



A Matter of Discipline

A Star Trek Adventures Module

By: Scott Ness

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A Matter of Discipline

Synopsis

It is exam season at Starfleet Academy and tensions are running high. The crew is waiting for their ship to finish its latest refit and take the opportunity to visit Academy grounds and some familiar hang-out spots before they embark on their latest mission. While at the academy, a fight breaks out between a cadet and an instructor.

As neutral parties, the crew is requested to serve as representation for the cadet's court martial proceedings before an Academy review board to determine their fate. At the same time, a group of cadets are assigned to hold mock court martial proceedings and are commencing their own investigations, an exercise which eventually complicates matters.

While the case appears to be pretty open and close at the start, it quickly becomes apparent that there is more to the story than either party is sharing and there is more at stake than just the career of one cadet or instructor.

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Directives

In addition to the prime directive, the following directives for this mission are:

- Provide the best possible legal representation to ensure fair proceedings.
- Prevent future violence at the Academy.

The game master begins this mission with 2 points of Threat for each Player Character in the group.

Other Eras of Play

This scenario presumes a setting in TNG's first to third season, when Bajor is still occupied by the Cardassian Empire and the Federation is still in peace talks with them. These elements are pivotal to the motivations and backstory of key NPCs Cadet Zera Ehrem and Lt. Oavir Till. Some adjustments will be needed to accommodate the scenario as presented if the story is set in another point in time.

Enterprise: If the story is set in the days of the early federation, much of the events can proceed as before. Ehrem and Till will need to be replaced with an Andorian and a Vulcan, but rather than being stricken with grief, the Vulcan is suffering from Penar

Syndrome. This will account for the Vulcan "Till's" erratic behavior and will add a layer of mystery. Zera's fear for herself would need to be replaced with a danger to the fragile alliance which is the Federation.

Twenty Third Century: Campaigns set during the era of Discovery up through the events of *The Undiscovered Country* will want to replace the Cardassians with the Klingons. Zera's bajoran heritage will need to be replaced that of a race found in both Federation and Klingon space that could face some sort of prejudice at this time. Making Zera an Orion who tried to flee the syndicate works well in that regard and having her homeworld lay in Klingon controlled space, where her family are conquered peoples should account for earlier conflicts.

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Act 1: Old Wounds

Scene 1: Cram Session

Author's Note: This mission was originally written for a campaign taking place at Starfleet Academy with cadet characters. This opening scene is mostly intended to set the stage for the adventure and can be omitted from campaigns not focused on new cadets or it can be run using support characters as a "cold open" before the introduction of the player characters in Scene 2.

The scene opens on a cram session in one of the Academy libraries. Cadets of all departments are spread about, socializing and quizzing each other on all manner of topics. Give the players a choice to be walking through the library as their main character or support character during this scene, or to introduce a cadet support character if not using this as a Cold Open.

This scene is intended to be brief and involve some light socialization. Regardless of how the scene plays out two NPCs should be introduced: **Iria Verrill** and **Zera Ehrem** (See NPC Reference)

As the scene progresses it becomes clear that one of the cadets in the library is noticeably on edge and not handling the stress of the Academy well. This builds until a confrontation erupts and the cadet storms out, the other students shrug it off and continue their studies unfazed by it.

One of the cadets that remains sits alone from the other students and works diligently through a combination of data pads and physical braille books. She wears a visor, or similar assistive technology, indicating she is blind.

If the players ask around they'll hear that the angry cadet was **Zera Ehrem**. Ehrem is a Bajoran cadet and has been in a foul mood all week as she studies for an exam in her galactic politics class with an instructor she's often complained about. If the characters continue the conversation, the other cadets freely volunteer that Ehrem has openly wished that her instructor, **Oavir Till**, would get transferred away from the academy. Ehrem's classmates dismiss the behavior as "being another hot tempered Bajoran" and complaining it's like rooming with an Andorian and a Tellarite at the same time - a comment which immediately sparks protests from a nearby Tellarite science cadet named Skav. If the players try to diffuse the tension it becomes clear that the Tellarite simply enjoys arguing and was looking for an excuse.

Conclude the scene as soon as it begins to lose steam.

If choosing not to use a Cold Open, begin with the following log, if choosing to use it, have the captain read the log at the end of the scene.

"Captain's Log, Stardate 43213.43. Our departure from Earth has been delayed another week as the refit of our ship continues. Myself and a handful of the senior staff are taking the opportunity to revisit old stomping grounds at Starfleet Academy. I know that winter term exams are happening soon, and while it might be wrong to admit it, seeing the cadets worried about such things helps put my own concerns in perspective."

Scene 2: Blowing off Steam

A couple of nights later some of the crew are relaxing at a bar near the Academy which was popular among cadets and instructors. Everyone is much more relaxed and are celebrating the end of exams. The following NPCs should be present: **Cecilia Barrett**, **Iria Verrill**, **Zera Ehrem**, and **Oavir Till**.

Author's Note: In the original version of this mission, the players were a group of cadets who were among the best in their class. **Cecilia Barrett** would in that case represent a competitive classmate. In that version of the scenario her and her team serve as secondary antagonists later in the story. This role has been rewritten to over-eager cadet trying to impress the player characters in the hopes of getting assigned to their ship.

"The Golden Gates isn't the nicest establishment on Earth, but it clearly had atmosphere. The bar catered to starfleet personnel but was far enough from Academy grounds that everyone could just unwind. That and it served real alcohols, not just synthohol"

After a short time **Cecilia Barrett** approaches the players. She introduces herself and proceeds to ask which ship the crew serves on. At first she appears to simply be being polite and a little nosy but after a time it becomes clear that she is angling for a training rotation post on their ship. An **insight + Command** roll at a difficulty of 1 allows any player to recall the name of Admiral Malik Barrett, her father. If the players spend momentum to obtain information allow them to gain additional items from her backstory found in the reference section of this module.

Allow the encounter with Barrett to continue until attention starts to waiver, the purpose of this scene is to have distracted the player characters long enough for a fight to break out. In the background, while the players are busy talking with the eager young cadet, **Zera Ehrem** approaches **Lt. Oavir Till** and attacks him.

The players are alerted to the fight as commotion rises and a drink flies past them hitting the blind cadet, **Iria Verrill**, from scene 1. The alcohol interacts with Iria's visor causing it to malfunction.

The scuffle caused spilled drinks and is on the edge of breaking into a full on bar fight. At the start of the conflict there is one agitator for each player present plus **Oavir** and **Ehrem** who are still fighting each other. **Barrett** will focus on trying to get between the two or will assist the players in talking them down.

Calming the bar patrons is an Extended task with each interval representing 1 round of combat. The task is an opposed roll using **Presence + Command** against the Agitator's **Fitness + Security** where the players must beat the Agitators by a value equal to one less than the remaining Magnitude. The task has a Resistance of 2, a Magnitude of 2 and a work track of 8.

Completing the Extended task causes all conscious agitators to stand down and allows the players to separate Oavir and Ehrem assuming both are still conscious. Ehrem will willingly surrender as soon as the barfight is calmed. Oavir will try to order the player character to arrest Ehrem, not realizing the players are not cadets.

If the players win an opposed **Presence + Command** roll (Difficulty 1), Oavir will quietly allow them to take charge for the moment.

If any player takes time to check on injuries from the bar fight they will notice that the blind cadet's visor is malfunctioning and she needs assistance to make it back to her dorm where she has the tools to clean her implants and a spare visor to use.

The Visor: This story beat is important for later in the episode but the technology would not exist in all possible eras of play. Even if the players miss the detail here there will be an opportunity to revisit it.

Agitator, Minor NPC

Traits: Any race, Drunk

Attributes:

Control
9

Fitness
9

Presence
8

Daring
9

Insight
8

Reason
8

Disciplines:

Command
1

Security
2

Science
0

Conn
0

Engineering
2

Medicine
1

Stress: 11 Resistance: 0

Attacks:

- Unarmed: 3cd, knockdown

Special Rules:

- **Belligerent Drunk:** Roll an extra d20 to oppose any attempt to diffuse the tension for each complication rolled by the attempting player.
- **Complicated Peace:** Roll 1 challenge die if this character rolls a complication, If an effect is rolled add 2 work to the Calm the Bar extended task, if no effect is rolled the agitator passes out drunk.

Focus: Drinking, Maintenance

Scene 3: Assigned to the Case

A civilian security force arrives to secure the offenders from the night at the bar and all player characters find themselves summoned to **Commander T'Kara's** office.

