

What Shadows Obscure

Fathomless Campaign Episode 5

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Contents

Introduction	1
Synopsis	1
Juggling Plot Lines	2
Scene 1: Ships In the Dark	2
Scene 2: A Pivotal Moment	2
Initial Positions	3
Scene 2.1: Why Are We Here?	3
Scene 2.2a: A Lack of Understanding	3
Scene 2.2b: Talk of War	3
Scene 2.3a: A Working Partnership	4
Scene 2.3b: Cards On the Table	4
Scene 2.4a: Time to Run	4
Scene 2.4b: Fighting the Wind	4
Scene 2.5: Come Quick!	4
Scene 3: Pulling at Threads	5
Particle Study Extended Task	5
Obtain Information	5
Breakthroughs	5
Out of Time!	5
Scene 4: Shadow of Doubt	5
Failure!	6
Getting Answers	6
Conclusion	6
Stat Blocks	7
Notable Cavna NPCs	7
Academician Sunset-Kaas	7
General Tall-Black-Clouds	7
Governor Red-Blue-Facets	7
Minor Cavna NPCs	7
Cavna Technician	7
Notable Fathomless NPCs	8
Maal-Ret-Guul	8
Sool-Hed-Choe	8

Rask-Bem-Guun	8
Minor NPCs	8
Fathomless Scientist	8
Fathomless Warrior	8

Introduction

To run this adventure, the GM should be familiar with the adventure itself, as well as the *Star Trek Adventures* roleplaying rules.

To play, you will need the following:

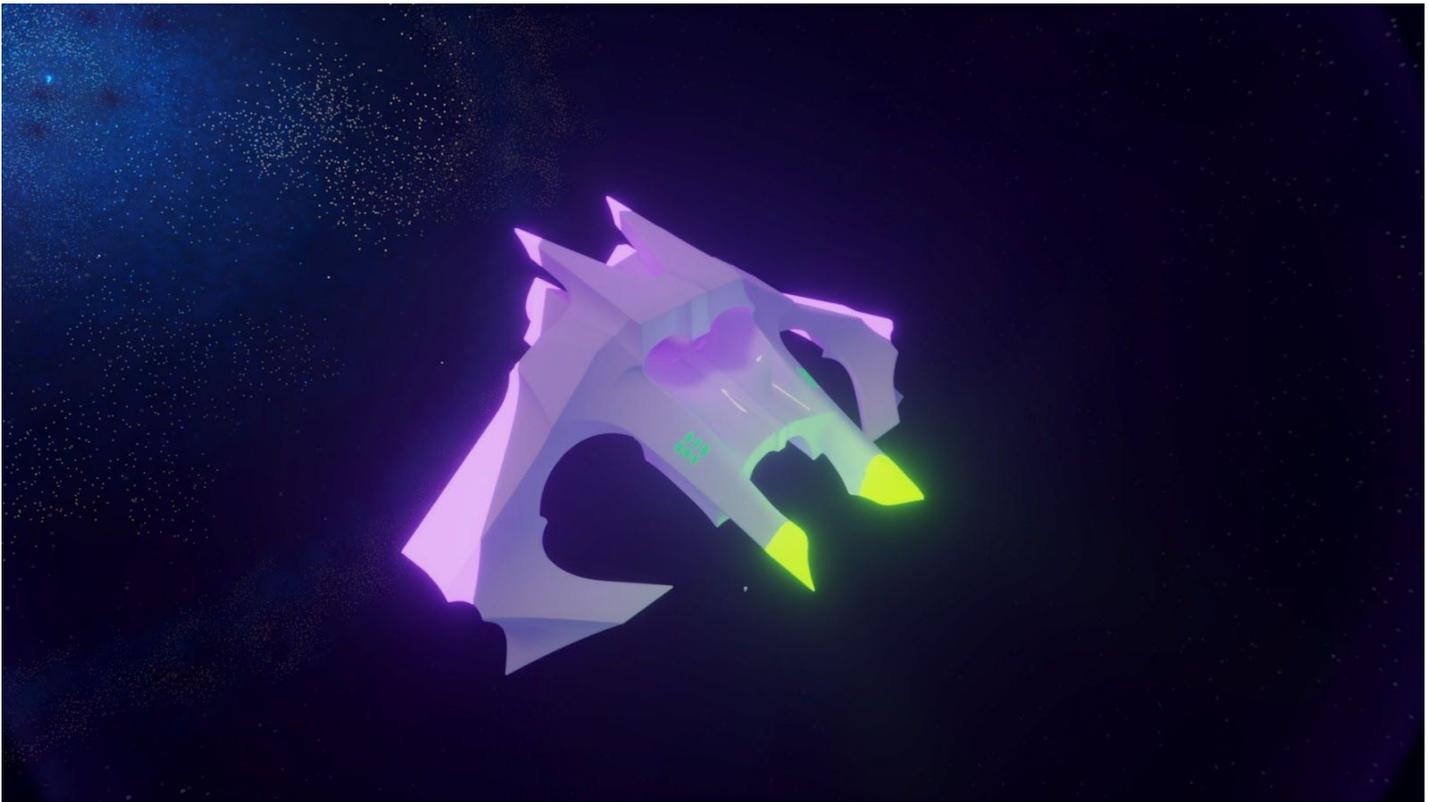
- At least two 20-sided dice (d20) per player, and several d6s to serve as Challenge Dice
- A set of chips or tokens for Determination
- A set of chips or tokens for Threat
- A set of chips or tokens, or some other manner of marker, for group Momentum
- The pre-generated character sheets, and a starship sheet
- The *Star Trek Adventures* core rulebook

