STAR TREK: MARGIN OF ERROR

An RPG adventure for Modiphius' Star Trek Adventures by Roger Taylor. This adventure is set in the year 2371 and intended for 2 to 6 players, but is easily adaptable for larger groups and other eras. Players who wish to take part in this adventure should read no further.

Synopsis: The Federation subspace research installation on Kouri-A-4 has gone silent. Having received a brief, garbled distress call, the *Steamrunner* Class starship USS *Sakarya* is en route to investigate.

Reaching the colony world, the crew discovers roughly half the outpost's complement dead, the other driven by a crazed bloodlust. A recently arrived Ferengi transport lies in the station's hangar.

As they explore the installation, the crew is attacked by deranged scientists and support personnel, find the Ferengi pilot (Frump), and are accosted by a Romulan search party. The Romulans (long suspicious of the Federation installation on Kouri) believe they have been the victims of a biological warfare attack and are now seeking proof. Having barely contained the virus on one of their border worlds, the Romulans are out for blood. Unless the Romulans can find (or are given) proof exonerating the Federation, war is inevitable.

Digging around, the crew discover a cache of Debrune and Romulan artifacts- including one that carried an apparently genetically-engineered virus. The crew must develop a cure for the virus before they succumb, and prove the Federation's innocence.

Setting: Kouri A-4, Sector 244, Romulan Neutral Zone

Kouri A-4 is a small, quiet world in a historically quiet sector of the Romulan Neutral Zone- distant from most populated regions of both the Federation and the Romulan Star Empire.

The station has, over its lifetime, served as a way-point/supply station, used for SigInt (monitoring/intercepting Romulan communications signals) and finally as ground support for a subspace telescope examining the after-effects of a seventy million year old "near miss".

The SigInt function (and the fact that the subspace telescope can be used to spy on the Empire) has left the Romulans more than a little suspicious and rendered the Kouri-A-4 outpost a lingering thorn in their side.

Background: The contagion which has struck Kouri-A-4 is a mutated variant of a disease thought extinct on Vulcan since long before the Romulan Diaspora.

The virus was sealed and lay dormant inside a Debrune vault on the Romulan colony world of Tekora, and was accidentally released when the Ferengi Frump raided the vault (not quite at the behest of Kouri Station's director, Dr. Thedien Farys).

Farys is a collector of Romulan, Vulcan, and Debrune artifacts, and is less-than-properly scrupulous about where and how they are obtained.

Once released, the virus spreading rapidly through the Romulan colony, leaving death and destruction in its wake.

Unable to effectively cure the contagion, Romulan relief efforts have focused on quarantine and preventing the spread of the disease. On the orders of the Romulan Senate, the Imperial Navy "sterilized" the colony at the heart of the outbreak by destroying all life on the surface.

Recommended Resources:

Star Trek Adventures: Core Rulebook.

Pre-generated characters and a ship are included at the end of this adventure, but the Gamemaster is encouraged to substitute his own campaign ship and player's characters wherever possible.

Directives:
- ⚑ Uphold The Prime Directive.
- ⚑ Enforce Federation and Interstellar Law.
- ⚑ Defuse the nascent conflict with the Romulans.
- ⚑ Rescue a/o aid the survivors at the station.

Acknowledgment/Dedication: This adventure is a re-write/re-edit of an adventure originally written for Decipher's Star Trek Roleplaying Game. All stats and rules have been updated to facilitate play with the STA ruleset.

Notes:
[1] For simplicity's sake, the usual rules regarding assistance from the ship or shuttle when attempting piloting Tasks have been ignored. The listed Difficulty levels have been adjusted to reflect the omitted rules.

Act One

The Hook/ Arrival

The adventure starts *in media res* with <u>Handout #1: Captain's Log</u> and the *Sakarya* decelerating from warp into orbit around Kouri-A-4. Should the players ask for any background information, they should receive <u>Handout #2: Planetary Survey: Theta Kouri IV</u>.

Attempted sensor scans of the planet are slightly obscured by the dust storm raging around the station (+1 Difficulty to all Tasks using *Sakarya*'s **Sensors**), but are otherwise routine and reveal nothing of real interest.

Scanning the station itself is more problematic (Difficulty 3) due to interference from the station's security systems (which also, incidentally, preclude the use of transporters). Nonetheless, a successful Task using the character's **Insight + Science** or **Security** (and assisted *by Sakarya*'s **Sensors + Science**) reveals several power sources on the surface corresponding to the normal function of the station, and the presence of roughly 50 lifeforms. Additional scans, an attempt to access the Station's computers, or an Obtain Information **Momentum** Spend will report that the station is in Security Lockdown with low-level forcefields in place throughout the installation. Finally, sensor scans will reveal a small starship of Ferengi design moored in the station's hangar.

The station does not respond to hails, nor is there exterior evidence of major damage or problems. The station's transporter room is adjacent to the main hangar, and is online.

Canned Description:
> The stars on the viewscreen grow still and distant as the *Sakarya slows to sublight speed. Small and indistinct, but growing larger as you close on impulse, is a small, rocky Class K world: Kouri-A-4.*
>
> *Ash grey, wreathed in scattered clouds and massive dust storms, Kouri-A-4 is a world that seems to invite you to keep your distance. A massive storm more than a thousand kilometers in diameter blotches the southern hemisphere like a dark lesion.*
>
> *As the* Sakarya *reaches standard orbit, however, sensors and communications detect the station's landing beacon- beaming a clear, steadfast welcome to the world below.*

Creative players (and their characters) may attempt to access the station's computers remotely, requiring a Difficulty 2 **Presence** or **Reason + Command** or **Security** check. Success will reveal that the Station's Computer Core/LCARS network is in a special lockdown- triggered by too many attempts to bypass the security lock-outs. Clearly, someone has already made the attempt.

The computer lockdown is a legacy of previous security regimes (likely when the station was gathering SigInt on the Romulan Empire). Such a lockdown usually lasts around twelve hours, but the heroes may be able to bypass it from within the station itself.

With transporters nonfunctional (due to the station's security fields), the crew must decide whether to beam down just outside the station or take a shuttlecraft to the surface.

Taking a shuttle has the advantage of providing the heroes with (potentially) a place to fall back to in an emergency and have some extra equipment on hand. Conversely, however they will have to pilot through the storm raging over the station. The storm is roughly equivalent to a small hurricane, with winds gusting up to 100 mph- well within the shuttle's capabilities. The ride may be a bit rough, but is eminently feasible.

Optional Scene— Orbital Descent

Should the heroes decide on a shuttlecraft, the first few rolls (leaving the ship and entering the upper atmosphere) are routine (Difficulty 1). Once the shuttle enters the storm, however, this becomes an Extended **Daring + Conn** Task as the heroes fight the storm while trying to reach the surface safely. One character (the pilot/Conn Officer) takes the lead, rolling 2d20 (as normal). One other character (the copilot) may assist, rolling 1d20.

This test has **Work** of 10, a **Magnitude** of 3, a **Resistance** of 2, and a **Base Difficulty**[1] of 3. The **Base Difficulty** is the number of successes the heroes must achieve before they can generate **Work**- in this case, 3 successes. Failing to meet the Base Difficulty, they've fallen lower in the atmosphere, but made no progress towards the station.

Work is generated by rolling a number of ▲ (Challenge Dice) equal to 2 plus the lead character's **Conn** score. For this task, ▲ results of 1, 2, 5, and 6 each count as 1 **Work** and are added together. Results of 3 & 4 are ignored. Once the **Work** generated is totaled, it is reduced by 2 (the task's **Resistance**).

If the heroes achieve 5 or more **Work** in a single check- or 10 points (over however many rolls)- they achieve a **Breakthrough**. Each **Breakthrough** also reduces the **Base Difficulty** by 1 (to a minimum of 1) on subsequent checks.

The **Magnitude** is the number of **Breakthroughs** required to complete the Extended Task. In this case, the heroes need either 3 **Breakthroughs** (or a grand total of 10 **Work**) to reach the surface safely. Any Complications rolled in this test cause 1▲ Stress to the shuttle's occupants (as they are tossed about by the shuttle tumbling and struggling in the swirling currents). Any Effects rolled should be treated as an extra point of

Stress or otherwise ignored.

Once the shuttle reaches the surface and lands, the heroes must proceed on foot.

Dirtside— In The Lee of the Storm

Whether they arrive by transporter or shuttlecraft, the PCs find themselves in a small lee- an area extending about twenty feet from the walls where the bulk of the station is shielding them from the fury of the storm. Even within this sheltered area, however, the air is heavy with sand and dust and the wind shrieks with fearful (if impotent) rage above the heroes heads.

A Difficulty 2 *Insight + Security* check reveals a short trail of humanoid (booted) footprints headed toward the station's Service Airlock. A second, Difficulty 4 *Insight* or *Reason + Security* check suggests that the bootprints come in at least three different sizes- implying three people working (or at least walking) outside the station.

The door to the Service Airlock is slightly ajar and a small pile of sand (approximately four inches deep) occupies one corner of the now-empty airlock.

The Hangar

Cycling through the airlock, the *Sakarya*'s away team finds itself in the station's main hangar, currently home to two small shuttles and a Ferengi transport.

A Difficulty 1 *Reason + Security* test (modified by applicable Focuses) reveals the Ferengi vessel to be a small scoutship (essentially a long-range shuttlecraft or runabout). At the Gamemaster's discretion, characters who've spent some time in the general area might also recognize her as the *Latinum Dust*, a roustabout, credit-ante hauler and suspected smuggler who operates on both sides of the Romulan Neutral Zone.

The *Latinum Dust* has been suspected of a lot of mischief over the years, but has never been definitively linked to anything illegal- hence her welcome on both sides of the line.

Should the heroes board the *Latinum Dust*, they find the ship empty and in need of a good preflight and restocking.

Near the two interior hatches (heavy, pressure-bearing doors leading into the station), the PCs discover several overturned containers, a scattered toolkit, and a large smear of human blood on the bulkhead. The doors are locked and secured (part of the security lockdown procedures).

In order to bypass one of the doors, the characters must make a Difficulty 3 *Reason* or *Daring + Security* or *Engineering* test. Each test takes 2 minutes.

Alternately, the characters might choose to simply burn their way through using phasers or a cutting torch. This process requires a Difficulty 1 *Daring + Security* or *Engineering* test and takes about five minutes. The obvious drawback, however, is that once the heroes

have burned through the doors, they cannot be secured behind them.

Empty Corridors

The PCs begin exploring the station, discovering empty corridors and considerable property damage- a large directory map (Arboretum/Living Quarters Ahead, Lab 1 Left, etc.) has been torn from its overhead moorings and defaced. It lays propped against the north wall. The lighting levels are normal, and station systems seem to be operating normally- except for the damage, the silence, and the security lockdown. The PCs can explore the station in any pattern they wish, but the station's Security Office is directly ahead on the left.

