

Memory ★ ICON

Omniscience

by [Dave Biggins](#)

FORWARD

Omniscience is an adventure designed for **Star Trek: The Next Generation Role Playing Game**. The player play the crew of the U.S.S. *Hood*, an *Excelsior*-class Cruiser involved in what starts out as a simple war game with another *Excelsior*-class ship, the U.S.S. *Fearless*.

The First Officer of the U.S.S. *Fearless*, LCDR Lech Kosinski, is a legend in his own mind. A former warp drive specialist, he has been trying to use the *Fearless* as a test bed for experiments in engine power output. Most of these requests have been shot down by the ship's Captain, John Hawk.

After the war games with the *Hood* proceed not in favor of the *Fearless*, Kosinski approaches Hawk with a modification proposal to the ship's engines that will increase her power output. Captain Hawk, reluctantly, agrees.

The war game will take place with one of the characters at the helm of *Hood*. The power output of the *Hood* will increase during the war game. The only problem is that Kosinski loses his ability to *control* the output. In an emergency maneuver, Captain Hawk orders his Operations Manager to channel all excess energy into the warp drive.

The *Hood* will try to assist the *Fearless* in ending the power output. Unless the character in the chair orders it first, Captain DeSoto (or whoever you have as Captain) will order that that a tractor beam grab the ship hoping to use its own weight to slow it down.

The *Fearless* will continue to accelerate dragging the *Hood* along with it! The Warp velocity will continue until...Warp 10 is achieved.

Being at Warp 10, according to canon, is like being everywhere at once. The characters will undergo a series of surreal experiences becoming one with the universe but, at the same time, losing their individuality.

During this experience, they will meet with the Traveler who will assist them in getting out of this mess.

This adventure has the potential to be a real migraine for the Narrator without some prior planning. During the whole experience two things should be hammered to the player:

They are indeed one with the universe.

It's not healthy to stay that way.

CAMPAIGN NOTES

In my series, the Captain and First Officer are Nonplayer Characters or (as a lot of Trekkies call them) "Red Shirts". If one of the players is the Captain, have an NPC recommend using the tractor beam to assist the *Fearless*. If not, it will be up to the Narrator to drag the character's ship into the *Fearless*' dilemma

The surreal experiences of the characters and NPC's are based on my own campaign. Some alteration of them might be needed.

I hope that this adventure give you and your players plenty of enjoyment.

PART I: INTRODUCTION

Captain's Log, Stardate 45156.1: The Hood and the Fearless have been in a rather empty section of space conducting war games against one another. Since both ships recently have been upgraded, Starfleet has shown a great deal of interest in the results of their work; particularly in the area of engine stress.

I am taking this opportunity to train [insert name of character]in starship tactics. When the next "battle" between the Hood and the Fearless occurs, [he/she] will have [his/her] turn in the Captain's Chair.

At this point, the Narrator should run the Interlude.

Scene: Ready Room, U.S.S. Hood

After the character chosen to face off with Captain Hawk reports, Captain DeSoto will ask the character to take a seat. He engages in small talk with the character even going so far as to offer the character a drink.

Once the character is settled in, he will tell the character that he will be sitting in the Captain's Chair during the next round of combat and that his/her opponent will be none other than that ship's captain. Once the character has had time to digest this, Captain DeSoto will go into his opponents most likely strategy.

"The thing to remember is that Captain Hawk has a three part strategy: attack, attack, and attack. He prefers the quick kill so you can count on his phasers being set on maximum strength. This may be at cost to his shields so if you can avoid the initial onslaught, you might have a chance.

"Since our ships will not go into warp during this exercise, the Picard Maneuver is definitely out. You have an able-bodied Helmsman. I'd recommend that you try picking the *Fearless* apart bit by bit. What ever you do, don't try to go toe-to-toe with him. Any questions?"