Synopsis

In this episode, the opposing forces of the Cavna and the Fathomless meet and finally see if they really are opposing forces. There's every chance they may have merely been cast that way: the Fathomless are isolated beings of cryptic matter, the Cavna desperate beings of baryonic matter. Misunderstandings are bound to happen, but if they can't agree here then it will be because of choice. It's up to the crew to make sure that doesn't happen.

Captain's Log: The Fathomless have agreed to meet with a team of Cavna representatives to talk about the approach of the Magna Oscura Nebula. The Cavna face the threat of their homeworld and colonies being destroyed if an agreement cannot be reached but the Fathomless have proven hard to connect with so far. Perhaps a face-to-face meeting will provide the necessary elements to address the issue... or it could be the spark that sets this all ablaze.

In this mission, the crew will arrive at the Cavna ship and soon after detect the Fathomless ship. As it arrives, the crew will detect the usual wash of strange particles from Fathomless technology, though of a different character. As some of the crew work out the nature of these particles (which are actually synthetic and detrimental to the Fathomless) the main focus remains on talks between the Cavna and Fathomless. It is left entirely to the characters' actions and rolls whether these talks will end in peace or opposition but however they end the action will ramp up as it becomes clear that someone on the Cavna ship is directing an attack on the Fathomless. If the crew can stop the attack before it kills all the Fathomless aboard, it will not only bolster the discussion between the species but could be a pivotal moment in the situation of the encroaching Magna Oscura.



Juggling Plot Lines

Star Trek episodes often weave multiple plots together into a single story, sometimes having them mix in unexpected ways. "What Shadows Obscure" falls into that tradition with an "A" plot of the diplomatic meeting and a "B" plot involving a scientific mystery. At the end of the mission, the scientific mystery jumps to the forefront and eclipses the talks so it's important to keep both plots moving at the same time. But how do you manage that at the table?

The standard method in *Star Trek Adventures* is the Supporting Characters system, which creates cameo characters that players can take over while their Main Characters are "offscreen." Having a team of science and engineering officers that can be tagged in as needed will ensure that no one gets bored no matter which plot is moving along.

Depending on your crew split, you might end up with most Main Characters (or all) in one plot or the other. The crew might also end up running out of Crew Support points without a Supporting Character for every player. In these cases, experienced players can portray NPCs (even antagonistic ones) instead of a Supporting Character. The GM can also skip this storytelling element entirely by leaving the scientific mystery as a background item. The Main Characters get updates every once in a while from unimportant characters but the implications don't hit them until the finale.