Security Office

The Security Office is open for business and all appears in order. The station's Security-related records can be accessed with a Difficulty 2 *Reason* or *Control*

+ **Command** or **Security** test. Success will win the heroes Handout #3 Security Logs and Handout #4 Latinum Dust Flight Plan.

The station's visual logs have been erased, and the internal security cameras are all offline (except those showing the hangar and corridor the heroes just left).

Investigating the cells in the back of the room, the heroes discover Lieutenant Hayes imprisoned in Cell Two. Pale, gaunt, and shaking, Hayes is deep into a raging fever and growing weaker by the minute.

A Difficulty 3 **Insight** or **Reason** + **Medicine** test reveals some sort of viral infection, but the exact type/species is unknown. Successful first aid (a Difficulty 1 **Insight** or **Reason** + **Medicine** task) will help reduce and control the fever.

Unless the heroes are in EV suits, they have now been exposed to the virus- requiring a Difficulty 1 **Fitness** + **Medicine** test is required to avoid infection. The Difficulty will increase by 1 for every hour the heroes remain in the station (and unprotected). The Gamemaster is advised to take careful note of the passage of time in-game and adjust the Difficulty accordingly.

The Storage Bay

Examining the station's main cargo bays, the heroes discover that many of the station's cargo pods/crates have been broken into. A Difficulty 1 **Insight** or **Reason** + **Security** check reveals both that the containers are standard fare (ie, routine items that might be found at any similar station) and that only the (comparatively) high-value crates have been broken into.

A subsequent Difficulty 3 **Insight** or **Reason** + **Security** check allows the heroes to discover Frump, hiding in one of the storage bins.

Upon being exposed or confronted, the Ferengi will kick and bite and gouge at anyone trying to restrain him, but he is NOT affected by the disease. He will also wail loudly and shrilly (likely drawing the attention f infected survivors) until properly reassured, intimidated, or rendered unconscious).

If properly motivated (remember- we're the GOOD guys), Frump will fess up- he regularly sells looted Debrune artifacts to Dr. Farys, a dedicated (if secretive) collector of ancient Vulcan and proto-Romulan artifcts and lore. If his activities are matched with his navigational records (Handout #4: *Latinum Dust* Flight Plan), Frump will also admit that the most recent batch of artifacts was looted from a hitherto unexplored Debrune dig on Tekora.

While the heroes may not realize it at this point, Frump's breaching the previously sealed vault accidentally released the virus into the atmosphere, thereby dooming the colony on Tekora. Naturally immune to the disease, he then unwittingly brought it first to Athay IV

and thence to the station, infecting every world to which he traveled.

The Hub/Arboretum

As the heroes near the center of the station, they hear faint voices originating from the hub/arboretum.

Bypassing the security doors (a Difficulty 1 **Reason** or **Daring** + **Security** or **Engineering** test), the PCs make their way into the heart of the station- the arboretum.

A lush indoor garden (and center of the station's communal spaces), the arboretum has a small pond (doubling as a swimming pool), several raised flower beds with grass and trees, and a shallow artificial "brook".

Normally a peaceful and tranquil scene, the arboretum is now the sight of carnage and chaos- extensive damage has been done to fixtures and persons- most of the people in sight are dead or dying.

A few of the station's denizens are still on their feet, however, consumed with blood lust and struggling with the other survivors. The appearance of the heroes, however, prompts them to abandon their "private" quarrels to deal with the "intruders". There should be a minimum of 1 survivor for each member of the away team. Combat should be resolved normally.

Once all the combatants are neutralized, the heroes can examine both the living and the dead. A Difficulty 1 **Reason** or **Insight** + **Medicine** test on each victum reveals that the living are riddled with the same virus as the Security Chief (Hayes). The same test will confirm that the slain also carry the infection- but all died of acute physical trauma. In every case, the victims were brutally murdered- blunt trauma, stab wounds or other lacerations, or by strangulation.

Anything more than the most a cursory examination will take time; and the longer the heroes linger, the more likely they are to be accosted by wandering survivors

The Command Center

Reaching the Command Center, the PCs discover a scene of carnage and enthusiastic destruction. Every panel, every computer access, every light fixture in the room has been smashed. Each of the crewmen standing watch are fallen at their post- each dead from a massive phaser burn. Doctor Farys and Technician Thompson lie locked in a death rictus, each trying to strangle the other. It appears they succeeded.

Accessing the station's computer system requires some basic repairs (essentially wiring in a PADD or other makeshift console)- a half-hour's work requiring a Difficulty 1 **Daring** or **Control** + **Engineering** test. Once the heroes have a working access point, the heroes can attempt to access the station's computers- a Difficulty 3 **Reason** or **Presence** + **Command** or **Security** test. Characters of Lieutenant rank or lower

suffer a +1 Difficulty to this test.

Once they have access to the Station's systems (and should they care to run a systems diagnostic) a Difficulty 1 **Insight** or **Reason** + **Security**, **Science**, or **Engineering** reveals a loss-of-signal warning from the station's subspace telescope. The telescope exists primarily to examine the "texture" of subspace following a near-miss a near miss with the nearby Theta Gravelin system (which occurred roughly 70 million years ago). The near collision severely destabilized planetary orbits within the Kouri system and resulted in "stretch marks" on the fabric of subspace. Despite that justification (or rationalization) the telescope has been a point of contention between the Federation and the Romulan Empire, the latter believing that the telescope is being used to spy on the Empire.

A Difficulty 1 **Control** or **Reason** + **Science**, or **Engineering** confirms that the station's data-links are functioning normally- so the problem must lie with the telescope itself. A half-hour's work and Difficulty 3 **Control** or **Reason** + **Security**, or **Engineering** allows the heroes access to the partially garbled last-transmission from the telescope. For a few seconds before the loss-of-signal, the telescope's sensors showed a Romulan warship decloaking and her weapons locking onto the telescope.

The Infirmary

Entering the Infirmary, the PCs find yet another a scene of chaos and suffering. As with the Command Center, most of the panels, and equipment have been destroyed. Unlike the Command Center, there are still people alive.

Twelve corpses lie restrained on the medical beds, their throats slit, and blood puddled on the floor below.

A crewman whose nametag bears the name Boortz lies staring at the ceiling, a metal scalpel lying a few inches from his hand. Unable to move, Boortz is growling low in his throat and glaring hatefully at anyone who approaches him. Nearby, Dr. Daiser lies feverish and incoherent on the floor, a hypospray clutched tightly in her hand. Her neck bears the reddish-blue discolorations of a violent strangulation attempt, but her heartbeat remains strong. The hypo contains four doses of idenium- a powerful paralytic/neural inhibitor.

A Difficulty 1 **Reason** or **Insight** + **Medicine** test reveals (as before) the presence of the virus in both the living and the dead- though (again) it was physical violence rather than the virus which killed the victims. As the heroes watch, Boortz will gasp and lose consciousness as his fever spikes dangerously. As with (temporary) repairs to the Command Center, a Difficulty 1 **Reason** or **Control** + **Command** or **Security** test wins the heroes access to Handout #5: Medical Logs: Stardate 48518.

Waking Dr. Daiser requires a Difficulty 2 **Daring** or **Control** + **Medicine** test. For a few brief moments, her eyes are lucid and flooded with relief, and she can answer basic questions; but all too quickly madness seems to take hold and she lashes out at the heroes in homicidal fury.

Prior to Boortz's attack, Daiser was busy trying to treat the wounded and restrain the infected while searching desperately for a cure. When Boortz attacked, she managed to hit him with a dose of idenium before losing consciousness. If nothing else, Daiser will point the heroes toward the blood analyzer before being succumbing to the madness.

Checking the blood analyzer (and interpreting the results) requires a Difficulty 2 **Reason** or **Insight** + **Medicine** or **Science** test. A success reveals the exact profile of the virus (but not, unfortunately, a cure), and indicates that the virus is airborne;,transmitted by breathing a/o exposure through open wounds or exchange of bodily fluids.

Optional—Scene: Checking the Databases

Once the Infirmary is secure (and the virus identified) characters may (unless prevented by the Romulans) indulge in one of the primary benefits to having a starship in orbit: access to Starfleet Medical Staff and/or Federation medical databases. A full and proper search of Federation medical databases requires the virus's exact profile, ~four hours and a Difficulty 2 **Insight** or **Reason** + **Medicine** check, assisted by *Sakarya*'s **Computers** + **Medicine** scores.

Access to the *Sakarya*'s Medical staff and laboratories will also allow one additional d20 to be rolled during each check to find a cure (see Kouri-A-4 Contagion, below).

Hostile Inquiry

As the heroes assimilate their findings, they are accosted by a Romulan away team in full isolation gear (including EV suits). The Gamemaster is encouraged to spend Threat to ensure that the Romulans begin the scene with the drop on the heroes- perhaps even a grenade or other dead-man switch to immolate them all if the heroes do not cooperate.

The Romulans, too, are looking for the source of the virus; unfortunately they are currently convinced the contagion is artificial and suspect that it originated (or at least was weaponized) at the station. The Romulans believe that Kouri-A-IV is therefore both a weapons testing lab and a surveillance center spying on the Empire. They are convinced that the virus developed here was used to attack the Romulan colonies on Tekora and Athay IV- and are therefore neither in the best of moods nor particularly open-minded at the moment. Any combat is liable to push the situation well past the breaking point.

Once the situation is under control (either the characters disarmed or a "safe" standoff has developed), the Romulan Commander will introduce himself as Subcommander Delius- and admit to surprise that the Federation left its biological weapons simply "lying around".

Delius is both curious and clearly believes he has the upper hand in this situation, and is thus willing to talk rather than simply executing the heroes out of hand. He also believes that conversing with the heroes will allow them to implicate themselves and the Federation in their treachery. Convincing him otherwise will be no easy task, but neither is it impossible.

Gaining permission to contact the *Sakarya* with their discoveries (and the hope of identifying the virus in the Federation Medical Database) will require an Opposed **Reason**, **Daring**, or **Presence** + **Command**. As always, the Gamemaster is advised to grant Bonus Dice or other advantages for sound reasoning and/or good roleplaying. If successful, Subcommander Delius will himself contact *Sakarya*, explaining that the landing party are his prisoners but are- at the moment- on parole. Finding a cure and identifying the source of the virus are paramount to the prisoner's continued good health.

Persuading Delius of the Federation's innocence will require the heroes to lay out a sound argument: first and foremost, the historical origins of the virus, its discovery in a looted Debrune tomb (in Romulan space) and its unwitting spread by Frump. Evidence of Frump's trafficking in Debrune and proto-Romulan artifacts is also crucial (and something Delius should be able to confirm through his own sources.

Optional Scene— ChR *Brigandine*

Once the players are aware of the Romulan presence in the area (either when the Romulans confront the away team or they learn about the attack on the station's subspace telescope), the presence of a Romulan ship in orbit is logically inferred. Detecting it, however, remains problematic. Depending upon the approach the characters use, this is normally a Difficulty 5 **Insight** + **Security** check (assisted by *Sakarya*'s **Sensors** + **Security**). The Gamemaster is advised to adjust or alter the Attributes and Disciplines depending upon precisely how the characters are attempting to penetrate the Romulan cloak.