- If any character joined the bar fight they are asked to explain themselves in a way that makes it clear they are being judged for it.
- Any player who clearly worked to diffuse the bar fight is given faint praise, as one would expect from a Vulcan officer.
- Any player that was not at the bar arrives shortly after that interaction but before the second team arrives.

Commander T'Kara has assembled the players to debrief them about what happened and to request their assistance in the disciplinary hearing that will follow. They are informed that **Cadet Zera** is accused of, and has confessed to, striking a superior officer. While **Lt. Till** insists that the assault was unprovoked, the cadet's account is that it was provoked.

Once these essential elements of the event are established, the second team arrives. Once both teams have arrived in full they are informed that each will be tasked with providing representation to either party in the matter.

If the players do not make it clear which side they wish to defend, the other officers speak up by saying that the cadet is clearly in the wrong and should be expelled. **T'Kara** nods and agrees with the logic of the argument and then states that in that case, their team will be in charge of defending the cadet unless there is a protest from the players. It does not ultimately matter which side they defend but the intent of T'kara's assignment is to force any individual who expresses a prejudice in the case to defend the opposite side.

Mock Court-Martial

In the original version of this episode the court martial proceedings were a mock trial while other officers conducted the real one. In rewriting the episode for a more general audience the mock trial was left in place as a source of complications throughout the story. The second team serves in the roll of antagonists or competition. Optional NPCs for this team are provided in the NPC reference section at the end of the module.

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Act 2: Building the Case

All of the scenes in Act 2 are designed to happen in any order. Act 2 focuses on the investigation and interviews, and on building their legal cases - allow the players to handle these scenes in any order. Encourage players to consider splitting up to investigate multiple leads at the same time if they choose.

The events presented here use a pre-rolled set of actions for Ehrem and Oavir from the bar fight feel free to modify outcomes based on how the fight rolls in the scene if rolls are made.

Scene 1: Resistant Bajoran

Cadet **Zera Ehrem** is confined to the Dorms for the time being and players will have a chance to meet with her in the common room of her ward. She has orders to listen to them. If this is the first or second scene then the opposing team has not yet interviewed her and Ehrem is a little more cooperative. If it is the third or fourth scene then she is a bit more defensive in her tones and answers.

“Lt. Till teaches Galactic Politics and our latest exam focused on conflicts in the Alpha Quadrant. For the last few weeks Till had stressed that peace with the Cardassians was in the interest of the Federation and that to further that end Starfleet would have to leave Occupied planets within the Cardassian Empire alone, including Bajor. He kept coming back to that after I’d written an essay for the class declaring it hypocrisy if the Federation continued to allow the

atrocities happening on my homeworld to continue.

Over the last week he kept trying to get me to remove my earring, even going so far as to kick me out of class twice for uniform violations. The guy really hates Bajorans. After the exam I needed to blow off some steam so I went to the bar to try and forget everything that had happened. But there he was. I got up to leave and while I walked past him I swear he said something about the prophets, and not in a respectful way. I just snapped. It was wrong but, someone like that shouldn’t be in Starfleet.”

Additional Information:

- Ehrem is a skilled fighter and was not holding back, if the players have checked in with the Lt. he’s suffering from multiple deep bruises.
 - If they have examined him they know that her strikes were hitting pressure points and internal organs - not enough to kill but certainly enough to give the Lt. a seriously bad time.
 - One of the blows that landed on the Lt’s back aggravated an old wound and will require physical therapy. Ehrem is unaware of this.
- Ehrem will act as though this was a heat of the moment incident, but if the players ask around they’ll find out that she’s openly mused about “knocking his smug smile off his face for good.”

- There is a phaser in Ehrem's room, against regulations, if the players find a way to search for it. The Phaser's main power cell is depleted making it inoperable and the Dorms don't have the facilities to recharge it.
 - Ehrem "borrowed" one of the practice phasers from basic training and forgot to return it before her exam. When she realized she still had it, and had just punched the Lt, she panicked and hid it until she could return it.
- Ehrem's story about what caused the fight is a lie - what the Lt. actually insulted was the Bajoran Resistance, who he referred to as terrorists. The actual words that started the fight were "Maybe the Federation would have helped your world if it didn't produce so many terrorists."
 - Ehrem is lying because she herself was a member of the Bajoran Resistance and is afraid that she'd be kicked out of Starfleet if that was revealed.
 - She is aware that the Cardassian Empire has bounties out on known or suspected Resistance members and is worried that she won't be allowed to stay on Earth where she feels safely out of their reach.
- The day the bar fight happened was 8th anniversary of her parents death, killed by the Cardassians in retribution for a Resistance action. The Cardassians had declared that until the Resistance was brought to heel, all Bajorans might as well be terrorists.

While some cadets interview Ehrem, others can be talking with background cadets who share the Dorm with her. Use the minor NPC stats for a Cadet from the Command Department book for any opposed rolls.

Most other cadets don't know Zera Ehrem too well. She keeps to herself and works hard. She wants to be a captain but hasn't been accepted into the command program. She has a bad temper.

Scene 2: Officer Interview

If the players go by his office, they are informed that Lt. Till is confined to a bed in a medical ward on the Academy grounds but is able to receive visitors. He is uncomfortable but tries to act in good spirits. He attempts to present himself as a noble and compassionate person so long as he recognizes that he is seen as the aggrieved party but becomes hostile and defensive if he feels that he is seen otherwise.

Ah yes, I remember Cadet Zera, if she could get control of that temper and embrace her fresh start in the Federation she could have been a good officer someday. It's a shame she'll never get the chance now. It is always a tragedy when people hold on to their worst qualities the most jealously.

Not long ago she wrote a most outrageous paper criticizing Starfleet and the Federation in ways that would have made the Tal Shi'ar proud. I decided that it was my responsibility to show her the error of her approach but am afraid I might have gone about it the wrong way. In my efforts to show her how good she had it as a member of the Federation I pushed for her to conform to our standards and to behave in a civilized way, but it seems she took that the wrong way.

The exam we were about to take was on the current state of Galactic relations in the Alpha Quadrant, and her aggressive opinions about how to deal with the Cardassians would have made it hard for her to pass the class. I tried to emphasize the need for peace and diplomatic approaches in my lectures, but her frequent interruptions got to be too much to handle. I asked her to leave a couple of times for that reason. After the exam I decided to leave the academy grounds and enjoy some whiskey. When I noticed her walking past I tried to express my sympathies for her people and then she attacked me.

Additional Information:

- While talking players can roll **Insight + Medicine** opposed by Oavir **Control + Command** (difficulty 1). If they win they notice that his emotional state fluctuates throughout the conversation but there is a noticeable ting of despair when he mentions the bar.
 - He will try everything he can to deflect from probing into that unless it is done carefully.
- On the night of the fight Oavir was swinging blindly but with the intent to cause serious harm. The attacks he made could have caused Lethal injuries if he'd been able to connect.
 - He was very drunk and does not remember this - the players learn about this if they talk to witnesses or salvage the video record in Iria's Visor.
- There is a data PADD near his bed that he will try to conceal from the players if they reach for it - if they manage to get it they'll find that it includes research into known members of the Bajoran resistance.
 - Till is secretly convinced that Ehrem is currently with the Resistance and was planning on trying to get her expelled.
- Till's story about what caused the fight is incomplete (See Scene 1).
 - He saw Ehrem earlier in the evening and thought up a plan to get her kicked out of the Academy under his suspicion that she was a danger to the Federation. After he got drunk enough he put it in motion.
- The day the bar fight happened was the 3rd anniversary of the death of his wife and the back injury that Ehrem's blow has aggravated. He was wounded in a shuttle crash while he and his wife were trying to run a Cardassian blockade to rescue a shuttle of Bajoran orphans. He hasn't dealt with the grief and loss and so lashes out around this time of year.

- He'd personally volunteered for that mission and insisted that it be attempted against the inclination of his commanding officer. He was commended for his valor and transferred to the Academy to heal following the event.
- The medical staff will mention that he has had severe mood swings while recovering, one minute sobbing uncontrollably and the next throwing an orderly across the room and straining his injury further.

Scene 3: Casing the Scene

If they players don't think of heading back to the Golden Gates to interview staff or check security footage, have them overhear the cadets assigned to the mock court martial discussing doing that. The cadets are well meaning, but immature and more focused on winning than anything else and this represents a potential complication for the crew's investigations. Roll 1 challenge die for each investigation scene that happened before this. For each effect rolled select a piece of information not available. If the players split up to go to each scene at the same time, consider spending two points of threat to have the cadets have beat them to it.

