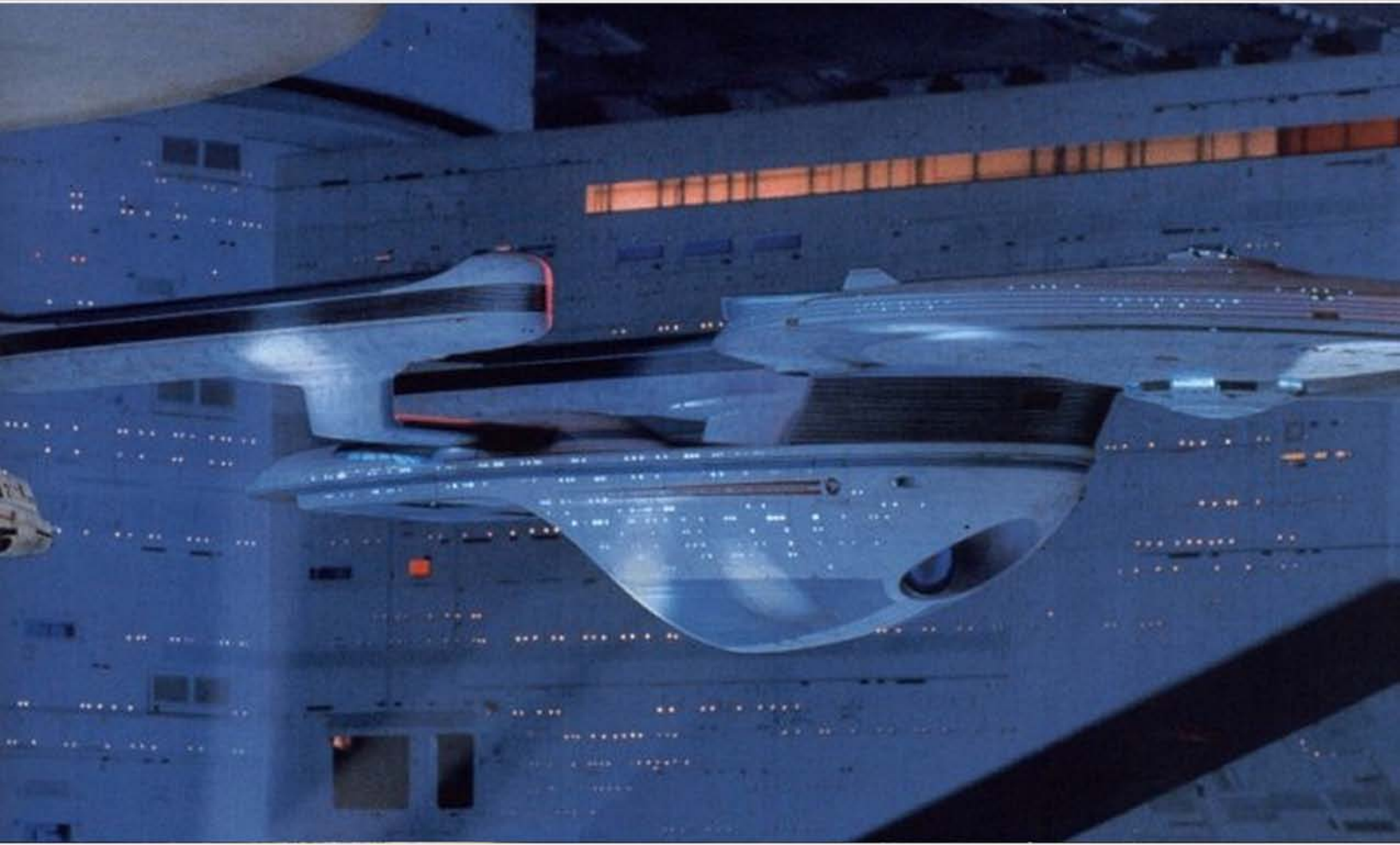


BEYOND

THE FINAL FRONTIER



THE UNOFFICIAL

STAR TREK

ROLEPLAYING GAME WEBZINE

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FROM THE EDITOR

Greetings, Salutations... Hello All!

Well we've made it once again -- another new issue of our webzine! And look, we've also got two new releases from Decipher: Worlds and Mirror Universe! Sure, they're both in PDF form, but that's infinitely better than nothing. If you didn't know about the release or don't know where to find them, go to www.DriveThruRPG.com now.

Now that I've got your attention, how about I tell you what's up in this new issue: a new race, ship, adventure, and more! Sure these issues are heavy on material, but hey, its more than we had before!

Happy Gaming

Matthew Kearns
aka GandalfOfBorg
Editor



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MARGIN OF ERROR

Introduction

"Margin of Error" is an adventure for use with the *Star Trek: Roleplaying Game* by Decipher. It is suitable for a crew of 2-6 players playing a Starfleet crew. With some modification, this adventure could be adapted for other crews.

Narrators will require the use of the *Star Trek: Player's Guide* and *Star Trek: Narrator's Guide* in running this adventure. A number of pre-generated characters are available at the end of the mission. Alternately, players may substitute their own characters with the approval of the Narrator.