Scene 1: Ships In the Dark

When the characters' ship arrives at the coordinates for the meeting, just beyond one of the Enigma Zones surrounding the Magna Oscura, they find the Cavna ship *Spectral*. After making initial contact with the *Spectral* and arranging to transport over, a Fathomless ship will emerge from the Enigma Zone.

Moments after the helm reports something emerging from the Zone, a twin to the small vessels seen in the Undabussius system. It approaches the Cavna vessel and then comes to a rapid stop.

As the Fathomless (a Scale 3 *Seeker*-class) ship nears, the crew's sensors will detect the w-particles that their technology emits. It's a different frequency and intensity pattern but mostly serves as an indication that this is the same species encountered in the Undabussius system (see Episode 4). The science teams will continue to monitor it for more clues regarding the Fathomless's technology but at this point it is a background detail.

The presence and general character of the w-particles should be freely given at the start of the episode since it's essential for the rest of the plot. Further investigation will lead to more context and information (see **Pulling At Threads** for more).

Scene 2: A Pivotal Moment

Once all three ships are at the coordinates, the main purpose of this meeting begins. The Fathomless will arrive at the Cavna ship by shuttle and come aboard for a summit. The Starfleet characters and Cavna will meet them in the Cavna ship's conference room.

The Cavna sit along one side of a long table with seats lining the other side for the Fathomless, with chairs for Starfleet mediators at the head. Governor Red-Blue-Facets sits in the middle making small talk with the scientist Academician Sunset-Kaas to his right. Opposite the academician is General Tall-Black-Clouds who makes it clear with every gesture that she believes this whole thing to be a waste of time.

The door to the conference room hisses open with a chime and three Fathomless glide in, moving with slow movements as if underwater and with blank, unreadable faces. General

Tall-Black-Clouds stiffens but Academician Sunset-Kaas leans forward with interest. “Welcome,” the Cavna governor offers with a smile and a bowed head. “I hope this will be the beginning of a new period between our peoples.”

“Assuredly,” the lead Fathomless said. “I am Maal-Ret-Guul,” they say. “This is Sool-Hed-Choe, my assistant, and Rask-Bem-Guun, a respected sage-priest of the Fathomless. We can speak for many of our people but not all, though we will convey what is said here home as well.” Their tone remains neutral, but it’s hard not to notice that Maal-Ret-Guul’s words could be both promise and threat.

Initial Positions

The two sides in this discussion are struggling to see the other side’s point of view, and they are hardly unified themselves. Knowing what positions the different personalities are holding at the start of things will help with mediating but it’s also a difficult task given the pace of proceedings.

In the short period before the Fathomless arrive, Starfleet characters can attempt to judge the Cavna’s intentions. This can be done once per Cavna (though the character attempting the Task can be assisted) and is an **Insight + Command** Task at **Difficulty 2**. Success will indicate whether the Cavna in question is generally for or generally against cooperating with the Fathomless. Additional details can be gained after a successful roll by using the Obtain Information Momentum spend.

Academician Sunset-Kaas is generally for cooperation and sees this as a unique opportunity for the Cavna people. Fathomless researchers no doubt know considerably more about the Magna Oscura than the Cavna do.

Scene 2.1: Why Are We Here?

The player characters make a speech to talk about working together in order to convince both the Cavna and the Fathomless to approach the meeting in good faith. The details of the speech are up to the character(s) making it but should involve a **Presence + Command** Task of **Difficulty 3**, possibly including Evidence (core rulebook, p. 166) and/or Negotiation (core rulebook, p. 167-168) depending on circumstances.

Pass: The parties all seem willing to listen and so Academician Sunset-Kaas outlines their plan: the Cavna need the Fathomless’s help in redirecting the Magna Oscura away from Cavna space. Move on to “A Lack of Understanding.”

Succeed at Cost: Sunset-Kaas outlines his plan as above but the Fathomless are less receptive to hearing it. Create a *Wary Fathomless* Complication or increase it by +1, then move on to “A Lack of Understanding.”

