

Star Trek Adventures

# Lonely Among Us

## Director's Cut

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## Synopsis

While transporting delegates, an alien life form wreaks havoc on the *Enterprise* computer and begins to take over the minds of her crew.

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## How to Use this Module

Have you ever dreamed of being in an episode of Star Trek: The Next Generation? Well, we can do you one better. Now, you can be the director (a.k.a. gamemaster). Just grab some players, pick your favorite TNG characters (or make up some new ones), and start playing.

This is your chance to make different decisions than you saw exhibited on screen and see how it plays out. That's right! This is your alternate universe. Heck! Maybe it will even be better than the original. Who knows? It's all up to you and your cast of players.

**WARNING! This storyline involves some characters being possessed by an alien entity. Some players do not like losing control of their characters. Discuss this BEFORE beginning this adventure. You may want to choose a different module if no one is up for it.**

[Use with the [Star Trek Adventures: TNG Player Characters](#) and the [Star Trek Adventures Core Rulebook](#) to play. Or really up the ante and play as Klingons by using the [Klingon Core Rulebook](#).]

### DIRECTIVES

- Deliver the Anticans and Selay delegates to the neutral conference planet called Parliament for diplomatic negotiations.
- Senior officers complete routine crew crossover training.

**Begin this game with 2 Threat per player.**

"Captain's Log, Stardate 41249.3. We have orbited the two major planets of the Beta Renner system taking aboard delegates from those two worlds. Since achieving space flight their major lifeforms – the Anticans and the Selay – have become deadly enemies but both have also applied for admission into our Federation. We are to deliver these delegates to this sector's neutral conference planet – called Parliament – in the hope their dispute can be resolved."



## TEASER

The *USS Enterprise-D* has begun orbiting the two major planets in the Beta Renner system, Antica and Selay. The two species of those worlds, the Anticans and the Selay, have both achieved space flight and they have applied to become members of the United Federation of Planets. However, the two species are mortal enemies.

The *Enterprise* has been ordered to transport both peoples to a neutral planet called Parliament, in the hopes of resolving their conflicts.



*Ssestar*

On the *Enterprise*, select which officers will meet the delegates. It is standard that Starfleet officers wear dress uniforms during such visits. The delegates will be arriving in the transporter room. Allow characters to engage in some planning about how they will handle this matter, perhaps allowing Players to roll to **Create an Advantage** related to ship security.

The delegates from Selay beam on board first. Ssestar, a male Selay and Chief delegate to the Parliament conference, introduces himself. Ssestar insists that the Selay's quarters be upwind from the Anticans and be as far away as possible. It is obvious that he disdains the Anticans from the tone in his hissing voice.

Allow characters the chance to engage in diplomatic actions as they extend hospitality

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to the Selar, provide a tour of the ship, and show them their quarters. Make it clear that Parliament's peacemakers may have difficulty satisfying the two species' needs.

The *Enterprise* can now leave orbit of Selay on course for Parliament.

On the bridge, sensor operators or conn officers may make a **Reason + Conn/Science**, assisted by the ship's **Sensors + Science**, with a Difficulty of 0 to note an unusual energy object ahead of the *Enterprise*. If successful, an enormous cloud appears on the viewscreen. Spending momentum to Obtain Information will grant the following information:

- The cloud is also traveling at warp speed.

No other details are available about the cloud. It could be a dangerous space phenomena. Or it could be harmless. The ship would need to drop out of warp to get more information about the cloud. Doing so should not interfere with their schedule for arriving at Parliament.

**TRAINING DAY:** All officers aboard a starship are required to perform routine maintenance on various equipment and sensors to make sure that all crew are cross-trained on how to operate and repair a vessel. This is ordered by the captain.

**Gamemasters' Guidance:** At least one character should be assigned to sensor maintenance, but allow other characters to also swap normal assignments. For

**example, have a conn officer go to sickbay for training on how to repair biobeds. Or send the doctor to engineering to perform a routine diagnosis on the intermix cooler. Or send the chief security officer to take the conn.**

Each character should roll a **Control + (Insert Training Department Here)** with a Difficulty of 2. Failure determines they do something wrong. This might generate a Complication or just be a good moment to insert humor or a learning moment between characters.

Whichever character is assigned to sensor maintenance is working on the system as *Enterprise* makes the scan of the cloud. since they are making a close sensor pass. The character who is working on the sensor console hears a strange noise and is then struck by swirling blue energy. The gamemaster should spend 2 Threat for a reversal as the energy discharges and they fall to the floor unconscious. The stricken character should roll 2CD to determine if they take stress in addition to being unconscious.

Allow other characters in the area to react.