While setting the scene, roll 2 challenge die to determine how many witnesses the players can interview. Use the stats of the Agitator for odd numbers or Cadet from the command division book for any opposed rolls. If effects are rolled use the Instructor notable NPC stats from the Command Book for that patron.

Example: The GM rolls 2 challenge die and gets a 2 and an effect. There are 3 witnesses that can be interviewed, one uses the stats of an Agitator NPC, one of a minor Cadet NPC, and one of an Instructor notable NPC. Stats will be used for opposed rolls to gain information if necessary or in the unlikely case another bar fight erupts.

Even Numbered NPCs:

These NPCs are not hostile witnesses but generally wish to be left alone. As the players approach them have them roll a **Presence + Command** or **Presence + Security** with a difficulty of 0 to persuade the bar patrons to discuss what they saw. The players can use momentum earned to get more details from the patron.

- No one at the bar saw how the fight started.
- Even numbered NPCs were nearer to Oavir at the start of the fight and didn't hear what he said but did hear it come out in a particularly mean tone.
- Oavir was very drunk when the fight started.
 - **Momentum Spend:** He'd been melancholy and generally in a foul mood all night.
 - **Momentum Spend:** he was drinking to get drunk and had a second glass he didn't touch and got very testy about if anyone reached for it.
- When the fight started he was swinging wildly
 - **Momentum Spend:** It was as much from rage as from drink.
 - **Momentum Spend:** There was a lot of power behind his swings, it was the kind of punch someone throws if they are trying to kill.
- After he got hit in the back he had trouble walking.
 - **Momentum Spend:** it was a glancing blow, looked like the cadet missed her original target and hit is by mistake.
- One of his wild swings sent a pitcher flying which is what damaged Iria's Visor

Odd number NPC:

These NPCs are generally more rowdy and less inclined to discuss the events of the fight with Officers. They show some light bruising which suggests that they might have been present. They will oppose the players's **Presence + Command** or **Presence + Security** with **Control + Security**

If the Bar patrons win, they are unhelpful, goading the players or even possibly outright lying and making a show of it. If the players wish they can attempt a follow up **Presence + Command** with a difficulty of 2 to create an advantage that lets them try again. They can lower the difficulty of this roll one time by offering to buy the patrons a round of drinks.

Once they are cooperative, the patrons share the following information.

- No one at the bar saw how the fight started.
- Ehrem had been grumpy but slowly calming down earlier in the evening.
 - **Momentum Spend:** She got tense and started drinking more heavily when the Lt. arrived at the bar.
 - **Momentum Spend:** Erhem had expressed a desire to leave before she wound up "giving the Lt. what he deserved."
- Ehrem fought well, delivering nasty strikes that would take some time to heal.
 - **Momentum Spend:** Her fighting style is not one taught at the Academy and doesn't fit anything in her record.
 - **Momentum Spend:** Her blows were calculated to cause maximum pain with minimum visible bruising.
- Ehrem had a knife on her during the fight and never used it or reached for it.
 - **Momentum Spend:** It is still at the bar. Oavir managed to grab it off her person just before she hit him in the back - causing him to drop it.

If the players ask to access security footage at the bar, the bartender agrees and leads them to where he keeps her server. If the cadets beat the players to this scene as determined earlier, have the bartender mention that the cadets had been poking around with it and were quite interested in what they found.

Security footage at the Bar is poor quality. The Players can try to Zoom and Enhance with a Difficulty 2 **Engineering + Control** check.

- The security system can't pick up what is being said.
- It shows Ehrem approach Oavir, after trying and being unable to find a different path to the exit.
 - It does clearly show her attempt to avoid crossing near to him.
- It shows Ehrem stopping just past Oavir before turning and boxing him upside the ear.
 - This corroborates accounts that he said *something* to her immediately before she struck him.

The cadet teams and the opposing counsel will have access to this footage. If the cadets got to it first then consider spending 2 threat to have the security footage corrupted from the cadet's failed attempts to enhance it. Now, instead of just needing a Zoom and Enhance the players will need to recover the data. Make the Difficulty 3 and only provide some of the information.

If the players seek to obtain information:

- The program used to attempt to enhance the footage is standard issue Federation technology.
- At first glance the damage appears to have been done by a skilled Engineer who acted carelessly and in a rush. Have the players roll and **Insight + Engineering** at a difficulty of 2. On success give them the following additional information:
 - While effort was taken to make it look like an accident, it actually appears to have been intentional.
 - A results oriented cadet, focused on winning their mock court-martial, convinced their teammates to corrupt the data, leaving them with information the opposing side lacked. The other cadets intentionally did a bad job of it.

- Roll 1 challenge die.
 - 1: The opposing counsel is unaware of the tampering because they arrived on the scene first and already have an undamaged copy of the file.
 - 2: The opposing unaware of the tampering due to having failed their rolls to detect it.
 - 0: The opposing counsel did not obtain the security footage yet and will ask for a copy from the player characters.
 - Effect: The opposing counsel is aware of the tampering and believes it to have been done by cadets seeking to sway the court martial in favor of the players' side, they will seek to strike the footage as inadmissible and expand the scope of the inquiry to include the cadets running the court martial.

Optional Encounter: The argumentative Tellarite from Scene 1, Skav, is one of the cadets involved in the tampering situation. Skav woks with Colton McGuile and Cecilia Barrett as a team in several Academy activities and training simulations. Their team has been assigned to the mock court martial representing the opposite side to the player characters. Only McGuile and Skav are present.

McGuile is an ambitious cadet and still a bit reckless, he'll attempt to pry into what the crew has found.

Skav is quieter than he was in Scene 1, and will not engage with the players. An **Insight + Command** roll with a difficulty of 2 can be used to represent a psychoanalysis of the two should the players have learned of the corrupted data. That reveals Skav is clearly feeling guilty and his records would show that he has the skill needed for that scheme. For an additional point of momentum the players can realize that Skav is not trying to hide his feeling of guilt from them, only from McGuile, suggesting whose idea it was.

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Scene 4: Blind Leading the Blind

On the night of the bar-fight Iria was temporarily blinded when her Visor malfunctioned. The following day it appears to be working again but she is clearly uncomfortable. She has not gone to medical to get help though as she doesn't want to be seen as complaining and doesn't get in the way of Lt. Till's treatment and recovery.

If the players go looking for her they find her on the Academy grounds rubbing her temple, if they do not they eventually overhear about her discomfort from passing cadets.

She is suffering from a severe migraine and lack of balance but won't admit to it right away. The players should make an **Insight + Medicine** check at a difficulty of 1 to recognize her discomfort.

If the players fail at the task Iria eventually asks for help and tells them about the discomfort and follows them to a lab where they can attempt to diagnose what is wrong and make the needed adjustments and repairs. This makes use of the Scientific Method.

Observe:

There are two avenues to Observe and players should be allowed to explore either or both. There is the medical side, exploring Iria's symptoms to understand what is happening, and there is the engineering side, examining the Visor to determine what is wrong.

Medical: **Insight + Medicine**, difficulty 1 (reduce this to difficulty 0 if the players succeeded in the previous check) ***Iria is suffering severe migraines, predominantly but not exclusively on one side of her head, and is having bouts of dizziness and lack of balance. She is also suffering from fatigue despite being well rested.***

Completing repairs to the visor and the damaged implant will lead to a full recovery from these symptoms, they are due to an ongoing stress,

Engineering: **Insight + Engineering**, difficulty 1. ***The Visor itself appears to be functioning properly but does have some damage on one side where the drink had hit Iria the night before.***

As the discomfort has continued since the replacement visor has been worn, it suggests that both the implant and visor must have been damaged.

Hypothesis:

Iria's visor was damaged when the drink hit it and exposed the neural implant under the visor to blunt force and high concentrations of alcohol. The implant on the right side of her face is "flickering" sending raw pulses of information that her brain can't process and is misinterpreting as movement or pain, causing her bouts of dizziness and lack of balance. Her brain is also dealing with the split images from her "eyes" are having trouble focusing. The combined effect is causing her migraines and fatigue.

Testing:

With the resources of a lab at hand only 3 successes are needed to test the current hypothesis. Once the players have figured out what went wrong add the following:

The damage to the implant is not severe and a temporary fix of it is possible with the tools you have in the lab. She should report to medical for a check-up later on regardless to ensure that there is no permanent damage to the implant.