The adventure takes place near the *Romulan Neutral Zone* in the year 2377 (*Voyager* 7th Season, Stardate 54519.3). Players who wish to take part in this adventure should not read any further.

Adventure Synopsis

The Federation subspace research installation on Kouri-A-4 has gone silent. Having received a brief, garbled distress call, the Excelsior Class starship *U.S.S. Montpelier* is heading in to investigate.

Reaching the colony world, the crew discovers roughly half the outpost's complement dead, the other driven by a crazed bloodlust. A Ferengi transport (recently arrived) 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 proof exonerating the Federation, war is inevitable.

Digging around, the crew discovers 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 an historically quiet sector of the Romulan Neutral Zone—distant from most populated regions of both the Federation and the Romulan Star Empire. Eleven manned and automated monitor stations and two other small colonies delineate the Federation/Romulan border.

The Hook/ Arrival

Start in media res with the *Montpelier* decelerating from warp into orbit around Kouri-A-4. Sensors scans are slightly obscured by the dust storm raging around the station (+1 TN for System Operation (Sensors) tests), but are otherwise normal. Successful scans reveal several power sources on the surface corresponding to the normal function of the station. A Complete Success will reveal roughly 75 life forms are present on the surface and that the station is in Security Lockdown. Low level forcefields in place throughout the installation prevent transporter operations. An Extraordinary Success 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 still as the *Montpelier* slows to sublight speed. Small and distant, but growing larger as you close on impulse, is a small, rocky Class K world. 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 *Montpelier* reaches standard orbit, sensors and communications detect the station's landing beacon—beaming a clear, steadfast welcome to the world below.

Orbital Descent

With transporters nonfunctional, the crew must take a shuttlecraft to the surface. The storm over the station is roughly equivalent to a small hurricane, with winds gusting up to 100 mph. With the main hangar door secured, the PCs must reach the service airlock in the lee of the station. In order to reach the door safely, a series of Routine (TN 10) System Operations (Flight Ops/Conn) must be made. Once the shuttle is in the storm, the GM adds 2d6 to the target number. At least three successful tests must be made in the storm, the third being the actual landing roll. Once within the storm, a Catastrophic Failure means the shuttle crashes and all aboard take 2d6 damage. A Failure or Complete Failure means the approach has been flubbed and the shuttle must go round and approach again (3 more rolls). For simplicities sake, if the shuttle crashes, it is assumed to crash near the service door.

Disembarking their shuttle, the PCs discover the outer service door is slightly ajar. Human footprints travel from the airlock for approximately six feet before disappearing in the blowing sand. A small pile of sand (approximately four inches deep) occupies one corner of the now empty airlock.

The Hangar

Cycling the airlock, the *Montpelier's* away team finds itself in the station's main hangar, across from two small shuttles and a Ferengi deep-space transport. The vessel is 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. The vessel is unoccupied and in need of a good preflight and restocking.

Near the interior hatch (leading into the station), the PCs discover several overturned containers, a scattered toolkit, and a large smear of human blood on the bulkhead. The door is secured (part of the Security Lockdown procedures).

In order to bypass the security lockdown, the characters must make a Challenging (TN 15) Computer Use (Invasion), or a Difficult (TN 20) Repair or Systems Engineering (Computer) Test. Each test takes 2 minutes.

The other option is for the characters to simply burn their way through. This process requires Simple (TN 5) Energy Weapons tests and requires 30 minutes to burn through. For the purposes of this mission, and because of the nature of the blast doors, explosives are an impractical means of bypassing the lockout. Should the characters insist, however, a Difficult (TN

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20) Demolitions roll can be made to blow the doors.

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 with one exception- the station is in complete lockdown. The PCs can tackle the exploration 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 Logs can be accessed with a Challenging (TN 15) Computer Use (Invasion). Approaching the cells in the back of the room, the PCs discover Lieutenant Hayes imprisoned in Cell Two. Pale, gaunt, and shaking, Hayes is deep into a raging fever and growing weaker by the minute.

The Hub/Arboretum

Bypassing the security doors, the PCs make their way into the central hub of the station- the site of the living quarters, arboretum, and communal areas of the installation. The place is a scene of carnage and chaos- extensive damage has been done to fixtures and persons- most of the people in sight are dead or dying. In each case, the victims were brutally murdered- blunt trauma, stab wounds or other lacerations, or by strangulation.

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 Crewmen Thompson lie locked in a death rictus, each trying to strangle the other. It appears they succeeded.

The Infirmary

Entering the Infirmary, the PCs find 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. A crewman whose nametag bears the name *Boortz* lies staring at the ceiling. 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 disfigurements of a strangulation attempt, but her heartbeat remains strong. The hypo contains four doses of Idenium—a powerful neural inhibitor.

Fellow Travelers

Making their way towards Dr. Farys' office, the PCs are accosted by a Romulan away team in full isolation gear. The Romulans, too, are looking for the source of the virus. Unfortunately, the Romulans believe that this is a weapons testing lab—and that the Federation has used this virus to attack the Romulan colony on Athay IV. Given the situation in the station, the Romulans are just a bit trigger happy, and will fire on the away party as soon as they're spotted (one shot, clean miss). Unless the away team fires back, that should be the only shot of the engagement.