Let the character ask as many questions he'd like of the Captain. He will continue to stress the fact that Captain Hawk is a very aggressive opponent as well as reminding him or her that "combat" will be strictly at impulse speeds. Allow the character time with the rest of the command staff to go over his plans as far as maneuver as well as shield and weapon settings. Once the player has made all his plans, let the combat begin.

Both ships have been adapted to the war games. The "shields" are actually modified sensors to note hits and damage. The phasers and photon torpedoes are harmless lasers and emitters that interact with the sensors. There is also a "panic switch" available to the Operations Manager to bring actual shields and weapons on line in the event of an emergency. No roll is required.

Captain Hawk is a very offense minded tactician. The chart to the side shows his power allocation.

Power	160
Life Support	7
Computers	4
Transporters	0
Tractor Beam 1	0
Tractor Beam 2	0
Warp	0
Impulse	7
Long Range Sensors	6

Lateral Sensors	4
Navigational Sensors	5
Phasers	28
Aft Torpedo Launchers	5
Forward Torpedo Launchers	5
Shields	87
Power Total	158
Power Remaining	2

By this, the *Fearless* will be moving at .7c. Both torpedo launchers will be firing a spread of five torpedoes each with a twenty-eight point phaser blast. His movement will be directly at the *Hood*. Assume his bridge officers have skills roughly proportional to those of the characters.

His First Officer, LCDR Kosinski, has been making certain modifications to the engines for more power output. Do not worry about game balance. As it will be revealed, those alterations were a real bad idea.

Every round, increase the power output of the *Fearless*' engines by 10. Divide the new power through the active systems proportionately to include impulse. If anyone scans the *Fearless* with their scanners, have the player make a Shipboard Systems (Sensors) Test at Moderate (7) Difficulty. Success will indicate that the *Fearless* is putting out ALOT more power than they should!

Once impulse speed passes .9, the *Fearless*' Warp Drive kicks in and they sling into warp. Owing to the fact that this is plainly against the rules, the character in the chair would probably note that something is amiss.

PART II: CONFLICT

As stated in Part I, the *Fearless* going into Warp is not an expected event for the bridge crew. Although, there are several options that the character in the command chair can take, below is the most logical course a player might take. Most of the skill rolls required will be a Starship Systems (Appropriate Specialty) Test at Routine (4) Difficulty.

First, the character might try hailing the *Fearless*. If hailed, Captain Hawk will respond. Owing to the fact that his bridge is in chaos trying to figure out what is going on, his answers will be terse. He will try to get two points across:

Him jumping to warp speed was an emergency maneuver.

His First Officer had been making some changes in engineering to increase the energy output and that is the suspected source of the problem.

At no time will Captain Hawk ask directly for assistance. If offered, he will accept it with a curt nod.

Obviously, The characters' ship will have to jump into warp to assist the *Fearless*. If Captain DeSoto (or the Captain of your ship) has not been called to the bridge yet, he will come to the bridge when he sees that the ship has gone into warp.

As they pursue the *Fearless*, they will note that the ship is constantly increasing in warp. The *Fearless*' shields are up as well. If anyone tries scanning the *Fearless*, have that player make a Starship Systems (Sensors) Test at Moderate (7) Difficulty. A success will indicate that the *Fearless* is putting out more power than the ship was designed to. As far as the shields being up, a character making a successful Material Engineering (Spaceframe) Test at Routine (4) Difficulty will note that it is probably to preserve hull integrity and compensate for the ships' drastic speed increase.

By this time, the Captain should reach the bridge. Unless a character has already done this, the Captain will order that a tractor beam be locked on the *Fearless*. That done, he will order the Flight Control Officer to gradually put engines into full reverse. His hope will be to slow the *Fearless* down.

This will have little effect. The Narrator may wish to play out the drama below.

CONN: Sir, the *Fearless* is exceeding in speed and pulling us with it.

CAPTAIN (to Communications Officer): Hail the *Fearless*.