Complicated efforts are, ultimately unnecessary, however. Should *Sakarya* put out a general hail, the senior officers of the *Brigandine* will respond, decloaking directly behind the Federation starship. The *Brigandine* will match *Sakarya*'s Alert status (Normal, Yellow, or Red). If the Federation starship is rigged for battle, so shall the warbird be. If not, a Difficulty 0 task will indicate that *Brigandine*'s weapons are on hot standby- not yet armed, but able to switch to an attack

footing in seconds.

In command (while Subcommander Merek is at the station) is Centurion Saehir tr'Hwaehrai- a wily old she-wolf of long service and honorable standing. Saehir will not violate her commander's orders, but will defend ship and crew to the death if provoked.

As noted above, the Romulans believe Kouri-A-IV to be both an intelligence-gathering outpost and an illegal weapons laboratory- the former an irritant and the latter an act of war. Centurion Saehir is not at all likely to be either indulgent or forgiving. Provoking her would be (at best) unwise- and might well short-circuit a proper resolution to the story.

Optional Scenes: Other Locations

There are several other locations which the heroes might search, depending upon time and interest. Most are of little use, though the Gamemaster may use incidents in these areas to increase the tension or heighten the mystery, as needed. Each location may have alert and armed or unconscious or dead station personnel.

Dr. Farys' Suite

Searching Doctor Farys' quarters, a "cold" Difficult 3 **Insight** + **Security** or **Engineering** check reveals a small, hidden vault containing Vulcan, Romulan, and Debrune artifacts. On the off chance that Frump gave the heroes an idea of what to look for, the Difficulty of this check is reduced to 1.

A Difficulty 1 **Insight** + **Science** or **Medicine** check also reveals that the artifacts within are contaminated with an alien virus.

Crew Quarters

These quarters may be occupied (by either the living or the dead) or empty, but contain no surprises- though a Difficulty 1 Insight + Security check might turn up some low-level contraband (alcohol or the like).

Guest Guarters

Spare and spartan, these cabins are untenanted and reminiscent more of inexpensive hotel rooms than VIP quarters.

Workshops

The station's work and machine shops were busy with routine tasks until the crisis broke out. At the Gamemaster's discretion, these rooms might've been looted for makeshift weapons or contain parts and tools useful for the heroes efforts to repair the station and/or defend themselves from fever-addled survivors.

Transporter Room

Unoccupied and unused, the transporter is in low-power standby. A Difficulty 1 Insight + Engineering test reveals that the unit has not been used in over a month.

Resolutions

Depending upon how the characters have handled the situation, they should be fairly close to solving the mystery and developing a cure.

Whether that is the case or not, Lieutenant Hayes (feverish, unconscious, and restrained the entire time)has returned to lucidity. If the PCs are at a loss, have suffered serious casualties, or simply don't have a clue- Hayes recovery should provide a final clue as to one possible solution. Sedating the surviving company of the station (and the PCs) will allow them to sleep off the worst effects of the fever, provided they have competent medical supervision to keep them alive. All things being equal, one of the following resolutions is he most likely outcome of the adventure.

Resolution #1- The worst possible outcome- the crew wind up shooting it out with the Romulans, resulting in a brief, though intense conflict, the destruction of the station, the loss of one (or both) starships, and an official reprimand (assuming they survive).

Faced with the continued threat of the disease, and unconvinced that the Federation is also a victim, the Romulans attempt to eradicate all life on Kouri and destroy the *Sakarya*. This conflict should be resolved using the starship combat rules in the Star Trek Adventures Roleplaying Game Core Rulebook. Stats for the Romulan vessel can be found below.

Resolution #2- Sacrifice- Unable to cure the disease, but with proof of the Federation's innocence, the Romulans stand vigilant and (alongside *Sakarya)* monitors the situation until the last crewman has fallen, then destroys the installation to prevent the disease from spreading. Soon, *Sakarya* is free to return to Starbase 225. Mission accomplished?

Resolution #3- Sleeping the Sleep of the Just- Unable to find a cure for the disease, the PCs decide to let nature take its course, with a slight twist. As all of the victims actually died from the violent side effects (rather than the virus itself), the PCs decide to try and outlast the violence and fever by sedating the entire compound. Assuming they don't suffer too much damage from the fever (or received competent medical care in the meantime), this approach will work, even if it's a little unorthodox. As the station lacks an intruder gas system, the *Sakarya* (a/o the Romulans) will need to beam in large quantities of anesthezine or similar gas. It also means the PCs need to disable the station's security forcefields.

Resolution #4- No Rest for the Wicked- The best possible outcome (from the heroes' perspective) is the creation of a cure for the disease, which is subsequently either administered by hypospray or released through the station's ventilation systems.

Those not killed before hand cease their violent endeavors and slowly return to normal.

With the return to normalcy, Subcommander Delius will request custody of the smuggler Frump to answer for the deaths he caused in the Romulan Empire. Whether or not the request is granted, the heroes now have the respect (though not necessarily the trust) of an up-and-coming figure within the Romulan Empire.

(Non-Player Characters)

Delius Merek (Major NPC)- Subcommander, Commanding Officer, Imperial Warbird *Brigandine*. Proud and canny, Subcommander Merek is one of the up-and-coming stars of the Romulan Navy, and saw extensive service during the Dominion War. The son of a powerful Romulan senator, Delius was first exposed to the Federation when his mother served a diplomatic tour as the Imperial Navy attaché at the Romulan Embassy on Cazador.

Since then, Delius honed his observations and impressions in extensive and glorious service to the Praetor. Because of his skill and reputation, Commander Merek was awarded command of the brand new *Brigandine* despite his relative youth.

When reports surfaced of a biological attack on Athay IV, the *Brigandine* and her commander were the logical choice to investigate the incident. Although Merek is skeptical that the Federation would launch such an attack, he is prepared to strike ruthlessly should the suspicion be borne out.

Age: 58   **Species:** Romulan   **Gender:** Male   **Eyes:** Grey   **Hair:** Black

Attributes

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

Disciplines

Command	4	Security	4
Conn	2	Science	2
Engineering	2	Medicine	2

Focuses: Disruptor, (Romulan) Senatorial Politics, Starship Strategy and Tactics

Species and Traits: Romulan

Values:

> **Duty, Service, Honor:** Merek is a creature of duty, deriving much of his self-image from his service to the Empire and the (old-fashioned) tenets of Mnhei'sahe (honor). He is dedicated to the welfare of the Empire and the Romulan people, but also to the truth.

Talents:

> Guile and Cunning- Secrecy is as natural as breathing for you. When you attempt to remain hidden or for your actions to remain unnoticed, you may add 1 to Threat in order to increase the Difficulty of a task to detect you or discern the true nature of your actions.

> Wary- Danger can come from any quarter, and you will not be caught off-guard. When you attempt a task to notice or detect an enemy or hazard, you may reroll one d20.

Combat   **Weapons and Attacks:**

> **Stress:** 12   Unarmed Strike; Melee 4▲, Knockdown, Size 1, Nonlethal
>
> Disruptor Pistol; Ranged, 7▲, Size 1,

Centurion Saehir tr'Hwaehrai (Notable NPC)- Centurion, Executive Officer, Imperial Warbird *Brigandine*. Grey haired, stern, and proud, Centurion Saehir is one of the better officers in Romulan service- though her integrity and candor have essentially guaranteed she will never hold a command of her own.

Saehir is a wily old she-wolf, a veteran of the skirmishes with the Klingons, internal and border disputes, and life on the Romulan frontier. She is loyal, capable, and supremely disciplined, and is experienced enough to be difficult to surprise on most any battlefield. She is also capable of a stunning ruthlessness in expiating treachery, dishonor, and betrayal.

Age: 85   **Species:** Romulan   **Gender:** Male   **Eyes:** Grey   **Hair:** Black

Attributes

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

Disciplines

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

Focuses: Disruptor, (Romulan) Small Unit Tactics, Starship Strategy and Tactics

Species and Traits: Romulan

Values:

> **Duty, Service, Honor:** Like her commander, Saehir is a creature of duty, dedicated to the Empire and its people, self-disciplined according to the (old-fashioned) tenets of Mnhei'sahe (honor). Saehir is dedicated to the welfare of the Empire and the Romulan people- but not necessarily to its political leadership, which fact has

guaranteed she will never hold a command of her own.

This Fine Ship, This Fine Crew: Saehir considers her commander and crew to be an extension of her family and guards their honor as jealously as her own. She will brook no threat or slight to them, and will move Heaven and Earth to protect them.

Talents:

Guile and Cunning- Secrecy is as natural as breathing for you. When you attempt to remain hidden or for your actions to remain unnoticed, you may add 1 to Threat in order to increase the Difficulty of a task to detect you or discern the true nature of your actions.

Veteran- Saehir is a seasoned officer, drawing upon inner reserves of willpower and determination in a more measured and considered way. Whenever Saehir spends a point of Determination, roll 1▲. If an Effect is rolled, immediately regain that spent point of Determination.

Wary- Danger can come from any quarter, and you will not be caught off-guard. When you attempt a task to notice or detect an enemy or hazard, you may reroll one d20.

Combat	Weapons and Attacks:
Stress: 12	Unarmed Strike; Melee 4▲, Knockdown, Size 1, Nonlethal
	Disruptor Pistol; Ranged, 7▲, Size 1, Vicious 1

Frump (Notable NPC)- Ferengi Trader/Smuggler. Canny and cowardly, Frump is a smuggler, an information broker, a thief, and a liar. He is willing to do most anything to line his pockets, so long as the neck he risks isn't his own. For the last several years, Frump has been specializing in the "acquisition" and sale of Debrune and other proto-Vulcan artifacts. Knowing that Doctor Farys was interested in acquiring such merchandise, Frump has been raiding Debrune dig sites and smuggling his finds across the Neutral Zone- an arrangement both have found profitable. By dint of his Ferengi physiology, Frump is immune to the contagion.

Age: 34   **Species:** Ferengi   **Gender:** Male   **Eyes:** Black   **Hair:** None

Attributes				Disciplines			
Control	9	**Insight**	11	**Command**	3	**Security**	2
Daring	8	**Presence**	8	**Conn**	2	**Science**	-
Fitness	9	**Reason**	9	**Engineering**	1	**Medicine**	1

Focuses: Bargain, Disruptor, Vulcan/Proto-Romulan Antiquities

Species and Traits: Ferengi

Values:

"Opportunity plus instinct equals profit": For the last several years, Frump has specialized in the "acquisition" and sale of Debrune and other proto-Romulan artifacts, raiding dig-sites and smuggling his finds across the Neutral Zone to willing buyers such as Doctor Farys despite the fact that such sales (and looting) are illegal in both the Romulan Empire and Federation.

Talents:

Every Man Has His Price-   The character gains a bonus die whenever engaged in Social Conflict where the opponent can be bribed, bought, or otherwise enticed by monetary gain.