*Badar N'D'D, a male Antican*

## ACT ONE

***Gamemaster's Guidance: Utilize the box "Original Episode Notes" on this page to add a quirky B story to this adventure. It is also an opportunity to rack up some Threat through Social Conflict. You will need Threat for key reversals that need to occur in upcoming scenes.***

The medical officer can arrive in sensor maintenance. If the medical officer is the one who was cross-training, select another officer to attend to the fallen trainee/officer.

Before any medical assistance can be offered, the unconscious character violently awakens. Have the character roll a **Fitness + Security** with a Difficulty of 1 to do a surprise melee strike. The Gamemaster should spend another 2 Threat to make this a reversal as the

**Original Episode Notes:** In the Antican's quarters, Yar and Riker are attending to the Antican's dietary requirements. Yar had misunderstood that the Anticans prefer their food live, not dead. Riker tells Badar N'D'D, the lead Antican delegate, that Humans no longer enslave animals for food purposes, rather they consume meat that has been inorganically produced from the ship's replicators. Badar N'D'D finds this practice "sickening" and "barbaric".

attending medic will not get the chance to oppose this.

Other characters may try to restrain the enraged character with these being opposed actions if they are melee actions like grapple, strike, tackle, etc.

Allow Players the opportunity to come up with other ways to subdue the character. Once subdued, the characters will likely take the affected character to sickbay.

Now, the investigation into what went wrong can begin. Sensor maintenance can be inspected while the affected officer will offer another point of investigation.

**INVESTIGATION:** Whoever is investigating sensor maintenance must roll an **Insight/Reason + Engineering/Security** with a Difficulty of 1. They will catch via internal sensor or video records that there was a glow in sensor maintenance and the victim jerked as though something had hit him.

**TIMETABLE:** On the bridge, officers may wish to examine the cloud further, since there are



many unexplained mysteries surrounding it. However, this will likely delay arriving at Parliament in time. The captain has to make a decision. To be late to such a key meeting would affect reputation negatively for violating a Starfleet directive.

**SICKBAY:** In sickbay, the victim can be examined. The Gamemaster should spend another 2 Threat to make this a reversal as upon doing so the same energy that entered the victim's body now enters the examiner's body. The character can act normally and will not note anything weird. At this point, the original victim can awaken. They have no recollection of being injured, attacking anyone, or being transported to sickbay.

The examiner will have a strong urge to leave sickbay for the bridge.

**Gamemasters' Guidance:** *At this point, the crew is unaware that an alien lifeform has*

***been brought onboard that is currently possessing one of the characters.***

Upon arriving on the bridge, the possessed character will make their way to the helm. Upon touching the helm controls, the blue energy enters the computer.

Once more, the gamemaster can spend 4 Threat to create reversals. The science stations become abruptly inoperable. A character may now run a damage report. This is an **Insight + Command** Task, assisted by the ship's **Communications + Engineering**, with a Difficulty of 1. There is a failure with the warp drive circuits. Various other stations on the ship report failures, as well.

The *Enterprise* is fresh out of spacedock so some characters may reason that these are normal malfunctions. A **Reason + Engineering** Task with a Difficulty of 0 will find this possibility to be a virtual impossibility.



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## ACT TWO

Diagnosing shipwide problems will no doubt take priority. An engineering officer may do an **Insight/Reason + Engineering** Task with a Difficulty of 1 to confirm that there was an electronic short made its way into several systems. However, it should not have affected multiple systems as the affected systems do not interact with each other.

**MAINTAINING THE PEACE:** While the engineering problems are investigated the security team will still need to be managing the Selay and Antican delegates. Have the security officer make an **Insight + Security** Task with a Difficulty of 1. Success means they find Antican weapons hidden close to the Selay quarters.

**Gamemasters' Guidance:** *If the Players fail with this roll, an interesting story divergent from the original TNG episode could take place as Anticans successfully assassinate one of the Selay delegates.*



On the bridge, the conn officer announces that warp drive is failing and the *Enterprise* drops out of warp. This is a Trait that cannot be removed.

Officers may try to send a hail to Parliament to inform them of the delay. Due to the system problems, this would be a **Control + Conn**, with a Difficulty of 4.

Failure means communication systems are down.

Between the crew's engineering and security issues, one might believe the *Enterprise* has a saboteur on board. The characters may decide to convene a meeting to review what is happening.

Any command characters may roll an **Insight + Command** Task with a Difficulty of 0 to come up with the following detail:

- The Ferengi may have bribed the alien delegation to sabotage the *Enterprise*, as Ferengi have had contact with both the Selay and the Anticans.

Allow Players to toss in other theories about possible perpetrators. They can all be resolved with an investigative **Extended Task with a Work Track 12, Magnitude 3, Difficulty 3**. Successful completion of the Extended Task will reveal no solid suspects. The characters must find another source of the system problems.