CONN: Now reading Warp 9.

COMMUNICATIONS: Hailing frequencies open!

CONN: Now reading 9.2.

CAPTAIN (to Ops): Shields at Maximum. Take weapons off line if you have to.

CONN: Warp 9.5, sir!

CAPTAIN (over Hailing Frequencies): John, this is Robert. Are you receiving me?

CONN: Warp 9.9, sir!

CAPTAIN: John, eject the warp core! Eject-

The characters, at this point, will attain Warp Factor Ten. They will be one with the universe: Omniscient. This is where things get difficult for the Narrator. Describing omniscience is like describing an object in four dimensions.

Give the players **Handouts 1** through **4** and tell them that they are living all four of these experiences at once. As they experience each of these, have each player make a Search Test at Moderate (7) Difficulty. A success indicates that he or she sees a bald humanoid standing over two meters watching him or her.

PART III: CLIMAX

Once the characters have had time to try to make sense of everything that has occurred, they will find themselves gathered together with the bald humanoid. The setting is completely up to the Narrator so long as he or she keeps the atmosphere surreal ala Episode 1 of **Deep Space Nine**.

The bald humanoid will identify himself as the Traveler. While he is there to assist the characters out of the jam that they are in, he will remain silent for the most part in an effort to let the characters arrive at their own conclusions.

Handout #1 explains that they have become one with the universe as a whole and to remain in this state will mean sacrificing their individuality.

Handout #2 illustrates that it is all in their mind. It is the desire to leave that is the key to escape.

Handout #3 states that to free the two ships as a whole, the Captain and First Officer of each ship must state their desire to leave this realm.

Handout #4 implies that if the characters are unable to convince the Captains and First Officers, they must be *forced* to the characters' way of thinking (described in Part III).

The Traveler will only try to steer the characters on the right path to each of these conclusions. Although he will not outright explain each memory's meaning, he will question the player characters until they arrive at the correct conclusions.

Once that is done, he will ask each character if they desire to leave the current state that they are in.

If the answers are affirmative, he will guide them to the minds of each captain and first officer. The best way to get the captain and first officer of each ship to go along with the characters is by convincing them through talk. Failing that, the characters could try forcing them to their view. Essentially, it's convincing them through a battle of wills and "overriding" their thought processes.

The battle is treated as standard hand-to-hand combat with some alterations. First, a character rolls his Presence + Empathy when determining initiative. Likewise, when making an unarmed attack, the character rolls his Presence + Willpower. A character's resistance and subsequent damage categories are calculated by his/her Intellect + Logic. The damage that a character does is modified by his/her Perception Edge. Once a character's damage level reaches Incapacitated, his/her will is considered overridden.

The two-tiered plane of existence (for lack of a better term) for Captain Hawk and LCDR Kosinski resembles something out of the mind of MC Escher.

On the upper tier, Captain Hawk is engaged in hand-to-hand combat with an odd assortment of Cardassians and Borg. Below him, Kosinski stands in front of a chalk board working out a very complicated equation. Every now and then, Hawk will throw one of his opponents off his tier and onto Kosinski. Since neither the Borg nor Cardassians give Kosinski much concern, they disintegrate upon impact and do Kosinski no harm except distracting him from his very important work!

If any characters attempt to parlay with Kosinski, he will complain incessantly that the Captain's antics are distracting him from some very important work.

Any character attempts to understand Kosinski's work, he or she will not be able to make any sense of it. It is pure gibberish.

If a character points out that all that is required for them to return to normalcy is to wish it so, he will balk at it and tell the character that he requires scientific proof. This is impossible. Of course, a character may spout of some gibberish of his or her own. An attempt like that is reflected in a Fast Talk Test at Challenging (10) Difficulty. Reduce the difficulty to Moderate (7) if the character writes it out on the blackboard.