Combat	Weapons and Attacks:
Stress: 11	Unarmed Strike; Melee 3▲, Knockdown, Size 1, Nonlethal
	Ferengi Disruptor Pistol; Ranged, 5▲, Size 1, Vicious 1

Hayes, Anthony (Notable NPC)- Lieutenant, Starfleet Security. A good man in a pinch, Hayes is nonetheless flawed in many ways. Despite his initial enthusiasm, Hayes drifted from ship to ship, assignment to assignment, until he wound up at a backwater post on Kouri- watching the galaxy pass him by. Complacency is Hayes' biggest sin, but lately he's becoming a little too fond of drink, as well. Hayes is competent, but unremarkable, and runs the outpost like an old whistle-stop town in the Ancient American West- and he's the sheriff.

Age: 41   **Species:** Human   **Gender:** Male   **Eyes:** Brown   **Hair:** Brown

Attributes				Disciplines			
Control	10	**Insight**	8	**Command**	2	**Security**	3
Daring	9	**Presence**	9	**Conn**	1	**Science**	-

Fitness	10	Reason	8		Engineering	1	Medicine	1

Focuses: Phaser, Small Unit Tactics

Species and Traits: Human

Values:

> **Keep Things Running Smoothly:** Hayes is primarily charged with maintaining order, enforcing Starfleet Regulations, and maintaining order- but he isn't above "bending a local regulation" if it means defusing tensions and keeping things at the station running smoothly.

Talents:

> Mean Right Hook- Hayes' Unarmed Strike has the Vicious 1 effect.

Combat — **Weapons and Attacks:**

> **Stress:** 13 — Unarmed Strike; Melee 4▲, Knockdown, Size 1, Vicious 1, Nonlethal
>
> Type 2 Phaser; Ranged, 6▲, Size 1, Charge

Romulan Trooper (Minor NPC)- A starship crewman, this character has devoted his life to the Way of D'era and the Romulan Empire. Loyal, steadfast, and perhaps a little arrogant, this junior officer will obey Commander Merek almost without question. Unlike his commander, however, he sees little reason to trust the Federation.

Attributes / Disciplines

Control	10	Insight	8		Command	2	Security	2
Daring	8	Presence	7		Conn	-	Science	-
Fitness	10	Reason	8		Engineering	1	Medicine	1

Focuses: Disruptor

Species and Traits: Romulan

Combat — **Weapons and Attacks:**

> **Stress:** 12 — Unarmed Strike; Melee 3▲, Knockdown, Size 1, Nonlethal
>
> Disruptor Pistol; Ranged, 5▲, Size 1, Vicious 1

Deranged Colonist (Minor NPC)- Normally a staid, sober researcher, this character is suffering from the Kouri-A-4 contagion. He will act without thought or restraint from deep seated feelings of aggression and paranoia. Until a cure is found, the best you can do is stun him senseless.

Attributes / Disciplines

Control	9	Insight	8		Command	2	Security	2
Daring	9	Presence	8		Conn	1	Science	-
Fitness	10	Reason	7		Engineering	1	Medicine	-

Focuses: Armed Combat

Species and Traits: Human

Combat — **Weapons and Attacks:**

> **Stress:** 12 — Unarmed Strike; Melee 3▲, Knockdown, Size 1, Nonlethal
>
> Makeshift Club; Ranged, 4▲, Knockdown

Kouri-A-4 Contagion

A mutated variant of a long-forgotten disease (thought extinct on Vulcan since before the Romulan Diaspora), the virus lay sealed and dormant inside a Debrune vault on Tekora until inadvertently brought to both Athay IV and Kouri-A-4 by the Ferengi Frump. Spreading rapidly, the disease has left death and destruction in its wake.

Partially identifying (and not recognizing) the contagion- and lacking an effective cure- Romulan efforts have focused on quarantine and sterilization to stop the spread of the disease- ultimately by destroying all life on Tekora. Unless a cure is found, the Romulan colony on Athay IV is also under threat of "cleansing".

Vector: Inhalation/Injury   **Virulence:** 1   **Incubation:** 1/2 hr.   **Interval:** 3 hours.

Vector Notes: Simple inhalation (particularly over time) is sufficient to expose the victim to the virus, however infection may also occur through open wounds and/or contact between bodily fluids. Thus a bite, a deep kiss, a scratch open to the air, or any physical injury (including Stress sufficient to overcome the protection from armor or an EVA-suit) is sufficient exposure to risk infection.

Absent *very* strong in-story justification, characters may not spend Momentum to avoid infection, though they may spend up to three Momentum (per check) to avoid madness and then unconsciousness as the fever reaches its peak.

Symptoms: Avoiding infection requires a Difficulty 1 ***Fitness*** + ***Medicine*** test. Failure means the victim is infected and must make a Difficulty 1 ***Control*** + ***Command*** check each Interval thereafter or suffer crippling paranoia and murderous rage. Each successive Interval increases the Difficulty of each check by 1.

Upon a failed ***Control*** + ***Command*** check, the character goes mad and attacks the nearest person until the attacker is driven off or rendered unconscious, or the victim is disabled or dead. Being attacked (after infection) also automagically triggers a ***Control*** + ***Command*** check with Difficulty equal to the current **Virulence** +1.

Should the player be unwilling to roleplay the effects of the virus, the GM should feel free to step in and act on the character's behalf. The Gamemaster is also ***strongly*** encouraged to reward players who throw themselves into the part and engage in good roleplaying!

Twelve hours after succumbing to the madness (and every **Interval** thereafter), an infected character must make a Difficulty 3 ***Fitness*** + ***Command*** test fall unconsciousness as the fever reaches its height. For each hour of fever-induced unconsciousness, the character must make a Difficulty 1 ***Fitness*** + ***Medicine*** test or suffer 1⚔ Stress. Proper medical care may (Gamemaster's Discretion) render this check unnecessary.

Treatment/Cure:

In order to cure the ship's company, the *Sakarya*'s surgeon (the PC's doctor or other medical type) must succeed at an Extended ***Reason*** or ***Insight*** + ***Medicine*** test. This task has a **Work** of 30, a **Magnitude** of 3, a **Resistance** of 2, and a **Base Difficulty** of 2. Each attempt should account for two hours of game (not real) time. One character (preferably the senior Medical Officer) should be designated the lead, and- if desired- one additional player character may assist. The lead rolls 2d20 (as normal), while anyone assisting rolls only 1d20. The assisting character may substitute ***Science*** for ***Medicine***.

The **Base Difficulty** is the number of successes the heroes must achieve before they can generate **Work**- in this case, 2 successes. Failing to meet the Base Difficulty, they've made no progress and "wasted" two hours.

Work is generated by rolling a number of ⚔ (Challenge Dice) equal to 2 plus the lead character's ***Medicine*** score. A ⚔ result of 1 or 2 is added together. Results of 3 & 4 are ignored, and results of 5 & 6 each count as 1 (in addition to triggering an **Effect**). In this case, an **Effect** reduces Resistance to 0 for that check. Once the **Work** generated is totaled, it is reduced by 2 (the task's **Resistance**).

If the heroes achieve 5 or more **Work** in a single check- or 10 points (over however many rolls)- they achieve a **Breakthrough**. Each **Breakthrough** also reduces the **Base Difficulty** by 1 (to a minimum of 1) on subsequent checks.

The **Magnitude** is the number of **Breakthroughs** required to complete the Extended Task. In this case, the heroes need either 3 **Breakthroughs** (or a grand total of 30 **Work**) to complete the survey and synthesize an antidote.

Once the antidote is in hand, the characters may distribute it either by hypospray or aerosol. If administered by aerosol, the antidote takes effect at the end of the Scene, If administered by hypospray, the effect takes place at the end of the round.

As with all things, the Gamemaster is strongly advised to take sound methods and reasoning and good roleplaying into consideration when adjudicating this check. Players proceeding logically and roleplaying their characters should be rewarded for doing so, but-in contrast- a lack of medical knowledge among the players should not be penalized.

Because this is a heretofore unknown contagion, the transporter biofilters will NOT remove the contamination until the virus has been identified and isolated. Environmental suits (decontaminated upon return to the ship) will provide full protection, but anyone exposed to the virus (infected or not) is contagious until a cure is developed.

Maps

Map #1   Kouri-A-4 Outpost Layout

Lower Level
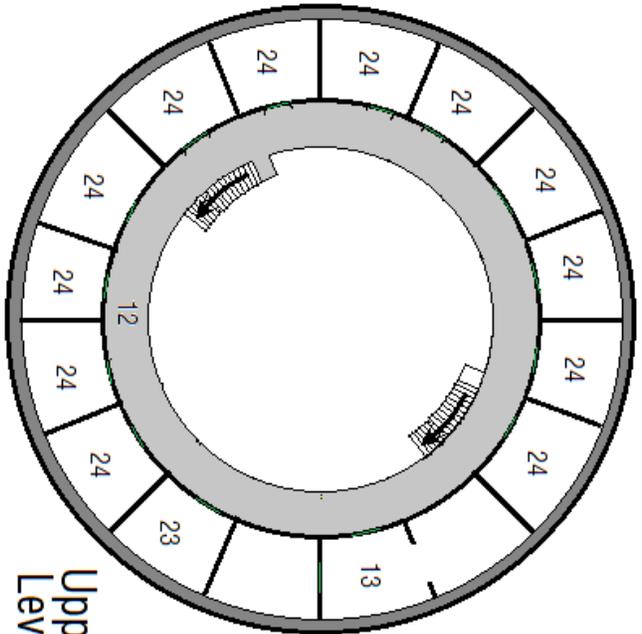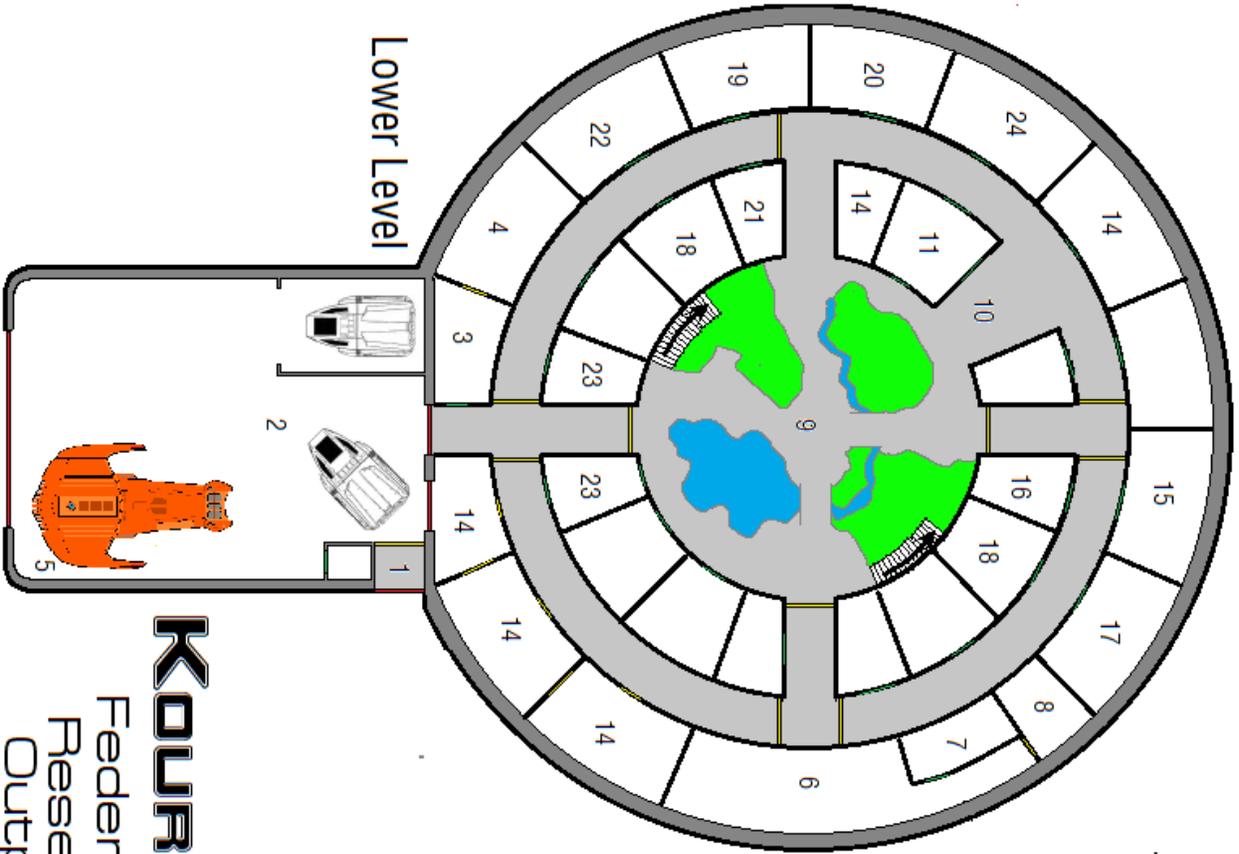
KOURI A-4
Federation
Research
Outpost