Repairing the Visor temporarily is an **Engineering or Medical + Control** Extended Task with a Difficulty of 2, Magnitude of 3, Resistance of 0 and a work Track of 10.

Upon completing the task: ***The Visor itself has a stored temporary file waiting to be sent to Iria's visual cortex that will be lost when the repair is completed. You are able to tell from the time stamp that it matches the altercation at the bar.***

The players can make an **Insight + Security or Engineering** check against a difficulty of 1. If they succeed they know that the file type used is proprietary to the Visor and cannot be altered while in the Visor's temporary memory, and that transferring it to view it or save it in another source will delete the temporary file.

Momentum Spend: The Visor's additional data collection would allow for the reconstruction of soundwaves that Iria wouldn't have been able to hear.

Another player can make a **Reason + Command** check against a difficulty of 1. If they succeed they know that any information they get from the Visor will help them in any format, but an unalterable format would serve as an advantage to whichever case the footage favors.

If asked whether or not she is willing to wait to get her Visor back, Iria is more than willing to help out now that they've managed to deal with the pain she was feeling and asked to be helped to medical where the Academy doctors can check over her implant for damage the players couldn't find. If the players choose to copy the data to play later she offers to come with them to testify that they never had a chance to edit it.

Extracting the data into a usable format is a **Control + Science** check at a difficulty of 3 with a Complication Range of 18-20. If a Complication is rolled The players need to make a **Daring + Engineering** check at a difficulty of 3 or the data is lost.

Playing the data from the visor can be done as a **Control + Science** check at a difficulty of 2 but the data is lost once it has been played once. If the players prepare in advance that can Create an Advantage using **Control + Engineering** at difficulty 2 to either reduce the difficulty of playing back the data or allow for the playback to automatically interpret audio. This advantage is not needed if the data has been saved.

Iria Vorrill

Iria is a human cadet who was born on a small research colony in the vicinity of Deneb in the Alpha Quadrant. Roughly 7 years ago, when Iria would have been 11 years old, she learned about a scheme in which the colony's director was selling research to Orion Pirates. After lodging a report with Starfleet about pirate presence she confronted the director, assuming that he'd only have done such deeds under duress. The director betrayed her presence to the pirates and she narrowly escaped the resulting event with her life. A disruptor bolt ricochet struck the side of her head and permanently burned out her optic nerve and damaged the part of the brain which processes visual information.

Because of these events Iria has a deep fear of Orions and has a strong sense of Justice. She will be helpful to the players so long as they are taking their duty seriously and not prejudicing the case, but she will not agree to lie for them and will report them immediately if they ask her to.

After her injury, Iria and her family were taken in by a Denobulan family who assisted her in her recovery.

The injury damaged more than just her vision, it also impacted some of her short term memory and physical coordination. She has pushed through these deficits and has noteworthy marks at the academy despite these, including in unarmed combat.

Iria's discomfort is significantly more severe than it seems because she has a very high threshold for pain due to her injury and recovery, so for her to complain about it means that it is very nearly debilitating.

A Matter of Discipline

Act 3: Scales of Justice

Scene 1: The Trial

Both sides present their opening statements, making them through opposed Presence + Command rolls, one player may assist on the role. The difficulty of the roll is 1 and if the players failed to realize that they were working with misinformation increase the complication range to 3.

Winning this role determines who gets to cross examine first and therefore control the narrative the longest. A complication rolled in this check should be banked as threat to be used by opposing counsel.

In cross examination a single opposed check will be made to determine how cooperative each witness is, momentum/threat spends might be required to get witnesses to say things they would normally be unwilling to share.

If the second crew is defending Ehrem:

Opening Argument: *Starfleet's primary purpose might not be military but all of us who wear the uniform swear to hold ourselves to a certain standard, a certain dignity, that has been abandoned in this case. Earlier this week cadet Ehrem did strike a higher ranking officer, but only after enduring days of humiliation and unfair treatment and after trying to leave the area and de-escalate the situation. What we will show today is that while cadet Ehrem threw the first punch, she also showed the most discipline and held herself to the higher standard.*

If either of the two deserve to be disciplined it is the Lt. who should know better than a cadet what the uniform means.

Cross Examination: The second team has the following knowledge they'll try to present:

- Video footage of Lt. Till and Cadet Ehrem's fight which shows Till's attempt to use lethal force.
- Testimony about the wildness of Lt Till's swings.
- Testimony about the emotional instability of Till on the day of.
- Testimony about Till's repeated orders to not wear the Bajoran earring and comments disparaging the cause of a free Bajor.

Closing Statements: *This uniform is about duty, dignity, and discipline. It is also a promise each of us makes that tomorrow will be a brighter day. If anyone of us who chose to wear that promise was told that we didn't deserve to hope, that we didn't belong in that better future - well that would test the noblest of heroes who have worn this uniform. The cadet's action was wrong, but her anger was just. She belongs in the uniform and deserves to keep wearing it.*

The second team's presentation is clear, concise, and dutiful but not overly deep or passionate. They made clear at the outset that they are more inclined to rule against this outcome but they tried earnestly to provide competent and worthwhile counsel for the cadet. It is clear that they consider both outcomes to be a victory.

If the second team is defending Lt. Till:

Opening Argument: ***Starfleet's primary purpose might not be military but all of us who wear the uniform swear to hold ourselves to a certain standard, a certain dignity, that has been abandoned in this case. Earlier this week cadet Ehrem assaulted a superior officer over a personal vendetta that has no place at the Academy. What we will show today is that cadet Ehrem allowed her personal politics to interfere with her duty in a way that makes her a danger to her fellow cadets and future shipmates. By the end of today you will agree with us that she doesn't deserve to wear the uniform.***

Cross Examination: The second team has the following knowledge they'll try to present:

- Video footage of Lt. Till and Cadet Ehrem's fight which shows Ehrem striking first despite no apparent instigation.
- Testimony about the precision and damage caused by Ehrem's strikes.
- Testimony about the emotional instability of Ehrem over the whole week.
- Testimony about Ehrem's repeated complaints and "wishing ill" against the Lt.
- Knowledge of the still missing phaser Ehrem had checked out during a training session.

Closing Statements: ***This uniform is about duty, dignity, and discipline. It is also a promise each of us makes that tomorrow will be a brighter day. Lt. Till has bled for that promise and despite repeatedly seeing it mocked and insulted, he still strove to give the cadet a chance to be a part of it. The cadet's apparent disdain for what the uniform represents alone should be enough for the panel to rule today that she doesn't deserve to wear it. No one who holds that much anger for starfleet and its officers could help bring about the future we've all committed to making.***

The second team's ideals align better with this outcome. They present their case with passion. When rolling for the team to determine judgement, allow them to reroll one d20.

Scene 3: Judgement

Following the closing statements of both the NPCs and the players, have each team roll three opposing Presence + Command or Conn tasks. Consider using remaining threat on these for complication range to attempt to ensure at least one victory for the second team. GMs should consider modifying the rolls based upon how the cross examination stage went with advantages counting as extra successes that can be automatically applied to any one of the three rolls.

These checks represent the final judgements of the three magistrates sitting on the disciplinary committee, to win the players need to win two out of three of these rolls. Players should be encouraged to use Determination if they still have it so long as the side they are arguing conforms to their values. NPCs selected for the second team should only use threat to activate their own values if the PCs did so and have already won a single opposed roll.

Complications rolled during this section should reflect some nuisance in the judgement finally handed down - a win for the players with complications might see Zera Ehrem allowed to continue at the academy but permanently barred from the Command program if they were defending her or might see Lt. Till demoted to the rank of Ensign and reassigned if they were defending him.

