony Warlow	Human	<i>Lieutenant, JG</i>
Chief Helm Officer	Carol Lynn DuPries	Human	<i>Lieutenant, JG</i>
Chief Navigation Officer	Deana Parke	Human	<i>Ensign</i>
Chief Medical Officer	Dr. Richard Chatham	Human	<i>Lt. Commander</i>

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 climes. 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 *Skarya*'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 travelling at maximum 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 notified Starfleet before entering the Neutral Zone:	+1	☒
PCs determined asteroid was extra-dimensional before Erebus arrives:	+1	☒
PCs avoided collision w/ <i>Erebus</i> upon her arrival (counts only if the <i>Sakarya</i> entered the Neutral Zone before <i>Erebus arrived</i>):	+1	☒
PCs scan <i>Erebus</i> for radiation as soon as they beam aboard:	+1	☒
PCs contacted <i>Erebus</i> using hand communicators:	+1	☒
PCs thought to shift their uniforms before boarding <i>Erebus</i> :	+1	☒
PCs render aid and comfort to the <i>Erebus</i> :	+1	☒
PCs determined the true cause of the Erebus Effect:	+2	☒
PCs resonated the silithium:	+1	☒
PCs return <i>Erebus</i> to her own dimension:	+5	☒
PCs knowingly placed their ship in harm's way to send <i>Erebus home</i> :	+1	☒
PCs persuaded Commander Tarus to allow time for repairs:	+1	☒
PCs volunteered to remain to assist <i>Erebus</i> even after discovering the "out":	+3	☒
PCs opened fire on <i>Morion</i> :	-5	☒
PCs destroyed <i>Morion</i> :	-5	☒
PC abandoned <i>Erebus</i> w/o intervening or assisting her in any way:	-5	☒

— / 20

Proctors Notes:

Proctor: _____

Crew: USS _____ **Final Score:** _____ / 20

Officers Present:

Reviewed By: _____

Commanding Officer

Fleet Commander