Upper Level

Key

Corridor
Heavy Security Door
Light Security Door
Regular Door

1- Service Airlock
2- Hangar
3- Security Office
4- Detention Cells
5- Latinum Dust
6- Infirmary
7- Surgery
8- Medical Stores
9- Arboretum
10- Cafeteria
11- Galley
12- Balcony
13- Dr. Farys' Suite
14- Storage Bay
15- Operations Center
16- Subspace Uplink
17- Computer Core
18- Emergency Generator
19- Repair Shop
20- Machine Shop
21- Transporter Room
22- 8-man Bunk Room
23- Guest Quarters
24- Crew Quarters

Handouts:

Handout #1:   Captain's Log

<u>Captain's Log, Stardate 48519.3</u>,   The *Sakarya* is heading for the Kouri System at maximum warp.

Approximately two hours ago, we received a brief, garbled signal on the distress channel, and have been unable to raised the Federation research colony on Kouri A-4 since then. Due to the proximity of the Romulan Neutral Zone, Star Fleet is anxious to determine what is going on.

Romulan activity is considered unlikely, as relations between the Empire and the Federation have been quiet since the end of the Dominion War. Rumors persist, however, of some sort of internal unrest. Star Fleet Intelligence has confirmed increased patrol activity on their side of the border, but there is no indication of it spilling over to affect the Federation.

Handout #2:   Planetary Survey: Theta Kouri IV

The Theta Kouri system is an extremely large system, roughly three times the size of the Terran solar system. A massive central star holds a tenuous grip on seven planets (including five gas giants), a small Mercury type moon, and a single Class K planet, Kouri-A-4. The Star Fleet Corps of Engineers placed a small pressurized colony on A-4 in 2288.

The average surface temperature is more than 110° Fahrenheit, average surface wind 96 km/hr (with recorded gusts near the equator over 800 km/hr).

Astrometric evidence indicates the Kouri system suffered a near miss with the nearby Theta Gravelin system roughly 70 million years ago. The near collision severely destabilized planetary orbits within the Kouri system, resulting in a massive expansion of the system and erratic orbits of the outer planets. One of the primary functions of the research installation is to study the effects of this near miss on subspace. For that purpose, the installation has a dedicated subspace uplink with a Type Four subspace telescope placed directly between the two star systems.

Over the eighty years of service, the installation has served as a way-point/supply station, has been used for SigInt (monitoring/intercepting Romulan communications signals) and finally as ground support for a subspace telescope examining the after-effects of a seventy million year old "near miss".

The SigInt mission (and the presence of a subspace telescope which can be used to spy on the Empire) has left the Romulans more than a little suspicious and rendered the Kouri-A-4 outpost a lingering (if minor) thorn in their side.

Class	K	**System Data**	2nd planet of 7
Gravity	1.13 G	**Year and Day**	272 days / 25.5 hrs
Atmosphere	Thick, Mildly Corrosive	**Hydrosphere**	18%
Climate	Hot, Desert	**Sapient Species**	None

Tech Level	Federation Standard
Government	Federation Standard
Culture	Federation Standard, predominantly civilian research scientists and Star Fleet support staff.
Population:	Variable: Up to 70 researchers/support staff.
Affiliation	Federation Research Colony
Resources	Minimum vegetation (generally inedible), sparse metal deposits deep underground, some underground springs (usually sulfur-heavy).
Places of Note	Subspace Topography Research Colony, 238 persons
Ship Facilities	Large Shuttle Hangar Can accommodate up to 8 size shuttles and cargo vessels.

Handout #3: Security Logs: Stardate 48518

48518.25(0600)   Security Log, Lieutenant Anthony Hayes reporting. Morning inventories and review completed- all equipment and personnel accounted for. Normal Activity. Doctor Farys is expecting a visitor this afternoon, a Ferengi merchant named Frump. According to the good doctor, his visitor will be there for a day or two on personal business. Despite those assurances, I've done some checking on Mr. Frump. The man has a checkered past- always one scheme or another- but none of the charges seem to stick. As a precaution, I've decided to take crewmen Vanik and Thompson with me when Frump arrives- just to let him know we care.

48518.3(0720)   Security Log, Supplemental. The Ferengi ship arrived as expected- the only visitors we're expecting until the Star Fleet resupply ship arrives next month. Doctor Farys greeted the diminutive Frump like a long-lost brother. The old man was genuinely thrilled to see the obnoxious little trader. Frump was as gracious and as eager to please as you could expect- he brought a number of luxury goods with him for trade- some Delavian chocolates, fresh coffee- somehow, I'm not mollified.

48518.55(1320)   Security Log, Supplemental. Looks like today is going to be busy afterall. My security people and I have been forced to break up two fights this afternoon. In both cases, the parties apologized for their behavior and explained that they were on edge, tense. No charges have been filed and I doubt we'll see any repeat offenders.

48518.8(1920)   Security Log, Crewman Thompson, Reporting. There is something seriously wrong on the station. After being edgy all afternoon, Lieutenant Hayes attacked and nearly killed crewman Vanik. The man is raging and incoherent. Because of the attack, Doctor Farys ordered him confined in Cell Two until Doctor Daiser can come down and take a look at him. Since this morning, there have been fifteen serious incidents of unrest in the station- more than the last two years combined. Doctor Farys has ordered a complete Security Lockdown to help control the situation. What!?! Sensors indicate weapons fire in the Operations Center! End of Log!

Handout #4:   *Latinum Dust* Flight Plan-

The following navigational data and waypoints can be downloaded from the ship's computer. Frump maintained no logs as such, for the time period involved.

48501.7	Arrived Sigma Orionus III, Orionus Spaceport, Berth Seven
48508.1	Departed Sigma Orionus III
48509.3	Enroute, Athay IV, on course, on speed.
48511.7	Entered Standard Orbit, Athay IV, 1 transport to surface.
48511.9	Standard Orbit, Athay IV, 1 Transport from Surface
48512.1	Departed Standard Orbit, Athay IV
48514.4	Entered Romulan Nuetral Zone, challenged by Romulan Frigate *Brigandine*.
48517.5(1200)	Passed Quasar NR-424-15-A, on course on speed.
48518.3(0720)	Arrived Kouri-A-4, Approach Normal

Handout #5: Medical Logs: Stardate 48518

48518.25(0600)   Medical Log, Dr. Carolyn Daiser, reporting. This turned out to be a quiet morning- except for Dr. Reeves and Crewman Ghilling requiring treatment for injuries sustained during their "calisthenics" program, no one has appeared needing my services. Honestly, how those two manage to do so much damage to one another in the gym is beyond me. Ghilling is scheduled for leave next month, so maybe that'll cut down on the injuries a little. Hey, I can hope!

   A number of the station personnel require boosters to their broadband immunizations, but none are due before Friday. Medical Supplies are down to roughly 85%. Although regulations don't require a restock at this time, I've submitted my reorder list to Dr. Farys. Once the *Bannister* arrives next month, we'll be back up to full inventory.

48518.55(1320)   Medical Log, Supplemental. Looks like today wasn't so boring after all. Treated minor cuts and abrasions for Lieutenant Hayes and Crewmen Vanik. Additionally, crewmen Reese, Fortney, Sornoway and Giles all required minor first aid for bruises and minor cuts. It seems the latter four decided to start exchanging haymakers and Hayes and Varik had to break it up.

   Fortney and Sornoway seem a little flushed- running elevated temperatures. I'm going to hold them in sickbay for a little while for observation.

48518.61(1438)   Medical Log, Supplemental. Doctor Farys came in about ten minutes ago, feeling flushed and disoriented. His temperature is up over 100°F. Lieutenant Hayes is also showing an elevated temperature, but refuses to remain in sickbay to be examined. Given the unrest on the station, I can't really fault him.

48518.93(2232)   Medical Log, Supplemental. Damn it! This is not supposed to be happening on my station. I've got eleven dead, twenty-one wounded and twelve restrained in my Sickbay! Nearly all of my patients show elevated temperatures and heightened adrenal levels and are exhibiting irrational, aggressive behavior. I still haven't isolated a root cause or contagion, but this many people don't start acting like damn fools for no reason. Hopefully, something will show up on this next batch of bloodwork.