The most likely outcomes are:

- ***This court finds in favor of Lt. Till. Cadet Zera Ehrem is hereby stripped of her rank and expelled from the Academy. Having no suitable homeworld to return to she will be permitted to remain on Earth baring future acts of Violence.***
- ***This court finds in favor of Cadet Zera Ehrem. Her actions, while wrong, were provoked. Lt. Till will be assigned to duties which do not include instruction and be required to attend regular counseling sessions.***

- ***These proceedings have uncovered significant offenses that cannot be overlooked. Cadet Zera Ehrem is found guilty of lying on her application and engaging in terrorist activities. She will be expelled from the Academy and will be required to leave Federation space. Starfleet does not harbor terrorists.***
- ***These proceedings show fault on all sides. Cadet Ehrem, your misplaced anger and poor judgement in the moment deserve a formal reprimand, as does your shocking lack of professionalism Lt. Till. Still, it is clear that both of you acted from a place of pain and are more similar than first glances would reveal. You are ordered to attend group therapy sessions with Dr. Maver-Val and are on probation. A review board will meet in six months to review progress you've made and reconsider this judgement.***

Regardless of the outcome, the opposing counsel seems to be relieved that the matter is concluded and congratulates the players on a job well done. Both teams report to Commander T'Kara who thanks them for helping the Academy with the matter and mentions that neither ship has yet to accept a cadet internship. She asks if the experience has made either ship inclined to accept a new cadet and presents the following options (see NPC reference section for more information of each potential NPC cadet. If a player is interested in running a cadet intern support character this serves as an excellent introduction for that character):

- Cecilia Barrett
- Colton McGuile
- Iria Verrill
- Skav
- Zera Ehrem
- Anelle Levy

In the cases of Iria and Zera, the cadet would not be joining the crew right away but rather “the following term, should things go smoothly.”

Assaulting a Superior Officer is typically considered a serious offense and warranting immediate disciplinary action. The severity of the discipline should be considered carefully and weighed in proportion for the reason for the assault and the severity of the damage inflicted. Punishment can range from a mark against the assaulting officer's record to demotion and even dismissal from Starfleet through a court martial.

Mitigating Factors: Common mitigating factors to be considered are

- **Provocation** from the superior officer - while this does not excuse the offense, sufficient provocation can shift responsibility for the encounter to the superior officer.
- **Restraint** if the assaulting officer is restrained before the assault can happen the disciplinary action can fall to a lower count of poor judgment.
- **Emotional State** if the offending officer can be found to be emotionally compromised and unable to make sound judgment in the moment, mandatory counseling sessions can be substituted for some or all of the repercussions of the action.
- **Prior Record** an officer with no prior record of rash or aggressive action should have that past service considered when examining

Request for Leniency:

It would not be unreasonable for a conviction of the cadet to result in academic probation or transfer to a Non-commissioned role instead of dismissal upon request for leniency.

A Matter of Discipline

Conclusion

Resolution

With the court martial resolved and the players selecting, or declining, a cadet intern there is little left to do in this story by return to their ship and begin to set off.

This story was the author's first attempt at creating a module for Star Trek Adventures and as such it was also an exercise in building a supporting case for an ongoing campaign. It is likely that many of the characters listed in the reference section will be incidental to this adventure but might be worth including in future stories.

Depending on how this module concluded it leads to several possible future story hooks including these NPCs.

Continuing Voyages

Scenario 1:

If Zera Ehrem is expelled from the Academy and kicked off Earth, she will now be attempting to run and hide from bounty hunters. This presents an opportunity for a future story in which the players encounter her as a wild-card element while also dealing with the threat of Orion Pirates seeing to collect the bounty the Cardassians have on Resistance members.

In such a story Zera would be friendly or hostile to the players based on their role in getting her kicked out of the Academy but in both roles serves as a complication to that future adventure.

Scenario 2:

If Zera Ehrem was kicked out of the Academy but remained on earth a similar scenario can play out but now she is simply one of the NPCs being attacked by the pirates and is friendly to the players in that story.

Scenario 3:

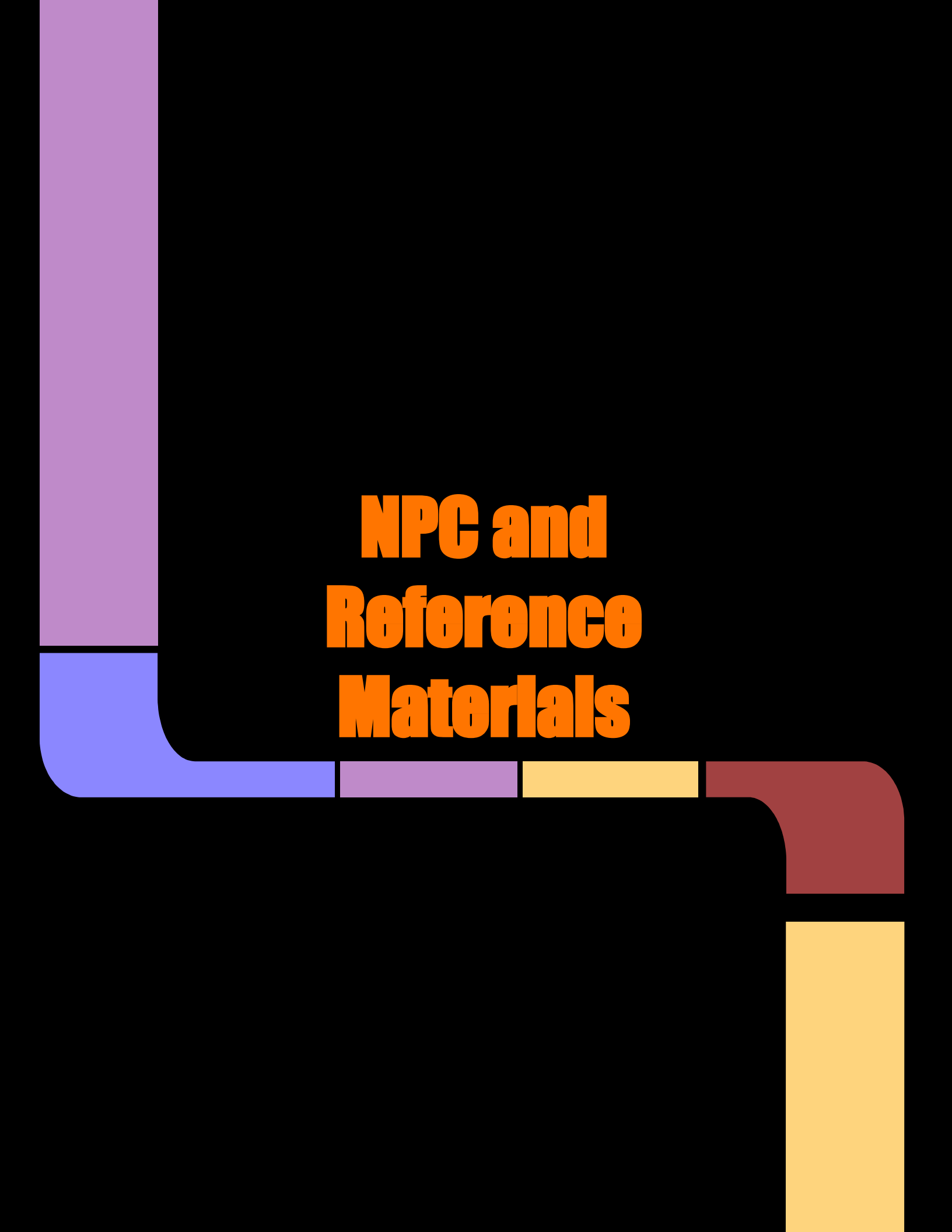
If Lt. Till is assigned but not ordered to group Therapy he fails to work through his misplaced grief and anger. He can return in a future story in the role of an aggressive officer leading efforts to hunt down a Maqui cell.

Scenario 4:

If Lt. Till and Cadet Ehrem are assigned to group Therapy they should not return for a number of episodes. The next time they both appear they should show signs of noticeable growth. Lt. Till will be more calm and reflective, and will have regained some of his former idealism. Zera Ehrem will have control over her temper and be more inclined to consider the cost or risk of her course of action. She will now be in the command program with Till tutoring her. This new found family dynamic sets the scene for a potential tragedy or crisis and will be used in a follow up module "**By Candle Light.**"

Scenario 5:

The events of this module are scheduled to take place in March of 2366, ~9 months before the battle of Wolf 359. If the campaign chooses to explore the events of that tragedy, these characters can return, having been on Earth.

The image features a black background with several colorful geometric shapes. On the left, there is a vertical purple bar. Below it, a blue shape with rounded corners extends horizontally. To the right of the blue shape, there are three horizontal bars: a purple one, a yellow one, and a red one with rounded corners. Below the red bar, a yellow vertical bar extends downwards. In the center, the text 'NPC and Reference Materials' is written in a bold, orange, sans-serif font.