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In engineering, characters can do an Extended Task to determine if something is inherently wrong with the *Enterprise*. This is an **Extended Task with a Work Track 14, Magnitude 3, Resistance 3, Difficulty 3.**

The resistance is representative of the alien entity now in the *Enterprise's* systems. It will not take kindly to being expunged. As such, it will attack. Depending on how you treat death in your game, you may have an NPC killed, as happened on the television show. On the other hand, you could just injure a PC or NPC.

Once a complication is rolled, activate the attack or spend 2 Threat for another reversal.

Original Episode Notes: Singh, in engineering, works at a console. He touches a button, then the same energy that enveloped Worf and Crusher strikes his body, quite violently. It blasts Singh backwards and he falls unconscious, right next to the ship's warp core. Worf, coming down a lift, sees Singh. He rushes over to him and checks his pulse. Worf taps his combadge to inform Picard that Singh is dead.



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## ACT THREE

**Gamemaster's Guidance:** *Characters possessed by the alien entity will have no recollection of being possessed. This could be a big clue. The entity's goal is to head back toward the cloud from whence it came.*

The death or injury of a crew member should be investigated. By now, the visiting delegates should have been removed from the list of suspects, but the incident might reopen the case. Completion of the other Extended Tasks indicates that nothing is inherently wrong with the *Enterprise*.

In engineering, it is discovered that the warp drive has been miraculously restored and the *Enterprise* can jump back into warp at any time. The Trait preventing warp established in ACT TWO is now removed. The *Enterprise* goes to warp six on course of Parliament.

Scientific Method (page 157) can be employed to try and deduce the source of these strange happenings. The Target Number is 12 with "The Right Way" being Alien Possession.

Suddenly, the warp engines are failing again and the *Enterprise* drops to impulse. Figuring out the command structure, the alien entity wants to possess the command officer. Inhabited by the non-corporeal lifeform, the lifeform will restore warp power back to the *Enterprise*, order the helm to double back on their course, and head back to the strange energy cloud. The entity-possessed officer will

make any excuse as to why it wants to return to the cloud, perhaps assuring them that they want to take another look at the cloud, since they only obtained minimal information on it.



The change of course will cause great concern between the Anticans and the Selay. The delegates might suspect a conspiracy and might take hostile action against each other.

Characters might try to engage in Social Conflict to stop the possessed officer or attempt harsher means to regain control of their ship.

Spend Threat as needed to get the *Enterprise* back to the cloud, perhaps creating Complications related to system overrides or a small riot among the delegates to keep the characters busy.



Of course, characters might find an ingenious way to take back their ship, but they will be dealing with a new lifeform. The Prime Directive is in force. If the characters succeed in thwarting the entity from getting back to the cloud, proceed to "Explanation".



If they do not succeed in taking back their ship, proceed to "Arrival at the Cloud".

**EXPLANATION:** The lifeform will tell the crew that when the *Enterprise* passed the cloud before it accidentally took a lifeform with it. The lifeform recalls the horror of being taken from the cloud, then going from body to body, and accidentally causing the death or injury of individuals. The entity will reveal the desire for exploration and dreams beyond Human expectations, since the lifeform is essentially an energy pattern, free of matter. Before, the entity could literally go anywhere in his energy state.

**ARRIVAL AT THE CLOUD:** The lifeform plans to beam itself and whoever it possesses into the energy cloud. If the lifeform has control of the ship it will attempt to overwhelm the bridge crew using its blue beam attack. It will attempt to travel to the transporter room. Once there, it will try to activate the transporter controls and beam away, possessed officer and all.

### The Cloud Entity

**Traits:** Cosmozoan

#### ATTRIBUTES

Control—12; Fitness—08; Presence—07  
Daring—10; Insight—08; Reason—11

#### DISCIPLINES

Command—05; Security—02; Science—02  
Conn—05; Engineering—02; Medicine—00

**FOCUSES:** Astronavigation, Ship Systems, Possession

**STRESS: 10; RESISTANCE: 0**

#### ATTACKS:

- Blue Energy Beam (Medium-Range, 8A, Area)

#### SPECIAL RULES:

- **Don't Touch:** The Cloud Entity's Blue Energy Beam gains the Vicious 2 effect against individuals who touch a control surface.
- **Invulnerable to Detection**
- **Mind Wipe:** The Cloud Entity wipes the memory of whomever it possesses

## CONCLUSION

The characters have quite the job on their hands. Can they find a way to restore the entity to the cloud while saving their fellow officer? Will they attempt to purge it out of the

system even if it kills the entity? How will they manage the Anticans and Selay? Will they get them to the peace conference on time or will diplomatic attempts fail and lead to all out war?