Imperial Romulan Warbird *Brigandine*
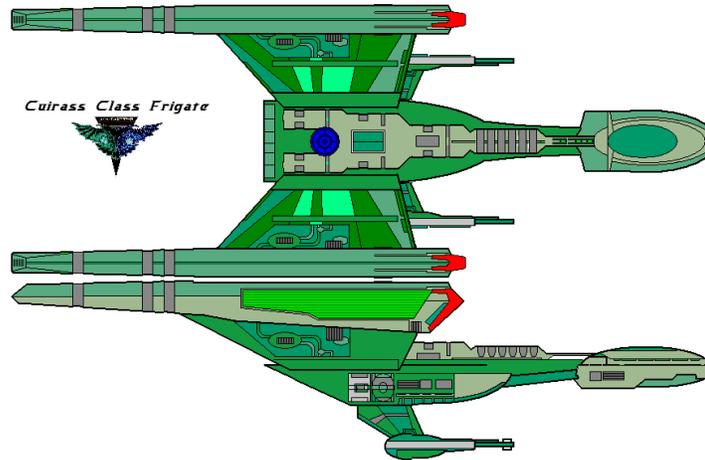
Production Data

Class: *Cuirass* Class Frigate   Origin: Romulan Star Empire   Entered Service: 2371
Mission Profile: Tactical Operations   Atmosphere Capable: Yes   Crew: 250
Dimensions: 310/110/120 meters*, 8 decks.   Cruising/Maximum/Emergency Speed: 6/9.2/9.6

Attributes

Communications	8	**Sensors**	9
Computers	9	**Structure**	9
Engines	9	**Weapons**	9

Departments

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

Scale: 4   **Resistance:** 6   **Power:** 9   **Crew Support:** 4

Combat   **Weapons and Attacks:**

  Shields: 13   Disruptor Arrays; (Medium, 8▲), Vicious 1
                        Quantum Torpedoes; (Long, 8▲) High Yield, Vicious 1, Calibration.
                        Plasma Torpedoes; (Long, 7▲) Persistent, Calibration.
                        Tractor Beam: Strength 3

Talents:

  Ablative Armor- *Brigandine* is fitted with special armor plating designed to burn away in order to protect the
      ship from damage. Her Resistance is increased by +2.
  Fast Targeting Systems- Brigandine's targeting systems can lock weapons on target much faster and
      more accurately than usual, giving her an edge in battle. The ship does not suffer the normal Difficulty
      increase for targeting a specific System on the enemy ship.
  Quantum Torpedoes- During her most recent refit, *Brigandine*'s torpedo tubes were retrofitted to fire both
      plasma and quantum torpedoes.
  Improved Warp Drive-   The ship's warp drive capitalizes on the ship's smaller size and streamlined design to
      improve field dynamics and cloaking efficiency. Whenever the ship spends power to go to warp, roll 1▲ for
      each Power spent; for each Effect rolled, that point of Power is not spent.

Cloaking Device: While cloaked, the vessel can nether attack nor be attacked unless the attacker has found some way
      of detecting the cloaked ship. While cloaked, a vessel's shields are down. Operating the device requires a
      Control + Engineering Task with a Difficulty of 2, assisted by the ship's ***Engines + Security.*** Decloaking
      requires a Minor Action (performed at the tactical position).

Traits: Romulan Starship. Prototype

   One of the newest generation of Romulan starships, the *Cuirass* Class heavy frigate was heavily inspired largely by
the Federation's *Intrepid* Class (and some say built with stolen Federation technology). The *Cuirass* is designed to
reach trouble spots quickly, with enough firepower to resolve most problems. Despite their heavy weapons fit, the
Cuirass class also has a respectable science contingent, securing their classification as multi-purpose starships.
   IRW *Brigandine* is named for a type of personal Romulan armor similar to the medieval armor used on Earth, hence
the English translation of her name.

The *Latinum Dust*

Production Data
Class: *Franchise* Class Scoutship
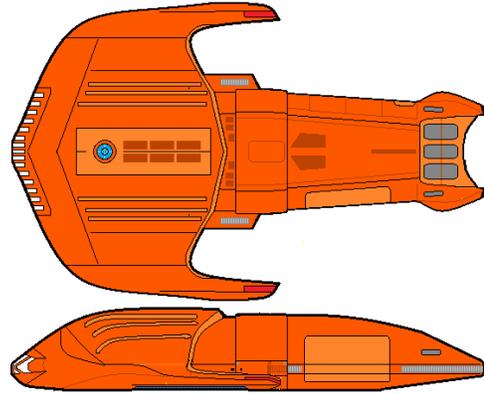Origin: Ferengi Union
Entered Service: 2371
Mission Profile: Interstellar Trade (
Atmosphere Capable: Yes
Crew: 1 or 2 (four passengers)
Dimensions: 28/15/8 meters, 1 deck.
Cruising/Maximum/Emergency Speed: 6/6.2/7

Attributes				Departments			
Communications	5	Sensors	8	Command	2	Engineering	2
Computers	5	Structure	5	Conn	3	Science	2
Engines	8	Weapons	4	Security	2	Medicine	1

Scale: 2   **Resistance:** 2   **Power:** 4
Crew Support: 0
Combat   **Weapons and Attacks:**
     Shields: 3   Phaser Cannon; (Close, 6▲), Versatile 2
                    Tractor Beam: Strength 3

Talents:
     High-Resolution Sensors- The vessel's sensors can gain large amounts of accurate data (especially when operating in "passive" mode). While the vessel is not in combat, any successful Task that is assisted by the ship's Sensors gains one bonus Momentum.
     Rugged Design- The *Franchise* Class is built around a robust, durable, and adaptable fuselage, which allows for east repairs and modifications. Reduce the Difficulty of all Tasks to repair the ship by 1, to a minimum of 1.

Traits: Ferengi Starship, Small Craft.

   The *Latinum Dust* is a custom-modified scoutship made of the best materials and equipment her owner could beg, borrow, or steal. Small, but fast and rugged, she's designed to be the ideal smuggler. Fitted with a state-of-the-art sensor suite and top-of-the-line engines, the *Latinum Dust* has allowed Frump to skip between the Federation and the Romulan Empire in pursuit of his next "find".

U.S.S. *Sakarya* NCC-52143

Steamrunner Class Frigate
"...Sound once more a daring note of hope and will..."

Attributes

Communications	10	Sensors	10
Computers	9	Structure	9
Engines	11	Weapons	10

Departments

Command	2	Engineering	2
Conn	3	Science	2
Security	4	Medicine	2
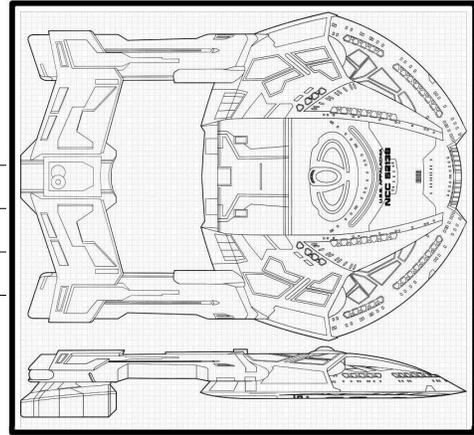
Year Launched: 2369
Dimensions: 356/263/77 meters*, 18 decks.
Crew: 200
Atmospheric Capable: No
Cruising/Maximum/Emergency Speed: 6/9.2/9.6

Scale: 4　　**Resistance:** 6　**Shields:** 13　　**Power:** 11　　**Crew Support:** 4

Combat Stress: 12

Weapons and Attacks:
Phaser Arrays; Medium, 8▲, Versatile 2, Area or Spread.
Photon Torpedoes; Long, 7▲, High Yield.
Quantum Torpedoes; Long, 8▲, Calibration, Vicious 1, High Yield.
Tractor Beam; 3▲,

Talents:

Ablative Armor- The vessel's hull plating has an additional ablative layer that disintegrates slowly under extreme temperatures, such as those caused by energy weapons and torpedo blasts, dissipating the energy, and protecting the ship. This plating is replaced periodically. The ship's Resistance is increased by 2.

Improved Warp Drive- The ship's warp drive is more efficient, capitalizing on improved field dynamics, better control of antimatter flow rates, or some other advancement that allows the ship to expend less energy when traveling at warp. Whenever the ship spends power to go to warp, roll 1▲ for each Power spent; for each Effect rolled, that point of Power is not spent.

Modular Laboratories- The ship has considerable numbers of empty, multi-purpose compartments that can be converted to laboratories as and when required. At the start of an adventure, the crew may decide how the modular laboratories are configured; this configuration counts as an Advantage which applies to work performed within the laboratories.

Quantum Torpedoes- The vessel has been equipped with the latest in ship-to-ship munitions: the quantum torpedoes. The ship has quantum torpedoes in addition to any other form of torpedo it carries.

Traits: Federation Starship. Long-Serving

The second of the Perimeter Defense Directive ships, the *Steamrunner* class heavy frigate was designed with relatively specific mission profiles in mind: perimeter patrol and defense, long-range threat response, covert operations, and combat support. The class was also the first in Starfleet 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:

USS *Tarsus* NCC-76410		*Danube* Class Runabout
Lake Tuz	NCC-52143-1	Type 12 Shuttlecraft
Lake Van	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)

USS *Sakarya* Senior Staff

Position	Name	Species	Rank
Commanding Officer	Aydin ab Reis	Human	*Captain*
Executive Officer	K'Muur	Caitian	*Commander*
Tactical Actions Officer	Prin Ajan "A.J."	Bajoran	*Lt. Commander*
Chief Engineer	Chaudra	Tellarite	*Lieutenant*
Chief Science/Ops Officer	T'Var	Vulcan	*Lieutenant*
Conn Officer	Thrax	Denobulan	*Lieutenant, JG*
Chief Medical Officer	Dr. Paul Featherstone	Human	*Lieutenant*

Captain Aydın ab Reis

   C.O., U.S.S. *Sakarya*- a captain of eight years experience, ab Reis is still a young and enterprising officer, but is also highly self-disciplined. He carries himself with both reserve and dignity- not with arrogance at his lofty position, but with a keen awareness of the duties and responsibilities he bears. His code of honor can be best described as *noblesse oblige*- "noble ancestry constrains to honorable behavior; privilege entails to responsibility".

   Captain ab Reis adheres to a strict philosophy of personal austerity and personal honor- he has chosen the 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 descended from nobility on his home colony (hence the ab Reis honorific) and grew up with rigid standards of honor and conduct. On the one hand, ab Reis is plain spoken and sometimes blunt, preferring the unvarnished truth to diplomatic equivocation. On the other, 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 to be- 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 K'Muur- he knows her and trusts her- and knows he can depend upon her more than anyone else aboard.

   Tall, thin, handsome, and dark, ab Reis moves with quiet, contained power and determination. He is a man to be rekoned 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.

Commander K'Muur

   X.O., U.S.S. *Sakarya*-   K'Muur is is- hands down- one of the brightest individuals aboard the *Sakarya* and gifted with an eidentic memory. She also has a keen sense of situationial awareness and can keep track of a thousand tiny details- an essential talent in operating and managing a starship. K'Muur'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.

   If she were permitted, K'Muur would be both quiet and introspective- luxuries her duties do not normally allow. In order to keep the crew functioning efficiently, K'Muur must be involved and engaged, projecting just the right mix of encouragement, discipline, and scolding to get the job done. Of all his officers, Captain ab Reis is closest to Commander K'Muur- he knows her and trusts her- and K'Muur would sooner lose an arm than betray that trust.