**NPC and
Reference
Materials**

Golden Gates battle map

Story critical NPCs:

Zera Ehrem

Oavir Till

Iria Verrill

Optional NPCs:

Cecilia Barrett

Captain Ashley Barrett

Colton McGuile

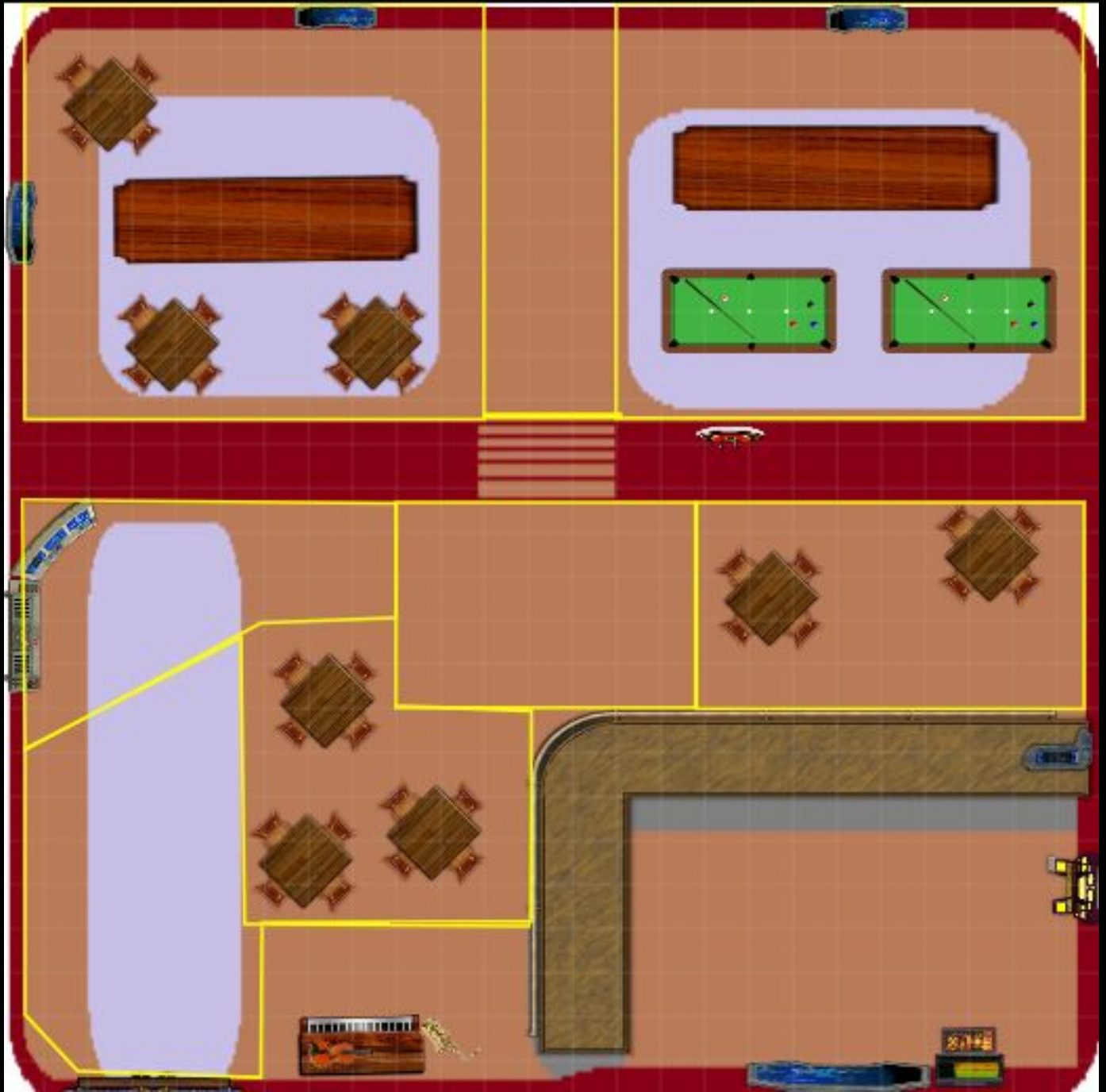
Skav

Commander Raphael Levy

Anelle Casio Levy

Commander T'Kara

Optional Battle map: The Golden Gates



Zera Ehrem, Notable NPC

Traits: Bajoran, Ex-Resistance, Cadet

Attributes:

Control
8

Fitness
9

Presence
8

Daring
11

Insight
9

Reason
8

Disciplines:

Command
3

Security
2

Science
0

Conn
1

Engineering
1

Medicine
2

Stress: 11 Resistance: 0

Values: Bajoran Pride

Focuses: Hand to Hand Combat,
Espionage, Guerilla Tactics

Attacks:

- Unarmed: 3cd, knockdown

Special Rules:

- **Vengeful Strikes** - When attacking in response to a provocation, or when making the first strike against someone who has insulted/wronged her, Ehrem rolls an additional d20.
- **Tight Lipped** - When making an opposed roll to conceal her history with the Bajoran Resistance may roll Daring+Command instead of the normal combination. And may reroll 1d20.
- **Talent: Resolute**

Character Notes

Unless the players provoke her, Zera Ehrem will be peaceful after her altercation with her instructor in Scene 2 but will resist attempts from the players to discover her connection to the Bajoran Resistance.

The resistance wasn't something you joined, it wasn't something you did, it was something you were. We were fighting for our very survival against an enemy that saw us as less than animals. Still, it wasn't something I was born into. My parents wanted to shield me from both the resistance and the Cardassians for as long as they could.

I was twelve when the Cardassians began executing civilians to make a statement to the resistance. My parents were in the fourth group. I was so angry that I nearly tried to attack a Cardassian official the next day, but a resistance fighter stopped me, saved me, and showed me a different way. I believed in the cause until I started to see the damage with my own eyes.

The Cardassian killed civilians, so the Resistance killed their civilians in retaliation which just continued back and forth. We knew we couldn't win, and my cell leader came up with an audacious plan to bring starfleet into the conflict by faking a Cardassian attack on a Federation colony.

I volunteered to scout for the mission, but because I had decided to leave the resistance. I lucked into an encounter with a Starfleet officer, a Commander from a visiting starship and told them of the resistance plan I'd "overheard." The commander didn't fall for my deception but didn't let on either. After protecting the colony and foiling the resistance plot, I was offered a chance to start over, a clean-slate.

When they recommended me to the Academy they withheld my association with the Resistance.

Traits: Human, PTSD

Attributes:

Control
9

Fitness
8

Presence
11

Daring
9

Insight
7

Reason
10

Disciplines:

Command
3

Security
2

Science
1

Conn
2

Engineering
0

Medicine
1

Stress: 10 Resistance: 0

Values: Fallen, Not Forgotten

Focuses: Lecturing, Galactic
Politics, Protocol

Attacks:

- Unarmed: 3cd, knockdown

Special Rules:

- **Political Guidance:** Allows assisted character to reroll one d20 on a check related to studies.
- **Deflective Grief:** Rolls a bonus d20 when trying to avoid exposing his unresolved grief over the death of his wife.
- **Talent: Spirit of Discovery**
- **Sealed Record:** The mission on which Till lost his wife was off the books as it took place in Cardassian space. An Advantage is needed to gain access to it.

There is intended to be a great contrast in Till between who he was and who he is now. Till's service record should paint him as an idealist and altruist who was always willing to roll the dice in favor of helping those in need. The Till now preaches caution and pragmatism in the face of a cruel universe.

The true cause of Till's turn to cynicism is intentionally misleading. It should very much appear that he blames Bajorans and the resistance for his physical pain and his loss.

The truth is more complex. Till used to believe firmly in all of the same things Zera Ehrem does, as did his wife. When their Captain decided against running the mission it was Till himself who convinced the Captain to let them go. It is these attitudes in himself he is angry at, and part of him thinks that by making an example out of a cadet who is like himself, he can spare more of them the pain he suffered.

Chief Medical Officer's log. After incident Report - Classified -

We have recovered the wreckage of our missing shuttle craft. Analysis of the wreckage suggests that it was lured into range of Cardassian planetary defence weapons which had been laid to ambush any would be do-gooders. The Bajoran orphanage transport was a ruse afterall. Of the two, only Oavir survived.

Medical Analysis of both of their injuries suggest that they both survived the initial crash. Her injuries were more severe however, she couldn't have lasted more than a day longer before the internal hemorrhages claimed her. A painful way to go.