Fail: Before the characters finish making their case, General Tall-Black-Clouds bursts to her feet. “They’re driving this thing straight at our homeworld!” she shouts, “Just tell them to move the thing or we’ll move it for them!” This draws a lot of harsh objections from the Fathomless, particular Sage-Priest Rask-Bem-Guun who declares it “sacrilege.” He proclaims that if the Oscurans want to destroy the Cavna that is “their divine right!” Create a *Wary Cavna* Complication, or increase it by +1, then move on to “Talk of War.”

Scene 2.2a: A Lack of Understanding

The Fathomless say they don’t know how to redirect the Magna Oscura even if they agreed to try. “We’ve tried to understand the relationship between our home space and the outside galaxy,” the lead scientist Maal-Ret-Guul explains, “but controlling it would be like... controlling one of your planets. I imagine the thought hasn’t occurred to you before. I’m sorry, we just don’t know how this might be done.”

The sincerity of the Fathomless can be determined with an **Insight + Command** Task of **Difficulty 3**. If any Complications are rolled during this Task they can increase existing *Wary Complications* for either the Cavna or the Fathomless.

Pass: Maal-Ret-Guul is being truthful when he says they don’t know how to do this, but it’s also clear from his tone that they haven’t tried before. An Obtain Information spend can reveal that the assistant researcher Sool-Hed-Choe is very interested in this prospect but unwilling to interrupt their supervisor. The characters could give him the chance, though, with a roll to Create an Advantage.

Succeed at Cost: The same results as above apply but the Cavna team does not believe that they are as ignorant as they claim. Create a *Wary Cavna* Complication, or increase an existing one by +1, then proceed to “Fighting the Wind” or “Cards On the Table” as the situation allows.

Fail: The Starfleet mediators aren’t certain whether this is true or not and General Tall-Black-Clouds dismisses it outright. Academician Sunset-Kaas quickly steps in to salvage the situation and suggests that the Fathomless might merely try to slow the progress of the Magna Oscura to allow the Cavna time to evacuate. All talk of redirecting the nebula will be dismissed for the rest of the scene and action should proceed to “Time to Run.”

Scene 2.2b: Talk of War

Incensed by the Fathomless’s reaction, General Tall-Black-Clouds threatens war right then and there. The Starfleet officers will need to talk her down quickly if they want to salvage this meeting. This will take a **Presence + Security** or **Command** Task of **Difficulty 4**, possibly even higher if there are Complications at play. Bringing Evidence (core rulebook, p. 166) or attempting an Negotiation (core rulebook, p. 167-168) can also improve the Difficulty of the Task.

Alternatively, the Starfleet mediators can attempt to Intimidate (core rulebook, p. 167) the general which is a riskier Opposed Task. Even on succeeding, though, the Gamemaster should consider spending Threat to increase any *Wary Complications* on both sides.

Pass: The general backs down from her threats and talk resumes. With tension in the air, a formal political alliance or research agreement will help get things back on track. Proceed to “A Working Partnership” or “Cards On the Table” as the situation merits.

Succeed at Cost: As above but the Fathomless are alarmed by how quickly the Cavna threatened violence. Create a *Wary Fathomless* Complication, or increase an existing one by +1, before proceeding to one of the two scene options.

Fail: Things devolve quickly. The sage-priest Rask-Bem-Guun stands up in a fury, prompting General Tall-Black-Clouds to reach for her sidearm. The situation can be calmed down but

it's clear that the meeting is over. Before he leaves, however, the assistant researcher Sool-Hed-Choe will try to find a moment to let the mediators know that there might still be ways to help, though they can't say more before their supervisor calls for them to follow back to the Fathomless ship.

Scene 2.3a: A Working Partnership

In this scene, the Starfleet mediators try to convince the Cavna and the Fathomless to formalize their relationship. Sharing resources and coordinating ship movements can definitely help with delaying the Magna Oscura if possible.

This is a **Presence + Command** Task with a **Difficulty** of **2**, though Negotiation (core rulebook, p. 167-168) can improve the Difficulty. Any Complications in play will increase the Difficulty, of course.

Pass or Succeed at Cost: The representatives agree to a formal alliance which counts as an Advantage for any coordinated missions involving the Cavna and Fathomless together. With the GM's permission, this Advantage can last to future missions. Proceed to "Time to Run" to make use of that Advantage or "Fighting the Wind" if the players prefer.