Captain Hawk, meanwhile, is dealing with some personal demons of his own. The Cardassians and Borg will attack but not harm the character unless he or she has the Disadvantage Intolerance (Borg or Cardassian). If that is so, the character will have a demon of his or her own to deal with. Statistics for the Cardassians are provided in the Core Rulebook. The Borg statistics have been taken from [Patrick Murphy's](#) work featured on [TrekRPGNet](#).

BORG

Attributes

Fitness 4
 Strength +1
 Vitality +1
Coordination 1
Intellect 4
Presence 1
 Willpower +2
 Empathy -2

Skills

Unarmed Combat (Wrestling) 2 (3)

Convincing Hawk will not be the same as convincing Kosinski. Characters must be respectful but firm and point out to him that

while he is fighting out his own private war, his crew could suffer a horrible fate. They must drive home the point that the well being of his crew is of utmost importance! This is reflected in a Command (Starship) Test made at Challenging (10) Difficulty. Reduce the Difficulty to Moderate (7) if the character offers to "cover him" in the process.

Captain DeSoto and LCDR Torres are in what appears to be a garden maze of rose bushes. Torres stands at the entrance to the maze looking pensive. DeSoto is in the center surrounded by what appears to be an translucent sphere.

Torres has never had much luck in Away Team missions, whenever things turned violent, he always seemed to receive the brunt of it. He continuously approaches the maze muttering something about duty then stops short.

He has already deduced that all that is required to leave is desire. This desire, in his mind, is reflected in his willingness to reach the captain.

If questioned about his hesitancy, he will state that he knows the minute that he moves toward his captain, he will be run through by the thorns. Anyone looking at the rose bushes will note that nothing seems unusual.

Torres needs to be coaxed. This is reflected as a Charm (Influence) Test at Challenging (10) Difficulty. If a character offers to protect him, reduce the difficulty to Moderate (7).

The sphere surrounding DeSoto can be transgressed simply by walking through it. Inside the sphere, DeSoto is sitting cross-legged on a beach watching an endless expanse of water (this is metaphysics). The water he is watching is absolutely still. If questioned he will only respond by remarking how peaceful the water is.

He is hypnotized by the serenity. The key to getting him to snap out of it is quite simple: disturb the water. Once that is done, he will become completely lucid. Once it is explained that he only has to desire to be back in normal space, he will do so.

Once all four wish to return to normal space (or forced into the characters' beliefs) the scenery will evaporate and everyone will find themselves back on the bridge.

PART IV: CONCLUSION

Despite the shaking of the bridge & the roar of the klaxons, there will be a moment of silence among the crew as if they had just waken up from a dream.

The minute the Conn looks as his/her terminal, he or she will note that they are cresting 9.2 and still getting faster. Upon notification of this, Captain DeSoto will take action.

"John!" he will yell, "Drop the Warp Core!"

The *Fearless* will do just that, about to drop out of warp with the core. Captain DeSoto will continue to bark out orders.

"[Tactical], maintain tractor Beam! [Conn], maintain velocity! Alter course to one-five-mark-two!"

Narrators should maintain the stress of the situation. Have the players make rolls to carry out their tasks. In the end, the *Fearless'* Warp Core will explode with both the *Hood* and the *Fearless* a safe distance away. It will be up to the *Hood* to tow the *Fearless* to the nearest Starbase.

Captain Hawk will hail the *Hood* to convey his thanks. He will also ask to speak to his opponent during the "war game".

"[Character], you really pulled my bacon out of the fire. I owe you. Oh yah, I also cede our match to you."

If any character engaged him in a little mental hand-to hand combat in Part III, he will rub his jaw thoughtfully and congratulate him or her on his or her right hook.

Each character gets one experience point for surviving the adventure. If they ensured that the Captains and First Officers got their ships out of Warp 10, increase the award to two: three if they role-played well.

