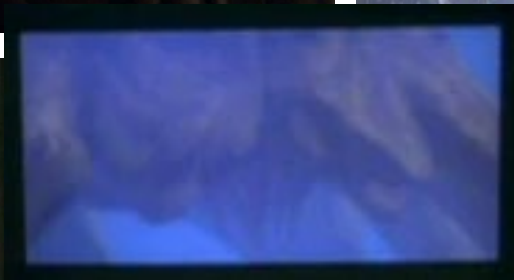


# THE THINK TANK



# KURROS

Kurros was the spokesperson of the "Think Tank", a diverse group of alien scholars who traveled about the galaxy, offering to solve people's problems for a price. Kurros joined the "Think Tank" at a very young age. It saved his planet from a cataclysmic problem, and Kurros was traded as payment.

**Traits:** Think-Tank

## Attributes

Control	Daring	Fitness	Insight	Presence	Reason
11	8	7	10	8	12

## Disciplines

Command	Conn	Security	Engineering	Science	Medicine
2	1	2	5	5	3

**Focuses:** Tactician, Isomorphic Technology, Negotiation, Strategy, Coercion, General Sciences

**Values:** Solving Problems Is What We Do  
It Is Rare, But Hardly Unique  
We Will Not Participate in The Decimation of an Entire Species  
The Collective Gave Me A Valuable Opportunity

**Stress:** 9 **Resistance:** 0

## Attacks:

- Unarmed Strike (Melee, 3[CD], Nonlethal, 1H)

**Equipment:** *The Device:* Allows members of the Think Tank to communicate.

## Special Rules

- **Bargain:** When negotiating an offer with someone during Social Conflict, he may re-roll a d20 on his next Persuade Task to convince that person.
- **Plan of Action:** When an ally succeeds at a Task that was made possible or had reduced Difficulty because of an Advantage created by the character, if that Advantage represented a plan or strategy, they generate two bonus Threat.
- **Master Tactician:** When the character aids a Combat Task, suggests a strategy, or studies tactics, they may reroll their die.



# Fennim

Fennim was a member of the "Think Tank", one of two humanoid members along with Kurros. Fennim's speech could not be interpreted by the universal translator; Captain Kathryn Janeway speculated that perhaps his speech patterns were too complex for the translator to process. Some of his duties were to greet those interested in seeking help from the "Think Tank" and introduce them to Kurros. He assisted Kurros in the plot to retrieve Seven of Nine and enlist her in the "Think Tank".

**Traits:** Think-Tank, Unintelligible

## Attributes

Control	Daring	Fitness	Insight	Presence	Reason
9	11	8	11	8	12

## Disciplines

Command	Conn	Security	Engineering	Science	Medicine
3	3	3	4	5	0

**Focuses:** Coercion, Diplomacy, Strategy, Deception, Communications

**Values:** We Will Not Participate in The Decimation of an Entire Species  
Speak Plainly

**Stress:** 11      **Resistance:** 0

## Attacks:

- Unarmed Strike (Melee, 4[CD], Nonlethal, 1H)

**Equipment:** *The Device*: Allows members of the Think Tank to communicate.

## Special Rules

- **Right Hand Man:** Whenever you assist another character using your Command Discipline, the character being assisted may re-roll one d20.
- **Coordinated Efforts:** During an Extended Task, an assisted character may gain either the Scrutinize 2 or Progression 1 benefits (see page 91 of the core rulebook) when they roll their Challenge Dice.



# SHE

She was a female coelenterate lifeform member of the "Think Tank".