Fail: Either or both parties aren't feeling comfortable enough for anything formal at this time. They might still be convinced to work together but there will be no Advantage for the talks. Proceed to "Time to Run" or "Fighting the Wind" as the players choose.

Scene 2.3b: Cards On the Table

Both the Cavna and the Fathomless have years of data about the Magna Oscura, but because their sensors and technologies are fundamentally different they each have details that the other is missing. In this scene, the Starfleet mediators try to convince them to share their research to make a pool of information that can benefit future scientific efforts.

This is a **Presence + Command** or **Science** Task with a **Difficulty** of **2**, though Negotiation (core rulebook, p. 167-168) can improve the Difficulty. Any Complications in play will increase the Difficulty, of course.

Pass or Succeed at Cost: Researcher Maal-Ret-Guul and Academician Sunset-Kaas agree to a protocol to share their data with each other. This will create an Advantage that will benefit any scientific research by either group on the nature of the Magna Oscura. Proceed to "Fight the Wind" to make use of that Advantage or "Time to Run" if the players prefer.

Fail: Academician Sunset-Kaas is willing to share data but Maal-Ret-Guul isn't certain and Governor Red-Blue-Facets pulls rank to nix the idea. They might still cooperate scientifically but any efforts will be without the advantage of a shared database. Proceed to "Time to Run" or "Fighting the Wind" as the players choose.

Scene 2.4a: Time to Run

In this scene, the Starfleet mediators try to reach a final agreement from both groups to work together slowing the velocity of the Magna Oscura. This will give the Cavna time to evacuate their colonies to spaces established by the Federation but it will require the cooperation of the Fathomless

and the trust of the Cavna people that they will keep up their part of the plan.

This will be a **Presence** or **Insight + Command** Task, though it can be assisted by a **Conn** or **Engineering** roll detailing the logistics of the operation. The **Difficulty** is **3** but remember to factor in any Complications that apply as well.

Pass: The two parties agree and preliminary details are set. They will continue to coordinate over the coming weeks and days to evacuate the Cavna to safe locations.

Succeed at Cost is not available for this Task.

Fail: The Fathomless make demands that the Cavna aren't willing to meet and the Cavna require concessions that the Fathomless aren't willing to give. The talks break down with a fizzle as no one can see a path through to the end, though some trust may have been built.

Scene 2.4b: Fighting the Wind

The ultimate solution that preserves Cavna culture as well as lives is to figure out a way to redirect the path of the Magna Oscura entirely. This will require a concerted effort on the part of both civilizations as well as fast and detailed scientific effort.

To convince both groups to agree to this, the Starfleet mediators will need to make a **Presence + Command** or **Science** Task at a **Difficulty 3**. This can benefit from Create an Advantage rolls to speculate on the nature of the nebula, and assisting rolls can use **Engineering** as well when technological limits factor in. Remember to include any Complications that apply as well.

Pass: The groups come up with a plan to divide up the research and share progress reports. If they are also creating a shared database this could become the means by which a strong alliance between Cavna and Fathomless forms, particularly as the scientific groups of each culture are the most cooperative. The players' ship gains a Trait called "Joint Science Task Force" that represents their role in this effort; it may influence both diplomatic and scientific efforts in future missions as well.

Succeed at Cost is not available for this Task.

Fail: Though the scientific will is there, the logistics of this project are simply too much for the fragile situation. While they might agree to separately research, there is no plan to share effort and the Cavna are likely on their own.

Scene 2.5: Come Quick!

Whatever the end result of this meeting is, it will be interrupted at the very end by a communication from the Cavna bridge. They are detecting a lot of activity from the Fathomless ship and what appears to be a distress call. At the same time, both Maal-Ret-Guul and Rask-Bem-Guun receive communications from their ship that reveal the source of the problem: over half the crew of the Fathomless vessel are collapsing from poisoning symptoms and the rest are getting sick as well.

Proceed to the mission endgame section: "Shadow of Doubt."