If a character "overrode the will" of a Captain or First Officer	Aggression +1
If a convinced a Captain or First Officer to go with their plans	Openness +1
If the characters figured out their situation with minimal intervention from the Traveler	Skill +1

Characters should complete the adventure with no more than three points of Renown.

INTERLUDE

Captain DeSoto sat back in his Ready Room going over engineering reports from LTJG Campell. According to her estimates, the engines were performing along the theoretical parameters during "combat". That was good.

The intercom sounded with the voice of ENS Kyle Ahnkhurah, the ship's Communications Officer. "Excuse me, Captain, but you are being hailed by the *Fearless*."

"Patch it through, if you would, Mr. Ahnkhurah."

"Aye sir."

On his table top appeared the face of the Captain of the *Fearless*, John Hawk. Being an ancient movie buff, Captain DeSoto once remarked to him that he was the spitting image of Michael Ironside. Captain Hawk, never having seen an ancient movie told him that he had no idea what he was talking about.

"John! How are things going on the *Fearless*?"

John gave him a curt nod. "Busy. We're oh-and-one and-one. We've got to win this one to save the honor of the ship."

It was difficult to tell when John was joking. "You're not asking me to throw the next match, are you?"

John gave him a feral grin. "Not in your life, Robert."

"You're Second Officer fought my First Officer to a stand-still," Robert offered him diplomatically.

"Yeah and you took my First Officer to town like a Ferengi to a bunch of Pakleds. That was a nice trap you set, by the way."

Robert Gave him a regal wave. "I've been sitting in the captain's chair before most of our crews entered the Academy. Kosinski, right? He's fresh from the Engineering Department. Give him some time."

John grunted. "He's in engineering right now. He says that he can reconfigure the engines to give us more output. I think he just wants to make up for getting his tail handed to him. So who am I taking on?"

"My junior command officer."

"Do you want me to easy on him?"

"Absolutely not," said Robert waving his index finger, "I'm viewing this as more of a test of his character than tactical ability."

"So be it," said John, "Until tomorrow."

HANDOUT #1

You are a young boy in Osaka. You are sitting in your Science class watching your *sesei* pour sugar into a beaker filled with water. The individual granules of sugar seem to fall into the water and dissolve very slowly.

You hear your *sensei* speak.

"You notice as the sugar falls into the water, it dissolves. When it incorporated into the medium, the granules cease being individual but absorbed into the solution as a whole."

Above your *sensei's* head is a monitor showing a crystal slowly break down into nothingness.

HANDOUT #2

You never liked this part of your medical training: dissecting cadavers. You know how important this is to get a passing grade. Still, you can't help but feel uncomfortable.

Your Vulcan instructor completes the incision revealing the cadaver's brain pan.

"The brain is the most essential organ to all sentient life," he drones, "This is the one organ that cannot be replaced.

"It has been completely mapped. We know what lobe carries out what function. We know the neural paths used to make a decision. Still, there is something that eludes us: the mind.

"The mind is immaterial: philosophical rather than physiological. Yet it is what makes us truly sentient."

HANDOUT #3

These are the days that you think that you will never leave the administrative wing of Starfleet Academy. You are presenting a group of first year cadets their primary lecture: Introduction to Starship Personnel.

You've lost count how many times you've given this lecture. You could give this lecture in your sleep. For all you know, you are.

"The two most important positions are those of the Captain and the First Officer. Between these two, all decisions are made."

HANDOUT #4

You squint as both suns reach their zenith on Kazin Beta II. The two combatants duel with their knives. You watch the fight with disinterest: the decision does not affect you and you do not know any of the duelists.

There is a wet, choking grunt and one of the combatants fall to the ground kicking dust into the air. You observe with clinical detachment that the knife pierced his solar plexus and that the tip of the blade most likely pierced his heart. In a minute, he will be dead.

Old Shathki steps forward and speaks.

"If a problem cannot be solved through verbal discourse, then it shall be decided by physical prowess. There is no impasse in a duel.

The decision has been made and the ceremony concludes.