In many ways Oavir was lucky for the injuries to his spine. The shuttle crash looked far worse than it was and without signs he had made it out of the shuttle the Cardassians must have assumed him dead.

Iria Verrill, Notable NPC

Traits: Human, Blind, Cadet

Attributes:

Control
10

Fitness
8

Presence
7

Daring
10

Insight
9

Reason
7

Disciplines:

Command
1

Security
2

Science
2

Conn
3

Engineering
1

Medicine
0

Stress: 13 Resistance: 0

Values: It is better to be right than comfortable

Focuses: Extravehicular Activities, Small Craft, Subspace Communications

Attacks:

- Unarmed: 3cd, knockdown

Special Rules:

- **Augmented Vision:** When rolling to perceive information augmented by her visor she gains one automatic success but increased the complication range of the roll by 2.
- **Talent: Dauntless**
- **Constant Discomfort:** Mind-Melds or Telepathy against her will inflict 1 point of stress. If she is willing roll 1cd, inflict 1 stress on effect.

Iria is presented here as a minor character for the current story but with the potential to be an interesting recurring character for any campaign or setting. Her backstory is presented earlier in the module but is not expected to come up in the course of this adventure as most players will recognize that she is not a pivotal player in the events of the fight or the court martial.

If asked about her past, Iria doesn't take efforts to hide it but she also doesn't volunteer it. She is proud of having taken "the right" stance, but she is also in some amount of daily pain as a reminder of the cost of that choice. In this way she presents a similar character type as Lt. Till, but where Till became angry at those qualities in himself, Iria doubles down on the qualities in herself that lead her to experience pain.

If choosing to bring Iria into future adventures Note the following:

She is direct in her communication and will call out foolish or immoral behavior.

She is a bit of a loner at first and is aware of her disadvantages due to her injury. She tends to be shy or timid when doing work outside of her area of expertise.

She is the exact opposite when working with one of her focuses however. Piloting small craft and working in EVA suits gives her a sense of advantage as she is able to connect to data inputs through her Visor as well or better than other people.

Personal Log.

Today was another day of EVA practice. Half the other cadets still seem to get claustrophobic in the suits. I guess that is the one upside to being blind. The suits is reassuring, it takes away the vast empty void and gives reassuring walls and so many sensor inputs. How could anyone be afraid of using the suits?

Cecilia Barrett, Notable NPC

Traits: Human, Cadet

Attributes:

Control
9

Fitness
8

Presence
9

Daring
10

Insight
7

Reason
8

Disciplines:

Command
3

Security
2

Science
1

Conn
2

Engineering
1

Medicine
0

Stress: 13 Resistance: 0

Values: I must do the Family Proud

Focuses: Starship Recognition,
Astronavigation, Team Dynamics

Attacks:

- Unarmed: 3cd, knockdown

Special Rules:

- **Talent: Untapped Potential**
- **Talent: Cautious Command**
- **We used to be explorers:**
When assisting a player character on a scan of a new or unfamiliar environment automatically produces one bonus momentum to use for obtain information on a successful scan.

Cecilia Barrett does not have much role in this adventure module but is presented as a potential NPC to add to the crew for future missions. As such, her talents are better suited to supporting player characters in future missions while her focuses reflect her training and roll at the Academy.

Cecilia Barrett is in the command program and is an ambitious cadet who has her eye on the Captain's Chair. She has been working towards that goal from a young age and pushes herself hard in that direction. She has a copy of Kirk's autobiography which she treats as her unofficial guidebook to being a good Captain.

Future Stories Opportunities:

Cecilia Barrett is the daughter of Captain Ashley Barrett and Admiral Malik Barrett. Being the daughter of a potentially rival captain and an Admiral, including this character in future stories presents the opportunity for conflicts with overprotective parents. For her part, Cecilia is eager to prove her worth on her own merit rather than stand in the shadow of her parents. If keeping the original timing of this story in early 2366, it is very likely Barrett would lose a close family member in the Battle of Wolf 359.

Cadet's Log:

We just completed survival training at "Camp Ganymede." I hadn't been astro-camping in years, not since dad took me out the Chang-E Observatory on the darkside of Luna. That setup was a lot like what we had, inflatable habs, MREs, and quiet. Both times it made me miss the cabin at Camp Lovell in the Fra Mauro Highlands, but both times it was lovely. Jupiter filling the sky was breathtaking and eerie. I'm just glad the Caitian cadet we were with finally calmed down once we set the shuttle up for him. I worried about him worrying about his claws.

Traits: Human, Cadet

Attributes:

Control
9

Fitness
9

Presence
8

Daring
10

Insight
8

Reason
7

Disciplines:

Command
2

Security
3

Science
1

Conn
2

Engineering
0

Medicine
1

Stress: 15 Resistance: 0

Values: Exploration is at the Heart of Mankind

Focuses: Animal Handling, Hand Phasers, Hand to Hand Combat

Attacks:

- Unarmed: 4cd, knockdown, Vicious

Special Rules:

- **Talent: Mean Right Hook**
- **Talent: Bold Security**
- **Talent: Resolute**

A Cowboy at Heart: Colton McGuile tends to prefer action to talking through plans, and he likes to show off when he can. He has a tendency not to think through the possible consequences of his plans before he acts. Despite this, he would never intentionally put his crew at risk when he can take the risk himself.

Colton McGuile has very little role in this adventure, serving mostly to complicate access to security footage at the Golden Gate because of his competitive nature and poor judgement. If including McGuile in future stories, that recklessness and “need to win” continue to serve as his tragic flaw.

Despite these issues, McGuile is a fine cadet for the most part. He excels as a cadet in the Tactical portion of the Ops program, and he has a healthy respect for the work of Science and medical cadets. Rather than being the stereotypical Jock that picks on nerds, McGuile is acutely aware that he lacks the ability to do their job and so sees himself as there to protect them. He is actually self-conscious about not being able to be a better scientist as he views the primary purpose of starfleet to be exploration.

Cadet Record:

- Human
- Colton T. McGuile was born in a rustic town in the Scottish highlands.
- His family were artists who took pride in maintaining the façade of “the old ways” but McGuile seemed to be looking for a way out since he could crawl.
- He is a scrappy fighter, more than willing to get creative with “the rules” to win a fight and proud of his accomplishments.
- He remains too hot-headed to be recommended for a command but his keen eye for strategy suggests he'll make an accomplished security officer one day.
- Following the events of “A Matter of Discipline” McGuile’s record also shows disciplinary action due to his actions.

Skav, Notable NPC

Traits: Tellarite, Cadet

Attributes:

Control
8

Fitness
7

Presence
9

Daring
8

Insight
9

Reason
10

Disciplines:

Command
0

Security
1

Science
3

Conn
1

Engineering
2

Medicine
2

Stress: 13 Resistance: 0

Values: Science is the Greatest Argument

Focuses: Debate, Investigation, Xenobiology

Attacks:

- Unarmed: 2cd, knockdown

Special Rules:

- **Infuriating Debater:** Skav enjoys arguing for the sake of arguing and considers himself the modern Socrates. If he is using social rolls to distract, or agitate, he may use Presence + Science in place of the normal combination and increase the complication of the next task roll the opposing party by 1 for each successful round.
- **Talent: Studios**
- **Talen: Computer Expertise**

Skav has very little role to play in this module and it is unlikely that the GM will need stats for him. There is an optional scene in Act 2, Scene 3 where the players might realize that he is concealing information about his and McGuile's misdeed, but regardless of their choices he is going to confess to the matter on his own. If confronted he would only try to hide the matter if confronted along side McGuile, as he doesn't want his friend to lose face before Skav has had the chance to convince McGuile to turn himself in.

Skav's special rule "Infuriating Debater" gives him a unique form of support he can offer an allied team in future stories. By haranguing a foe with arguments and questions he can cause his opponent to lose focus and make mistakes more often.

Personality wise, Skav plays the part of the classic Tellarite. He is gruff and enjoys terse, insult heavy, conversations. He also loves pranks and jokes. While he carefully portrays himself as a gossip, he is more than capable of keeping a secret and will try very hard to go up to "the line" but never cross over it with his crew.

Secretly he is a big softy and deeply cares for the people around him.

Letter of Recommendation:

We've never had a bigger pain in the rear than this one, and I say that sincerely. He is insatiably curious, dangerous in the way he tends to take things apart if left unsupervised, and completely unrestrained in his vocal assessments of others intelligence. He's the very best to have ever graduated from our program and we couldn't be prouder.