Scene 3: Pulling at Threads

At some point, the passive scans of the Fathomless ship's energy signature will note a change. The pattern of w-particles has been shifting since the ship arrived but without fully understanding their technology the importance of this can only be guessed at. At some point, however, the signature starts to include *w-antiparticles*.

Like matter and antimatter, these particles are the opposite of w-particles. They annihilate each other in bursts of energy and radiation, normally a very small part of the background radiation of the universe.

No matter how the Fathomless technology functions, it makes no sense for their ship to generate unchecked w-antiparticles any more than for a Federation ship to give off antimatter particles. Discovering the origin of the w-antiparticles will take an Extended Task.

Particle Study Extended Task

The Extended Task to study the w-antiparticles coming from the Fathomless ship has a **Work Track** of 15 and a **Magnitude** of 3. There is a **Resistance** of 1 because of the unfamiliarity of Fathomless technology, though the GM might remove this Resistance if the crew has sufficient experience with the Fathomless.

EXTENDED TASK

DIFFICULTY 03

MAGNITUDE 03

RESISTANCE 01

WORK TRACK 15

TIME INTERVAL

XX

While this is not the sort of situation that requires theories and testing design, the GM may prefer to designate a Research Lead and Assistants as with the Scientific Method (core rulebook, p. 157-158). Adding these elements, not to mention observing and hypothesizing stages, this process will take a lot more of the mission's focus. This is only recommended if the crew's attention is already fixed on this problem and they want a full research experience.

Obtain Information

Through the process of investigating the phenomenon, characters might use the Obtain Info spend to gain the following bits of information.

- The w-particle-antiparticle interaction causes lambda-radiation which is harmless to Humans and most Federation species.
- This is the first time w-antiparticles have been observed outside of laboratory conditions.
- If asked about the antiparticles, the Fathomless claim not to detect any. (Detecting them is difficult as their w-particle sensors are blinded by the antiparticles.)

Breakthroughs

When the crew scores five Work at once, or when they reach six and twelve on the Work Track, give them one of these pieces of information in order.

1. The antiparticles aren't coming from the Fathomless ship, but something in the surrounding area.
2. The antiparticles are differently synthetic and detrimental to the Fathomless.
3. The antiparticles are coming from an isolytic pulse originating in the Cavna ship's deflector!

Out of Time!

Though this is an Extended Task, there is a time element to it. Introducing this as a Timed Challenge will give away to players that this is an important part of the plot earlier than intended for drama. However, if they don't discover the origin of the w-antiparticles before the conclusion of the talks (about four hours after arriving) then things are even more rushed in the final scene.

Scene 4: Shadow of Doubt

The talks are interrupted by news that the w-antiparticles affecting the Fathomless ship are being purposefully generated by the Cavna. If the crew goes to the Cavna bridge they will find a young technician at a station in the back. He looks nervous and if he's confronted an **Insight + Security** Task (**Difficulty 2**) will note that he keeps looking at Governor Red-Blue-Facets.

This is a Timed Challenge with a time interval of one minute and they must complete the challenge before ten minutes elapses. If the Starfleet crew did not complete the Extended Task in Pulling at Threads then they must complete this Timed Challenge in *six minutes*.

There are five Key Tasks to complete to save the Fathomless ship:

- **Remove the Technician:** Get the technician away from the station either with an attack that incapacitates him or with an Intimidation roll (**Difficulty 3**).
- **Gain Access:** The technician locked his station when the Player Characters confronted him. The Player Characters will either need to disable the password with a **Reason + Engineering** Task or intimidate the technician into unlocking it with a **Presence + Security** Task to intimidate him. The **Difficulty** for both Tasks is **3**, though intimidating will become **Difficulty 3** if Governor Red-Blue-Facets is present.
- **Isolate Isolytic Pulse Program:** Finding the program that the technician is using to weaponize the deflector dish is a **Reason + Science** or **Reason + Engineering** Task with a **Difficulty** of **2**.
- **Shut Down Isolytic Pulse:** Terminating the program once they find it requires an **Insight + Science** or **Insight + Engineering** Task with a **Difficulty** of **3**.

Failure!