NONPLAYER CHARACTERS

Captain Robert DeSoto

Image: Starfleet captain with sad eyes and a receding hairline.

Personality: CAPT. DeSoto is a very mild-mannered man in his early-sixties. He approaches all situations with a quiet and calm bearing.

History: Starfleet has been the center of his life for as far back as he could remember. His most memorable times were of him serving as an Operations Manager aboard the U.S.S. *Intrepid* during the Khitomer Massacre, his time as First Officer during the several brush-fire conflicts with Cardassia and assuming command of the *Hood*. He has had several First Officers come and go to include Commander William Riker. He plans to stay with the *Hood* until the ship (and he) retires.

ATTRIBUTES

Fitness: 2
Coordination: 2
Intellect: 3
Logic +1
Presence: 2
Willpower +1
Psi: 0

SKILLS

Administration (Starship) 4 (5)
Athletics (Climbing) 3 (4)
Command (Starship) 4 (5)
Computer (Research) 2 (3)
 (Modeling) (3)
Culture (Human) 2 (3)
Diplomacy (Interstellar Trade) 1 (2)
Dodge 2
Energy Weapon (Phaser) 1 (2)
History (Human) 1 (2)
 (Federation) (2)
Language, Federation Standard 3
 Portuguese 1
Law (Starfleet Regulations) 4 (5)
Personal Equipment (Tricorder) 1 (2)
Physical Science (Mathematics) 2 (3)
Planetary Survival (Urban) 1 (2)
Propulsion Engineering (Impulse Drive) 2 (3)
 (Warp Drive) (3)
Shipboard Systems (Command) 4 (5)
 (Sensors) (5)
Space Science (Astrogation) 1 (2)
 (Stellar Cartography) (2)
Starship Tactics (Cardassian) 4 (5)
Systems Engineering (Sensors) 2 (3)

Vehicle Operations (Shuttlecraft) 2 (3)
World Knowledge (Earth) 1 (2)

ADVANTAGES/DISADVANTAGES
Code of Honor (Starfleet); Department Head (Tactical); Rank (Captain)

Courage: 5
Renown: 63
Aggression: 6
Discipline: 19
Initiative: 10
Openness: 18
Skill: 20

Resistance: 2

Healthy		
Stunned +1		
Injured +1		
Wounded +2		
Incapacitated (-)		
Near Death (-)		
Killed		

Lieutenant Commander Manuel Torres

Image: An unassuming Hispanic male of average height and indeterminate age. NOTE: For a better picture of Torres, see *ST:TNG* Episode 1: "Encounter at Farpoint (Part 1)."
Personality: LCDR Torres is a gentleman's gentleman. He has a quiet, easy-going manner which makes him somewhat more approachable than the captain. A social butterfly, he tries to get to know as many of the crew members as possible.
History: Before becoming the *Hood's* First Officer, he was the Relief Flight Control Officer aboard the *Enterprise*. He was hospitalized after the first meeting with the Q-entity where he was reassigned to the Utopia Planetia Ship Yards on Mars. From there he has been the Flight Control Officer of countless shake-down cruises.

ATTRIBUTES
Fitness: 2
Coordination: 2
Reaction +1
Intellect: 2
Perception +1
Presence: 2
Willpower +1
Psi: 0

SKILLS
Administration (Starship) 2 (3)

Athletics (Running) 3 (4)
 (Climbing) (4)
Command (Starship) 2 (3)
Computer (Simulation/Modeling) 1 (2)
Culture (Human) 2 (3)
Dodge 1
Energy Weapon (Phaser) 1 (2)
History (Human) 1 (2)
 (Federation) (2)
Language, Federation Standard 3
Law (Starfleet Regulations) 2 (3)
Personal Equipment (Tricorder) 1 (2)
Physical Science (Physics) 1 (3)
Planetside Survival (Urban) 1 (2)
Propulsion Engineering (Warp Drive) 1 (3)
Shipboard Systems (Flight Control) 2 (3)
 (Sensors) (3)
Space Science (Astrogation) 1 (2)
 (Astronomy) (2)
 (Stellar Cartography) (2)
Starship Tactics (Federation) 2 (3)
Systems Engineering (Flight Control) 2 (4)
Unarmed Combat (Starfleet Martial Arts) 1 (2)
Vehicle Operations (Shuttlecraft) 2 (3)
World Knowledge (Earth) 1 (2)
 (Deneb IV) (2)