It will be quieter with him away, which will take some getting used to. Still, he never mastered bargaining, enjoyed the argument too much, so we'll probably save latinum.

Anelle Levy, Notable NPC

Traits: Human, Cadet

Attributes:

Control
9

Fitness
9

Presence
9

Daring
11

Insight
8

Reason
8

Disciplines:

Command
2

Security
3

Science
1

Conn
2

Engineering
0

Medicine
1

Stress: 12 Resistance: 0

Values: Pictures are perfect, Life is Messy

Focuses: Fashion Design, Survival, Small Squad Tactics

Attacks:

- Unarmed: 4cd, knockdown

Special Rules:

- Fashion Designer: When rolling to assist in creating a disguise for an away mission, Anelle allows the lead character to reroll any 1d20, including her own assist.
- Orphan: Anelle has had a rough life full of untrustworthy people. She gains an extra d20 to see through insincere attempts to win her trust.
- Talent: **Untapped Potential**

While her name on record is Anelle Levy, she goes by and will request to be called Annelle Casio. The reason for this can be found in her service log below.

Anelle has no intended role in this episode but can serve as an interesting background detail if the second team features Raphael Levy. She presents an NPC very sympathetic to Zera Ehrem, also being a young “problem child” who grew up near the Cardassians.

Anelle shows all of the signs of trauma of one who has needed to grow up “in the system” on outerworlds. She is an ideal NPC to include if the story of the campaign might explore the less ideal sides of the Federation or may eventually face off against the Maqui.

Cadet Record Begins:

- Born Anelle Casio on a federation colony on Hanolan IV in 2349.
- Was placed in foster care following the battle of Hanolan in 2357 in which forces belonging to the Cardassian military attempted to lay claim to the Hanolan system.
- Starfleet medical was able to track down surviving extended family in 2362 through genealogical traces revealing her biological father to be then Lt. Raphael Levy. At the time he was informed Lt. Levy was unaware that he had a child.
- Formally Adopted in 2363
- Entered into formal boarding school on Earth Spacedock 2363.
- Graduated with honors in 2366.
- Entered the Academy in 2366. Record shows a focus on Security but enrollment in the Command program due to outside reference and request.

Ashley Barrett, Major NPC

Traits: Human, Captain

Attributes:

Control
10

Fitness
9

Presence
9

Daring
10

Insight
9

Reason
9

Disciplines:

Command
5

Security
3

Science
2

Conn
3

Engineering
2

Medicine
1

Stress: 12 Resistance: 0

Values: We used to be Explorers,
A Starship is a Home, Its crew a
family,
Knowledge is the first step.

Focuses: Inspiration, Leadership,
Starfleet Legal Code, Extra
Vehicular Activity, Warp Field
Dynamics, Space Weather

Attacks:

- Unarmed: 4cd, knockdown
- Type 2 Phaser 6cd, Versatile

Talents:

- **Spirit of Discovery**
- **Cautious Command**
- **Defuse the Tension**
- **Collaboration Command**

Captain Ashley Barrett is presented as a potential antagonist NPC to represent a possible leader of the second team throughout the story. Barrett is in the same position as the players, with her ship having been delayed an extra week before it finishes it's refit, and has taken time to visit her daughter at the Academy. The Barrett family is close but does not believe in nepotism, so Ashley will not offer her daughter an internship on her ship even if asked, and even if Cecilia is the best candidate for the position.

This will not stop her from talking up both her daughter and her son Joshua Barrett who is serving on the USS Firebrand.

The NPCs in the second team are intended as friendly competition and friendly antagonists for this story and future ones. Ashley Barrett makes an interesting choice to introduce now as her son's ship, the Firebrand is one of the ships which will be lost in the Battle of Wolf 359 in roughly 9 months time. If playing this story in a time after the events of Wolf 359, rather than boasting about her son she mourns him.

This means that Ashley's attitude towards the case pivots upon when this story is set in your campaign.

Ashley Barrett's secondary strengths are in Conn and Security. She is unlikely to uncover details of Zera's fighting style on her own and is much more likely to sympathise with Zera Ehrem's outspoken ideals. These strengths, along with her rank, make it much more likely that she learns about Till's history. If the events of this module are set before Wolf 359, her idealism wins the day, but if they are set afterwards her sympathy for Till does. This means that the side she argues more passionately depends on the timing of the campaign.

Raphael Levy, Major NPC

Traits: Human, Commander

Attributes:

Control
11

Fitness
9

Presence
8

Daring
10

Insight
7

Reason
10

Disciplines:

Command
5

Security
2

Science
1

Conn
2

Engineering
3

Medicine
3

Stress: 14 Resistance: 0

Values: Duty before self,
Cleanliness is close to godliness,
Appearances Matter

Focuses: Starfleet Protocol, Warp
Core Maintenance, Surgery,
Intimidation, Deflector Array,
Infectious Diseases

Attacks:

- Unarmed: 3cd, knockdown
- Type 2 Phaser: 5cd, Versatile

Talents:

- **Bold Command**
- **Dauntless**
- **Technical Expertise**
- **Supervisor**

Raphael Levy is presented as a potential antagonist NPC to represent a possible leader of the second team throughout the story. Raphael is on earth on a leave of absence trying to find a way to connect with his daughter Anelle Levy. If Raphael is used as leader or a member of the second team it would make sense to find a way for Anelle to be added into the story. She would make the most sense as one of Iria's friends since the two both tend to be less socially active.

Raphael is a frustrated career officer who two years ago learned he had a teenage daughter that he is trying now to connect with out of a sense of duty. His frustration comes from her not wanting much of anything to do with him. Raphael Levy makes a better figure to lead the second team if the players are expected to defend Zera Ehrem, as his strong sense of duty and decorum means he won't be able to defend Zera even as he grows to dislike Lt. Till as well.

Raphael's better Engineering and Medicine stats mean that he will recognize tampering with the recordings and the nature of Zera's strikes. As such he is much more likely to uncover her connection to the resistance and advocate for her dismissal from Starfleet.

Raphael is not a bad person but he is intended to come across as too formal and too implacable in his ideas. He has a very black-and-white view of morality that is problematic in a scenario such as this one.

In the event that he is required to defend Zera Ehrem, consider having a non-confrontational encounter with his daughter at the end of the trial, suggesting that she is considering giving him a chance because he was able to see the positive in the Bajoran Cadet. Conversely, have the same scene begin but the daughter reject his efforts, the sounds of them arguing fading into the background as they leave should he defend Lt. Till.

T'Kara, Major NPC

Traits: Vulcan, Snarky

Attributes:

Control
10

Fitness
8

Presence
9

Daring
9

Insight
10

Reason
10

Disciplines:

Command
3

Security
4

Science
3

Conn
2

Engineering
3

Medicine
1

Stress: 13 Resistance: 0

Values: Knowledge does not always mean understanding,
Protect your sources,
Maintenance is preferable to Repair,
Not All Life is Precious

Focuses: Subspace
Communication, Exobiology,
Interrogation, Starfleet Protocol,
Espionage, Survival

Attacks:

- Unarmed: 5cd, knockdown
- Type 2 Phaser: 7cd, Versatile

Talents:

- **Kolinahr**
- **Mind Meld**
- **Diffuse the Tension**
- **Collaboration: Security**

There should be no need for T'Kara to make rolls in this story but she presents a curious NPC for use in future stories. She serves ideally in the role of a mentor figure, presenting missions or orders to the players. She is benevolent but never reveals all of her cards or her purpose, qualities that would also make for an interesting antagonist.

The trait which makes T'Kara the most interesting as a Vulcan NPC is her understanding of emotion. T'Kara was raised in a diplomatic compound on Betazed, and as a result grew up immersed in a society open and expressive in their emotions while also immersed in a culture that rejected and shunned emotional displays. She chose the Vulcan way but also understands the role emotion plays and the value it has for races more able to control it.

In a mentoring roll, as presented in this Episode, T'Kara has requested a reassignment from Starfleet Intelligence so that she can use her skills in a more positive way. Despite this, she is still an interrogator and intelligence officer.

Service Record:

Graduated with Honors from Ops program. Assigned to Starfleet Intelligence advanced interrogation training.

Previous Assignments: Classified.

Relevant skills and accomplishments:
Classified.

Current Assignment: Director of Career Service Readiness Assessment at Starfleet Academy.

Courses Taught in the current term include: Introduction to Espionage and Advanced Interrogation