   A gifted Starfleet officer, with a warrior's instinct and a hunter's caution, K'Muur came up through the Science department and saw duty aboard the starships *King*, *Lassiter*, and *Revenge* before being posted to the *Sakarya* as Executive Officer.

Lieutenant Commander Prin Ajan

   Tactical Actions Officer, U.S.S. *Sakarya*. 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 237X 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.

Lieutenant Chaudra

Chief Engineering Officer, U.S.S. *Sakarya*. Short, portly, cheerful, loud, and occasionally obnoxious, Chaudra runs her engineroom with clock-work regularity and precision. Despite being a perfectionist and occasionally a driven taskmaster, Chaudra loves puzzles and equipment and despises the unknown with a passion. While Chaudra can be argumentative on a point of engineering process and procedure, she is more prone to loud and friendly banter than to serious disagreement.

Lieutenant T'Var

Chief Science Officer/Ops Officer, U.S.S. *Sakarya*. T'Var is a typical Vulcan- calm, rational, logical, and dedicated. 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 Starship *Ilan Ramon*. After her second deep-space tour, Captain ab Reis tapped her to become his Chief of Operations aboard the *Sakarya*.

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.

Lieutenant Junior Grade Thrax

Conn Officer, U.S.S. *Sakarya*. 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 as a result, takes 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.

Doctor Paul Featherstone

Chief Medical Officer, U.S.S. *Sakarya*. 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*.

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).

Captain Aydin ab Reis
Commanding Officer, U.S.S. *Sakarya* NCC- 52143
Starfleet Command Officer

Attributes

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

Disciplines

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

Focuses: Flight Control, Hand Phasers, Shipborne Weaponry, Small Unit Tactics, Starship Strategy and Tactics, Unarmed Combat.

Trait: Human. Humans are adaptable and resilient, and their resolve and ambition often allow them to resist great hardship and triumph despite great adversity. However, humans can also be reckless and stubborn, irrational, and unpredictable.

> Antalya Nobility.   Captain ab Reis is the son and heir of a powerful family dynasty on his home colony Antalya.

Value:

> **Iron Men, Duranium Ships:**   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.
>
> **Lead By Example:**   Captain ab Reis seeks to embody the ideals of Starfleet and the Federation, and in so doing, to inspire his officers and crew to the same standards. He demands the very best from his officers- and they work hard not to disappoint his trust in them.
>
> **Noblesse Oblige:**   Aydin ab Reis is descended from nobility on his homeworld (hence the ab Reis honorific) and grew up with a keen sense of *noblesse oblige*- "noble ancestry constrains to honorable behavior; privilege entails to responsibility".
>
> **Strong Right Arm:**   Of all his officers, Captain ab Reis is closest to Commander K'Muur- he knows her and trusts her- and knows he can depend upon her more than anyone else aboard.

Talents:

> Applied Force- Captain ab Reis has mastered the art of best applying his size and strength in a fight. When you make a melee attack, you may use *Fitness* instead of *Daring*. In addition, you add 2▲ to the Stress rating of your unarmed attacks
>
> Follow My Lead- Once per scene, when Captain ab Reis succeeds at a Task during combat or another perilous situation, you may spend one Determination. If you do, choose a single ally. The next Task that ally attempts counts as having assistance from you, using your *Presence + Command*.
>
> Martial Artist-   There are countless forms and styles of hand-to-hand combat, and the character has mastered several of them. The character's Unarmed Strike attacks gain the Intense Damage Effect. (ie, the cost to Avoid an Injury increases by one for each Effect rolled).
>
> Resolute- Aydin ab Reis is indomitable, and unwilling to succumb to adversity. You increase your maximum Stress by three.

Combat   Weapons and Attacks:

Stress: 17   Unarmed Strike; Melee 8▲, Knockdown, Size 1, Intense, Nonlethal

Type 2 Phaser; Ranged, 8▲, Size 1, Charge.

   At age 42, Aydin ab Reis is a young and enterprising captain with eight years experience in the center seat. Ab Reis is highly self-disciplined and carries himself with a keen awareness of his duties and responsibilities. Tall, thin, handsome, and dark, ab Reis moves with quiet power and determination. Captain ab Reis wastes neither words nor actions; he 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.

   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.

Commander K'Muur

Executive Officer, U.S.S. *Sakarya* NCC- 52143
Starfleet Command (Science) Officer

Attributes

Control	9	**Insight**	10
Daring	10	**Presence**	8
Fitness	9	**Reason**	10

Disciplines

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

Focuses: Anthropology, Astrophysics, Starfleet Protocols, Unarmed Combat, Xenobiology, Xenolinguistics.

Trait: Caitian. Caitians are all slightly smaller in both height and weight than average humanoids – with most reaching between 1.5-1.7 meters. They have retained the retractable claws of their evolutionary ancestors along with a flexible tail. Caitians are carnivorous and prefer uncooked meat. While they evolved from predatory felines, the Caitians are regarded as some of the greatest poets and philosophers within the Federation.

Value:

A Hunter's Caution: When seeking either prey or answers, K'Muur understands that patience and thoroughness are often more important than speed.

Beyond The Farthest Star: K'Muur is thoughtful, careful, and immensely curious. Though patrol duty alongside the Demilitarized Zone has left her somewhat jaded, K'Muur has never forgotten Starfleet's primary mission- to seek out new life and new civilizations.

Hands-On Leadership: If she were permitted, K'Muur would be both quiet and introspective- luxuries her duties do not normally allow. In order to keep the crew functioning efficiently, K'Muur must be involved and engaged, projecting just the right mix of encouragement, discipline, and scolding to get the job done.

Strong Right Arm: Of all his officers, Captain ab Reis is closest to Commander K'Muur- he knows her and trusts her- and K'Muur would sooner lose an arm than betray that trust.

Talents:

Constantly Watching-   When you attempt a Task to detect danger or hidden enemies, reduce the Difficulty by 1.

Did the Reading-   You absorb information quickly and know how to put it to good use. When you attempt a task, you may spend 1 **Momentum** (Immediate) to use *Science* on that task instead of the discipline you would normally use. In addition, you count as having an applicable focus for that task. Each time after the first in a single scene that you use this ability, the Momentum cost increases by 1: this is cumulative.

Expedition Expert-   Prior to participating in an away team mission, the character may prepare by conducting a research Task. If they succeed, **Momentum** may be spent to allow the character to substitute their *Science* Discipline in place of any other, during any Task to navigate or transverse difficult terrain during the mission. Each point of **Momentum** spent from the research Task in this way allows for one such substitution.

Mental Repository- Having a highly trained (and well-exercised) mind, K'Muur has the ability to recall data with unprecedented clarity and accuracy. So long as she takes the time to focus her mind prior to attempting a Task – which takes 2 Intervals during a Timed Challenge – Ariel may reduce the Difficulty of the Task by 1 to a minimum of 1. In addition, if she succeeds, Ariel also gains a bonus **Momentum** which may only be spent on the *Obtain Information* Momentum spend.

Combat

Stress: 17

Weapons and Attacks:

Unarmed Strike; Melee 8⚔, Knockdown, Size 1, Intense, Nonlethal

Type 2 Phaser; Ranged, 8⚔, Size 1, Charge.

   K'Muur is is- hands down- one of the brightest individuals aboard the *Sakarya* and gifted with an eidentic memory. She also has a keen sense of situationial awareness and can keep track of a thousand tiny details- an essential talent in operating and managing a starship. K'Muur'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.

   A gifted Starfleet officer, with a warrior's instinct and a hunter's caution, K'Muur came up through the Science department and saw duty aboard the starships *King*, *Lassiter*, and *Revenge* before being posted to the *Sakarya* as Executive Officer.

Lt. Commander Prin Ajan "A.J."

Tactical Actions Officer, U.S.S. *Sakarya* NCC- 52143
Starfleet Security Officer

Attributes

Control	9	Insight	10
Daring	10	Presence	8
Fitness	10	Reason	9

Disciplines

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

Focuses: First Aid, Hand Phasers, Small Unit Tactics, Starship Weaponry, Survival, Unarmed Combat.

Trait: Bajoran. For obvious reasons, Bajorans tend to be hostile towards Cardassians, and resentful of those who are dismissive of, or turned a blind eye to, the suffering of the Bajoran people. While not all Bajorans are spiritual or religious to the same degree, most have a cultural understanding of the Prophets' place in Bajoran society.

Value:

Iron Will, Velvet Glove: Prin projects a friendly and easy-going manner; though he is no one to cross on matters of security- a velvet glove over a core of steel. He prefers "a light touch" wherever possible, but won't hesitate to use force to accomplish his purposes.

Observer: 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.

Practical Adherent: Although by no means a religious scholar, Prin is a quietly religious man who seeks to harmonize the will of the Prophets with his Starfleet duties. He is practical and pragmatic and will kill swiftly and efficiently if his duties require it.

Suspicious and Wary: Because his job involves evaluating and reacting to threats, Prin is generally suspicious and stand-offish of anyone he doesn't know well, and in some cases, of those he does.

Talents:

Constantly Watching- When you attempt a Task to detect danger or hidden enemies, reduce the Difficulty by 1.

Crisis Management- Small squad tactics can mean the difference between life and death in a dangerous, hostile situation, and the character excels at coordinating action in battle. The character may make use of the Direct Task (Star Trek Adventures Core Rulebook p. 173). If they already have access to the Direct Task, they may do so twice per scene instead of once.

No Hesitation- You know that responding quickly to dangerous situations can be vital, so you are always the first to act. At the start of any round in an action scene, you may add 1 to Threat to take the first turn, regardless of who would otherwise have acted first.

Resolute- Hard service and hard choices have tempered and toughened Prin, teaching him endurance and resistance to adversity. You increase your maximum Stress by three.

Combat   **Weapons and Attacks:**

Stress: 18   Unarmed Strike; Melee 6⚔, Knockdown, Size 1, Intense, Nonlethal

Type 2 Phaser; Ranged, 8⚔, Size 1, Charge.

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, 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 Cardassian soldiers.

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 the "trader" 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 Cardassian patrol in 2362 and the survivors 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.

Graduating from Starfleet Academy, Prin served along a number of frontiers, making hard choices, some sacrifices,

and earning rapid promotion. Prin is both proud of his accomplishments and his origins- though is more than a little reticent to discuss his past.

Lt. Chaudra (jav Mirin)

Chief Engineer, U.S.S. *Sakarya* NCC- 52143
Starfleet Engineering Officer

Attributes

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

Disciplines

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

Focuses: EPS Power Systems, Hand Phasers, Impulse Engines, Starship Deflectors/Shields, Transporters/Replicators, Warp Drive.

Trait: Tellarite.   Tellarites have a keen sense of smell and a high tolerance for many common drugs, toxins, and inebriants (Tellarites don't get drunk, just feisty). They also have excellent eyesight, and more acute perception of distance, depth, and dimension than humans.