If the Timed Challenge is not completed before ten minutes has elapsed then the Starfleet crew is too late. The exposure levels on the Fathomless ship are too high and the Fathomless crew is too irradiated to recover. Finishing with only a few minutes to spare might mean a few casualties among the Fathomless but most of the crew can be treated for lambda radiation poisoning and recover.

Getting Answers

After stopping the isolytic pulse (or failing to) the crew can question the technician. Unless he's already been exposed, Governor Red-Blue-Facets will attempt to take over the questioning himself to cover his trail.

Conclusion

The outcome of the talks depends on whether an agreement is reached and whether the governor's plot is revealed.

- **If the Cavna and Fathomless agree to work together**, this will be a turning point. They will collaborate to evacuate the Cavna or to redirect the nebula's path (depending on what was actually agreed to) and the Starfleet crew will have allies on both sides that they can contact.
- **If no agreement is reached**, the crew still knows about Academician Sunset-Kaas and the assistant researcher Sool-Hed-Choe. They are still interested in peace and stupid hope it's not lost.
- **If the Fathomless ship is saved**, Starfleet personally gains the appreciation of that species. The ship and its crew gain the Trait "Friends of the Fathomless," which will benefit them on future missions.
- **If Governor Red-Blue-Facets is exposed**, the Cavna are grateful that a traitor is in custody. The ship and its crew gain the Trait "Friends of the Cavna," which will benefit them in future missions.
- **If the plot is stopped but Governor Red-Blue-Facets is not exposed**, he will have a personal vendetta against this crew which may affect later missions.

Stat Blocks

Notable Cavna NPCs

Academician Sunset-Kaas

Cavna Scientist

ATTRIBUTES

CONTROL 10	FITNESS 09	PRESENCE 09
DARING 08	INSIGHT 10	REASON 11

DISCIPLINES

COMMAND 02	SECURITY 01	SCIENCE 03
CONN 02	ENGINEERING 02	MEDICINE 01

FOCUSES: Astrophysics, Sensor Systems

STRESS: 11

RESISTANCE: 0

WEAPONS:

- **Type 1 Phaser:** Ranged, 3▲, Size 1H, Charge 3
- **Unarmed Strike:** Melee, 2▲, Size 1H, Knockdown, Nonlethal

SPECIAL RULES:

- **Computer Expertise** (Talent)

General Tall-Black-Clouds

Cavna Military Commander

ATTRIBUTES

CONTROL 10	FITNESS 10	PRESENCE 11
DARING 09	INSIGHT 09	REASON 08

DISCIPLINES

COMMAND 02	SECURITY 03	SCIENCE 01
CONN 02	ENGINEERING 01	MEDICINE 02

FOCUSES: Military Tactics, Negotiation

STRESS: 13

RESISTANCE: 0

WEAPONS:

- **Type 1 Phaser:** Ranged, 5▲, Size 1H, Charge 3
- **Unarmed Strike:** Melee, 4▲, Size 1H, Knockdown, Nonlethal

SPECIAL RULES:

- **A Line In the Sand** Whenever engaged in an Opposed Task during a Social Challenge, the general may re-roll one d20.

Governor Red-Blue-Facets

Cavna Politician / Plotter

ATTRIBUTES

CONTROL 10	FITNESS 09	PRESENCE 11
DARING 08	INSIGHT 10	REASON 09

DISCIPLINES

COMMAND 03	SECURITY 03	SCIENCE 02
CONN 01	ENGINEERING 01	MEDICINE 01

FOCUSES: Deception, Negotiation, Radiation Weapons

STRESS: 12

RESISTANCE: 0

WEAPONS:

- **Type 1 Phaser:** Ranged, 5▲, Size 1H, Charge 3
 - **Unarmed Strike:** Melee, 4▲, Size 1H, Knockdown, Nonlethal
- SPECIAL RULES:**
- **Puppetmaster:** The governor is a lifetime politician who hides his plans behind proxies and deniability. When required to make a Task to conceal their activity, Red-Blue-Facets may roll one additional d20.