**Traits:** Jellyfish-like lifeform

## Attributes

Control	Daring	Fitness	Insight	Presence	Reason
12	8	6	11	7	12

## Disciplines

Command	Conn	Security	Engineering	Science	Medicine
3	2	0	3	5	3

**Focuses:** Temporal Physics, Containment Fields, Geology,  
Quantum Harmonics, Exobiology, Probability Mathematics

**Values:** We Will Not Participate in The Decimation of an Entire Species  
The Most Gifted Member of the Group

**Determination:** (Start with 1)      **Stress:** 6      **Resistance:** 0

## Attacks:

- Unarmed Strike (Melee, 1[CD], Nonlethal, 1H)

**Equipment:** *The Device:* Allows members of the Think Tank to communicate.

## Special Rules

- **Temporal Mechanic:** Once per scene, when confronted with an anomaly that affects the flow of time and space, the character rolls one Challenge Dice (1/\) when attempting a Task relating to the phenomenon. The character generates bonus Threat equal to the \ result, in addition to any Momentum generated from the Task result. If an Effect is rolled, the Gamemaster gains 1 Threat instead.
- **Unconventional Thinking:** During any Challenge or Extended Task that uses the Scientific Method to adapt technology (see core rulebook, p.159) in which the character is participating, if the hypothesis being pursued is considered "Outside the Box" – the Difficulty of the Tasks are reduced by 1.
- **Walking Encyclopedia:** Once per session, when you attempt a Task, the gamemaster may spend 2 Threat (Immediate) to gain an additional Focus for the remainder of the session, due to their breadth of knowledge.



# BEVOX

Bevox was a bioplasmic organism, who wandered the galaxy alone for a few millennia before founding the "Think Tank", a group of intellects who solve problems for a price, in the 23rd century. His interests varied over time.

**Traits:** Can Exist in a Vacuum; Bioplasmic Organism; Grouchy in the Morning

## Attributes

Control	Daring	Fitness	Insight	Presence	Reason
9	9	13	10	13	11

## Disciplines

Command	Conn	Security	Engineering	Science	Medicine
4	5	0	5	4	1

**Focuses:** Variable Gravity Environments, Exo-Sociology, Quantum Mechanics, Milky Way Galaxy

**Values:** We Will Not Participate in The Decimation of an Entire Species  
Do not Talk to Me in the Morning  
I Founded This Group

**Determination:** (Start with 1)      **Stress:** 12      **Resistance:** 0

## Attacks:

- Unarmed Strike (Melee, 3[CD], Nonlethal, 1H)
- Type-2 Phaser (Ranged, 5[CD], Charge, 1H)

**Equipment:** *The Device:* Allows members of the Think Tank to communicate.

## Special Rules

- **Founder of This Group:** Once per scene, when they succeed at a Task during a perilous situation, they may spend one Threat. If they do, choose a single ally. The next Task that ally attempts counts as having assistance from Bevox, using their Presence + Command.
- **Galactic Traveler:** Once per session, when you attempt a Task, the gamemaster may spend 2 Threat (Immediate) to gain an additional Focus for the remainder of the session, due to their breadth of knowledge.



# The Mechanoid

The Mechanoid was an artificial intelligence who worked with the Think-Tank.

**Traits:** A.I.

## Attributes

Control	Daring	Fitness	Insight	Presence	Reason
11	8	7	9	10	12

## Disciplines

Command	Conn	Security	Engineering	Science	Medicine
1	2	4	3	5	4

**Focuses:** Mathematics, Art, Astronomy, Fractal Sculptures, Bionetic Technology, Sensors, Immunology

**Values:** We Will Not Participate in The Decimation of an Entire Species  
The Mind of a Mathematician and The Soul of an Artist  
Curious About Integrating Biological Components Into Its Structure

**Stress:** 11      **Resistance:** 0

**Equipment:** *The Device:* Allows members of the Think Tank to communicate.

## Special Rules

- **Computer Expertise:** Whenever they attempt a Task that involves the programming or study of a computer system, they may add a bonus d20 to their pool.
- **I Cured the Phage:** When attempting a Task that will involve an unfamiliar medical procedure, or which is to treat an unfamiliar species, ignore any Difficulty increase stemming from your unfamiliarity.
- **Turning the Tide:** When the character aids a Combat Task, suggests a strategy, or studies tactics, they may reroll their die.
- **Testing a Theory:** When you attempt a Task using Engineering or Science, they may roll one additional d20, so long as they succeeded at a previous Task covering the same scientific or technological field earlier in the same adventure.