Value:

> **Figure It Out:** Chaudra loves puzzles and (simple) mysteries and is driven to uncover facts and truth. She despises the unknown with a passion- one of her favorite mantras is "What you don't understand can kill you."
>
> **Like Clockwork:**   Chaudra is a born-engineer who loves mechanical puzzles and games. She runs her engineroom with clock-work regularity and precision, but also loves to tinker, tweak, and adjust any machine that isn't quite "right"- whether or not that equipment "belongs" to her.
>
> **Moderately Argumentative:**   While Chaudra 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, Chaudra enjoys complex games such as *kal-toh* and has developed a fondness for a variety of ethanol products. She fancies herself quite the connoisier, though always in moderation.
>
> **Where She Belongs:**   Chaudra is, at heart, a craftsman, an artist, a perfectionist, and (occasionally) a driven taskmaster. She has no ambition to be anywhere but the engineroom of a starship.

Talents:

> Sturdy- Chaudra has a blend of physical resilience and mental fortitude such that you're difficult to subdue. You reduce the cost to resist being knocked prone by the Knockdown damage effect by one, to a minimum of 0, and gain +1 Resistance against Non-lethal attacks.
>
> I Know My Ship- Whenever Chaudra attempts a Task to determine the source of a technical problem with her home starship, add one bonus d20.
>
> I'm Giving It All She's Got!-   Whenever someone attempts a task with a **Power** requirement aboard your ship while you are aboard, roll 1▲; on an effect, reduce that **Power** requirement by 1, to a minimum of 0. In addition, when you succeed at the Power Management task, you restore **Power** equal to your ***Engineering*** score, rather than only 1; you may increase this amount by spending **Momentum** as normal.
>
> Jury-Rig- Whenever Chaudra attempts an *Engineering* Task to perform repairs, you may reduce the Difficulty by 2, to a minimum of 0. If you do this, however, then the repairs are only temporary and will last only a single scene, plus one additional scene per Momentum spent (Repeatable) before they fail again. Jury-rigged repairs can only be applied once.

Combat   **Weapons and Attacks:**

> **Stress:** 13   Unarmed Strike; Melee 4▲, Knockdown, Size 1, Intense, Nonlethal
>
> Type 2 Phaser; Ranged, 6▲, Size 1, Charge.

   Short, portly, cheerful, loud, and occasionally obnoxious, Chaudra runs her engineroom with clock-work regularity and precision. Despite being a perfectionist and occasionally a driven taskmaster, Chaudra loves puzzles and equipment and despises the unknown with a passion. While Chaudra can be argumentative on a point of engineering process and procedure, she is more prone to loud and friendly banter than to serious disagreement.

Lt. T'Var (Loaner Character)- Starfleet Science Officer

Attributes

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

Disciplines

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

Focuses: Archaeology, Astrophysics, Ecology, Exobiology, First Aid, Geology

Trait: Vulcan.   Vulcans are naturally resistant to extreme heat and dehydration, extremely strong, and have keen auditory and olfactory senses. They are also telepathic, though this takes training to properly manifest, and they learn mental discipline and emotional control from childhood. However, this control takes regular meditation to maintain, and their controlled nature and desire for privacy can distance them from others, and make interactions awkward.

Values:

Infinite Diversity In Infinite Combinations: T'Var adheres to Surak's axiom that it is our differences which are worth celebrating.

Idle Banter Is Illogical: T'Var is extraordinarily quiet and introspective- keeping her thoughts to herself. Outside of her professional responsibilities, T'Var is notoriously close-mouthed, remaining silent unless she has a logical reason to break that silence.

Preparation Is The Key To Success: The universe is chaotic and entropic- and will prove deadly unless one is very, very careful. Preparation protects the wise and the wary from the unknown which might otherwise bite.

There Is Beauty All Around: One of the reasons for her notorious silences is that T'Var is a closet-aesthete, taking considerable joy in the beauty of the universe around her. T'Var is a keen enthusiast of art and artwork, both natural and artificial.

Talents:

Did the Reading- T'Var has a knack for absorbing information quickly and knows how to put it to good use. When you attempt a task, you may spend 1 **Momentum** (Immediate) to use *Science* on that task instead of the discipline you would normally use. In addition, you count as having an applicable focus for that task. Each time after the first in a single scene that you use this ability, the **Momentum** cost increases by 1⚔ this is cumulative.

Mind Meld- T'Var has undergone training in telepathic techniques that allow the melding of minds through physical contact. This will always require a Task with a Difficulty of at least 1, which can be opposed by an unwilling participant. If successful, you link minds with the participant, sharing thoughts and memories; **Momentum** may be spent to gain more information, or perform deeper telepathic exchanges. This link goes both ways, is a tiring and potentially hazardous process. Complications can result in pain, disorientation, or lingering emotional or behavioral difficulties.

Nerve Pinch- T'Var has learned to use a Vulcan form of neuropressure to swiftly and non lethally incapacitate assailants. The nerve pinch counts as a melee weapon with 1⚔ Intense, Size 1H, and the Nonlethal quality. You may use *Science* or *Medicine* instead of *Security* when attempting a nerve pinch Attack, and may increase damage according to the Discipline used.

Walking Encyclopedia- Once per session, when T'Var attempts a Task, you may spend 2 **Momentum** (Immediate) in order to gain an additional *Focus* for the remainder of the session, due to your breadth of knowledge. However, any Task using that Focus increases in Complication range by 1, as you are not a true expert on that subject.

Combat **Weapons and Attacks:**

Stress: 12   Unarmed Strike; Melee 4⚔, Knockdown, Size 1, Nonlethal

Type 2 Phaser; Ranged, 6⚔, Size 1, Charge.

   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 once timed T'Var and discovered that she did not say a word to a single person for 56.4 hours straight, no mean feat given the size and intimacy of the shipboard community. T'Var herself has no comment, save that "idle banter is

illogical".

T'Var spent ten years 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*.

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.

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LTJG Thrax (Loaner Character)-
Starship Flight Control Officer

Attributes

Control	10	Insight	9
Daring	10	Presence	7
Fitness	10	Reason	10

Disciplines

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

Focuses: Astrogation, Hand Phasers, Ship-borne Weaponry, Small Craft, Starship Strategy and Tactics, Unarmed Combat.

Trait: Denobulan. Denobulans have a robust immune system, but a vulnerability to various forms of radiation poisoning. They are naturally adept climbers, scuttling up sheer walls like some forms of terrestrial lizard. Denobulans do not need to sleep, but must hibernate for several days each year, becoming disoriented if kept awake during this period.

Values:

By The Seat of My Pants: The quintessential "hot-shot pilot", lives for the thrill of adventure and the adrenaline rush of pushing the boundaries. Despite the urge to ride the ragged edge, however, Thrax is not reckless. Where he pilots his ship, his mind has already gone, weighing the odds, the risks, and the rewards.

The Joys of the Fairer Sex: Thrax is obsessed with companionship of every variety- insecure in isolation, he seeks to surround himself with friends and acquaintances. That said, he has a particular fascination with female company (though not necessarily physical intimacy).

Life is a Grand Adventure: Thrax is Sakarya's resident "space cadet"- eager for adventure without really appreciating all of the dangers which attend it.

A Friend In Need: Thrax is fiercely loyal to his friends- and constitutionally incapable of leaving a friend in danger.)

Talents:

Bold (Conn)- Whenever Thrax attempts a Task with the *Conn* Discipline, and you buy one or more d20s by adding to Threat, you may re-roll your dice pool.

Plan Of Action- When an ally succeeds at a Task that was made possible or had reduced Difficulty because of an Advantage Thrax created (and if that Advantage represented a plan or strategy), they generate two bonus **Momentum**. Bonus Momentum cannot be saved into the group pool.

Push the Limits- When Thrax attempts a *Conn* Task that has increased in Difficulty due to environmental conditions or damage to the engines, reduce the Difficulty by one, to a minimum of one.

Untapped Potential- Thrax is youthful and (comparatively) inexperienced, but talented and with a bright future in Starfleet. Whenever the character succeeds at a Task for which they bought one or more additional dice with either Momentum or Threat, they may roll 1▲. The character receives bonus Momentum equal to the roll of the ▲, and adds one point to Threat if an Effect is rolled.

Combat   **Weapons and Attacks:**
   Stress: 14   Unarmed Strike; Melee 5▲, Knockdown, Size 1, Nonlethal
                        Type 2 Phaser; Ranged, 7▲, Size 1, Charge.

   Lieutenant Junior Grade Thrax is a Starfleet officer on his first deep-space posting. His previous assignment was a customs enforcment patrol out of Deep Space Five. Before joining Starfleet, 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.

   As the youngest member of *Sakarya*'s bridge crew, Thrax often feels like the center of attention- that everyone is watching- and overcompensates by taking his responsibilities very, very seriously.

   Off duty, however, Thrax is young, cheerful, gregarious, and enthusiastic- governed by an unbridled enthusiasm and curiosity. 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.

Dr. (Lt.) Paul Featherstone (Loaner Character)-
Starfleet Medical Officer

Attributes

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

Disciplines

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

Focuses: Chemistry, Computer Programming, First Aid, Infectious Diseases, Surgery, Xenobiology.

Trait: Human. Humans are adaptable and resilient, and their resolve and ambition often allow them to resist great hardship and triumph despite great adversity. However, humans can also be reckless and stubborn, irrational, and unpredictable.

Values:

By Virtue of the Greater Intellect: Featherstone is proud (bordering on arrogant) and has spent most of his life in various laboratories and clinics where his quirks and peccadilloes were tolerated by those in charge. He is used to having his own way, setting his own priorities, and making his own rules- an indulgence ill-suited to life either on the frontier or aboard a starship.

Call It Like I See It: Featherstone has little patience for fools (whether or not they outrank him) or interruptions, and isn't hesitant to express his true opinions. By the same token, he's also going to be brutally candid with his patients about what ails them.

One Track Obsession: 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.

***Primum non nocere* "First, do no harm":** Dr. Featherstone is acutely aware that the powers to heal, to create, and destroy are the most elemental and the most sacred- and takes care not to abuse them. Now if he would only apply that nostrum to his words...

Talents:

<u>Dauntless</u>- Whenever Featherstone attempts a Task to resist being intimidated or threatened, you may add a bonus d20 to your dice pool.

<u>Doctor's Orders</u>- When you attempt a Task to coordinate others, or to coerce someone into taking or refraining from a specific course of action, you may use your **Medicine** Discipline instead of **Command**.

<u>Field Medicine</u>- When attempting a **Medicine** Task, you may ignore any increase in Difficulty for working without the proper tools or equipment.

<u>Practice Makes Perfect</u>- Once per scene, after the character has succeeded on a **Medicine** Task relating to the treatment of a patient, reduce the Difficulty of the next **Medicine** Task relating to that patient by 1.
Requires Medicine 3+, Requires Reason 8+

Combat   **Weapons and Attacks:**

Stress: 8   Unarmed Strike; Melee 3▲, Knockdown, Size 1, Nonlethal

                         Type 2 Phaser; Ranged, 4▲, Size 1, Charge.

    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*.

    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 K'Muur- 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 <u>not</u> 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).