Minor Cavna NPCs

Cavna Technician

Cavna

ATTRIBUTES

CONTROL 10	FITNESS 09	PRESENCE 08
DARING 08	INSIGHT 09	REASON 10

DISCIPLINES

COMMAND 01	SECURITY 01	SCIENCE 02
CONN 01	ENGINEERING 02	MEDICINE 01

STRESS: 10

RESISTANCE: 0

WEAPONS:

- **Type 1 Phaser:** Ranged, 3▲, Size 1H, Charge 3
- **Unarmed Strike:** Melee, 2▲, Size 1H, Knockdown, Nonlethal

Notable Fathomless NPCs

Maal-Ret-Guul

Fathomless Scientist

ATTRIBUTES

CONTROL 10	FITNESS 09	PRESENCE 08
DARING 09	INSIGHT 10	REASON 11

DISCIPLINES

COMMAND 02	SECURITY 01	SCIENCE 04
CONN 01	ENGINEERING 02	MEDICINE 01

FOCUSES: Ship Systems, Astrophysics

STRESS: 10

RESISTANCE: 0

WEAPONS:

- **Theta Hand Weapon:** Ranged, 3 A, Size 1H, Charge 3
- **Unarmed Strike:** Melee, 2 A, Size 1H, Knockdown, Nonlethal

SPECIAL RULES:

- **Scientific Supervisor:** When issuing the Direct Task to order junior scientists, Maal-Ret-Guul can use Science instead of Command.

Sool-Hed-Choe

Fathomless Scientist

ATTRIBUTES

CONTROL 10	FITNESS 08	PRESENCE 08
DARING 10	INSIGHT 09	REASON 11

DISCIPLINES

COMMAND 01	SECURITY 01	SCIENCE 04
CONN 01	ENGINEERING 03	MEDICINE 01

FOCUSES: Deception, Infiltration, Sabotage

STRESS: 12

RESISTANCE: 0

WEAPONS:

- **Theta Hand Weapon:** Ranged, 3 A, Size 1H, Charge 3
- **Unarmed Strike:** Melee, 2 A, Size 1H, Knockdown, Nonlethal

SPECIAL RULES:

- **Testing a Theory** (Talent)

Rask-Bem-Guun

Fathomless Seer-Priest

ATTRIBUTES

CONTROL 09	FITNESS 10	PRESENCE 11
DARING 08	INSIGHT 09	REASON 10

DISCIPLINES

COMMAND 03	SECURITY 01	SCIENCE 02
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CONN 01

ENGINEERING 02

MEDICINE 02

FOCUSES: Fathomless Religion, Negotiation

STRESS: 11

RESISTANCE: 0

WEAPONS:

- **Type 1 Phaser:** Ranged, 3 A, Size 1H, Charge 3
- **Unarmed Strike:** Melee, 2 A, Size 1H, Knockdown, Nonlethal

SPECIAL RULES:

- **Spiritual Anchor:** When assisting another Fathomless using the Command Discipline, the seer-priest may re-roll one d20.

Minor NPCs

Fathomless Scientist

Fathomless

ATTRIBUTES

CONTROL 09	FITNESS 08	PRESENCE 08
DARING 09	INSIGHT 10	REASON 10

DISCIPLINES

COMMAND 01	SECURITY 01	SCIENCE 02
CONN 01	ENGINEERING 01	MEDICINE 02

STRESS: 9

RESISTANCE: 0

WEAPONS:

- **Theta Hand Weapon:** Ranged, 3 A, Size 1H, Charge 3
- **Unarmed Strike:** Melee, 2 A, Size 1H, Knockdown, Nonlethal

Fathomless Warrior

Fathomless

ATTRIBUTES

CONTROL 10	FITNESS 09	PRESENCE 09
DARING 10	INSIGHT 08	REASON 08

DISCIPLINES

COMMAND 02	SECURITY 02	SCIENCE 01
CONN 01	ENGINEERING 01	MEDICINE 01

STRESS: 11

RESISTANCE: 0

WEAPONS:

- **Theta Rifle:** Ranged, 5 A, Size 1H, Charge 3
- **Unarmed Strike:** Melee, 3 A, Size 1H, Knockdown, Nonlethal

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