ADVANTAGES/DISADVANTAGES
Code of Honor (Starfleet); Department Head (Flight Control); Innovative; Phobia (Q-Continuum, +3 Difficulty on all tests); Phobia (Sub-Zero Temperatures, +1 Difficulty on all tests); Promotion (Lieutenant Commander)

Courage: 5
Renown: 28
Aggression: 2
Discipline: 7
Initiative: 5
Openness: 6
Skill: 8

Healthy		
Stunned +1		
Injured +1		
Wounded +2		
Incapacitated (-)		
Near Death (-)		
Killed		

Captain John Hawk

Image: Michael Ironside in a Starfleet Uniform.

Personality: CAPT Hawk is intimidating. He has a hard bitten personality and a very non-diplomatic demeanor. He is however loyal to Starfleet and does his job for one reason: to protect the citizens of the Federation.

History: CAPT Hawk's interaction with Starfleet is a checkered one. During wartime, he is a hero. During peacetime, he is an embarrassment.

During the "brush-fire" wars with Cardassia, he served admirably as a tactical officer on several ships. When the Federation and the Cardassians signed a treaty, he fell out of Starfleet's graces for vociferously protesting the Federation "giving in to the damned Cardies."

It was believed that he would never sit in the captain's chair. Starfleet never counted on the Battle of Wolf 359. Hawk, at the time, was assigned there as the First Officer of the *Endeavor*, the only ship that survived the battle. He took command after his captain (once an underclassman) was killed. His Tactics and stubbornness allowed the *Endeavor* not only to survive but to make hit-and-run attacks against the Borg until the *Enterprise* (NCC-1701-D) arrived to destroy it utterly.

For his valor, he was given a command of his own on the U.S.S. *Fearless*, an old *Excelsior*-class cruiser. The sector he is assigned to is far away from the Cardassian border so as to not cause trouble but close enough for his ship to be called in should trouble arise.

ATTRIBUTES

Fitness: 2

 Vitality +1

Coordination: 2

Intellect: 2

Presence: 2

 Willpower +1

Psi: 0

SKILLS

Administration (Starship) 4 (5)

Athletics (Hiking) 2 (4)

Behavior Modification (Resistance) 2 (3)

Command (Starship) 4 (5)

Computer (Research) 2 (3)

Culture (Human) 2 (3)

Dodge 2

Energy Weapon (Phaser) 3 (4)

Espionage (Traffic Analysis) 1 (2)

History (Human) 1 (2)

 (Federation) (2)

Language, Federation Standard 3

 Cardassian 1

Law (Starfleet Regulations) 4 (5)

Personal Equipment (Tricorder) 1 (2)

Planetary Survival (Forest) 1 (2)

Security (Security Systems) 3 (4)

Shipboard Systems (Tactical) 4 (5)

Social Science (Political Science) 2 (3)

Starship Tactics (Cardassian) 4 (5)

Systems Engineering (Sensors) 3 (4)

Unarmed Combat (Starfleet Martial Arts) 1 (2)
Vehicle Operations (Shuttlecraft) 2 (4)
World Knowledge (Earth) 1 (2)

ADVANTAGES/DISADVANTAGES
Code of Honor (Defender); Contact (LCDR Eiko Yamamoto, First Officer U.S.S. *Stargazer*); Department Head (Tactical); Obligation (Starfleet Intelligence); Promotion (Captain); Rival (ADM Nechayev)

Courage: 5
Renown: 60
Aggression: 10
Discipline: 15
Initiative: 6
Openness: 9
Skill: 21

Resistance: 3

Healthy			
Stunned +1			
Injured +1			
Wounded +2			
Incapacitated (-)			
Near Death (-)			
Killed			

Lieutenant Commander Lech Kosinski

Image: An arrogant man who always acts like he's late for an appointment.
Personality: LCDR Kosinski is arrogant, defensive, and always feels like he has something to prove.
History: Once a propulsion expert, he switched to the command department so that he would be "taken more seriously." His position as first officer has not been treating him well. It pulls him away from his first love: engineering.

ATTRIBUTES
Fitness: 2
Coordination: 2
Dexterity +1
Intellect: 3
Presence: 2
Willpower +1
Psi: 0

SKILLS
Administration (Starship) 3 (4)
Athletics (Climbing) 3 (4)
Command (Starship) 3 (4)

Computer (Modeling) 2 (3)
Culture (Human) 2 (3)
Dodge 1
Energy Weapon (Phaser) 1 (2)
History (Human) 1 (2)
 (Federation) (2)
Language, Federation Standard 3
 Polish 1
Law (Starfleet Regulations) 3 (4)
Material Engineering (Structural/Spaceframe) 1 (2)
Personal Equipment (Tricorder) 1 (2)
Physical Science (Mathematics) 3 (5)
Planetside Survival (Urban) 1 (2)
Propulsion Engineering (Warp) 4 (6)
 (Impulse) (5)
Shipboard Systems (Sensors) 3 (4)
 (Operations) (4)
Starship Tactics (Romulan) 3 (4)
Systems Engineering (Computer) 3 (4)
Vehicle Operations (Shuttlecraft) 3 (4)
World Knowledge (Earth) 1 (2)

ADVANTAGES/DISADVANTAGES
Arrogant; Code of Honor (Starfleet); Department Head (Engineering); Promotion (Lieutenant Commander)

Courage: 5
Renown: 25
 Aggression: -1
 Discipline: 5
 Initiative: 1
 Openness: 5
 Skill: 13

Resistance: 2

Healthy		
Stunned +1		
Injured +1		
Wounded +2		
Incapacitated (-)		
Near Death (-)		
Killed		

The Traveler

Image: A tall humanoid with three fingers on each hand. An air of benevolence surrounds him.
Personality: The Traveler always strive to maintain a quiet and friendly demeanor. He reacts passively to belligerence.

History: Claiming to be from Tau Alpha C, the Traveler has wandered from time line to time line observing the "younger races" and monitoring the course of their evolution. When the *Hood* and the *Fearless* attain Warp 10, he becomes alerted and tries to straighten matters out.

ATTRIBUTES

Fitness: 2
 Vitality +1
Coordination: 2
 Dexterity +2
Intellect: 5
Presence: 1
 Empathy +2
Psi: 5

SKILLS

Computer (Modeling) 2 (3)
Culture (Human) 2 (3)
Dodge 1
History (*Several*) 1 (2)
Language, Federation Standard 3
 Traveler 3
Material Engineering (Structural/Spaceframe) 1 (2)
Personal Equipment (Tricorder) 1 (2)
Physical Science (Physics) 3 (5)
Propulsion Engineering (Warp) 4 (6)
 (Impulse) (5)
Shipboard Systems (Sensors) 3 (4)
 (Operations) (4)
Space Sciences (Astronomy) 2 (3)
Systems Engineering (Computer) 3 (4)
World Knowledge (*Several*) 1 (2)

ADVANTAGES/DISADVANTAGES

None

Courage: 5
Renown: 3
 Skill: 3

Resistance: 2

Healthy			
Stunned +1			
Injured +1			
Wounded +2			
Incapacitated (-)			
Near Death (-)			
Killed			

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