Collections

Searching Doctor Farys' quarters (TN 20 Search or Investigate) discovers a hidden vault containing Vulcan, Romulan, and Debrune artifacts. A Routine (TN 10) Investigate, Medicine, or First Aid test reveals that the artifacts are contaminated with an alien virus.

The PCs also discover Frump, hiding in a storage bin. 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 until properly reassured, intimidated, or sedated. If properly motivated (remember—we're the GOOD guys), Frump will fess up—he looted the artifact found in Dr. Farys' study from a hitherto unexplored Debrune dig on Athay IV. By opening the previously sealed vault, Frump accidentally released the virus into the atmosphere, thereby dooming the colony. Naturally immune to the disease, he then unwittingly brought it to the station, where he sold the artifact to Dr. Farys, who is a noted underground collector.

Breaking the Spell

The PCs should be fairly close to discovering a cure for the disease. 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- this will provide an alternative answer. 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.

Floating Scene

This scene develops the tension and introduces a little action when those suffering the effects of the virus attack the PCs. As they move through the station, the crew is attacked by 1-3 deranged crewman. Roll 2d6 on the table below to determine the weapons carried by the opposition.

WEAPONS CHART

[1d6/2 (minimum 1) Locals]

- 02 - 10 Makeshift Club (table leg, wrench, etc., 1d6+1fmg)
- 11 Knife (1d6+2dmg)
- 12 Phaser (Setting is 1d6+2)

Resolutions

Depending upon how the characters handle the situation, one of several resolutions can occur. The crew might choose to shoot it out with the Romulans. They might or might not find the cure for the disease. They might be forced to destroy the installation and everyone infected.

Resolution #1- Possibly the worst situation that could befall the Montpelier and her crew. Faced with the continued threat of the disease, and unconvinced that the Federation is also a victim, the Romulans gird for battle, attempting to eradicate all life on Kouri and destroy the Montpelier. This conflict should be resolved using the starship combat rules in the Narrator's Guide. 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 depart and leave the characters to their fate. Unable to help, the Montpelier monitors the situation until the last crewman has fallen, then destroys the installation to prevent the disease from spreading. Soon, Montpelier is free to return to Starbase 225. Mission accomplished?

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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 of the plague actually died of the violent side effects, 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 Montpelier (a/o the Romulans) will need to beam in large quantities of anesthazine or similar gas. It also means the PCs need to disable the station's security forcefields.

Resolution #4- No Rest for the Wicked- Finally able to find a cure for the disease, the PCs release it through the station's ventilation systems. Those not killed before hand cease their violent endeavors and slowly return to normal.

COMMANDER DELIUS MEREK

Commanding Officer, Imperial Warbird Khranu

Proud and canny, Commander 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. 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 Khranu despite his relative youth.

When reports surfaced of a biological attack on Athay IV, the Khranu 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 • Courage: 4 • Advancements: 11 • Renown: 20 • Str 7 • Agl 9(+1)* • Int 10(+2) • Vit 10(+2) • Prs 10(+2)* • Per 9(+1) • Quickness +2 • Savvy +3 • Stamina +2 • Willpower +2* • Defense:

Skills: Enterprise-Administration 5, Culture (Romulan) 3, History (Federation, Romulan) 4, Politics (Imperial Senate, Federation) 3, Specific World (Romulus) 3, Language-Romulan 4, Language-Federation Standard 3, Computer Use (Retrieve) 4, Inquire (Fraternize) 3, Influence 3, Law (Interstellar) 3, Negotiate (Mediate) 3, Persuade (Oratory) 3, System Ops (Command) 4, Energy Weapons (Disruptor Pistol) 4, Tactics (Romulan, Federation) 4, Repairs 3, Unarmed Combat 3

Professional Abilities: Starship Duty, Starship/Starbase Protocols, Starship Tactics, Thinks Like A Fed, Commanding Presence, Command, Fighting Captain, Dogfighter • **Species Abilities:** Bonus Edge: Keen Hearing, Discipline of D'era, Glory, Surveillance • **Edges/Flaws:** Command 2, Contacts: Romulan Senate (Administration x 2), Contacts: Tal Shiar (Administration), Promotion 5



NON-PLAYER CHARACTER

FRUMP

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 • Courage: 4 • Advancements: 7 • Renown: 8 • Str 7 • Agl 9(+1) • Int 10(+2)* • Vit 8(+1) • Prs 7* • Per 9 (+1) • Quickness +1 • Savvy +1* • Stamina +1 • Willpower +2 • Defense:

Skills: Appraise 4, Computer Use (Retrieve) 2, Conceal 4, Culture (Ferengi) 6, Energy Weapons (Disruptor Pistol) 2, Enterprise-Business 6, Forgery 2, History (Federation, Ferengi) 4, Influence 2, Inquire 1, Language- Ferengi 3, Language-Federation Standard 3, Law (Interstellar) 3, Negotiate (Mediate) 3, Persuade (Oratory) 3, Politics (Ferengi, Federation) 4, Specific World (Ferenginar) 3, Streetwise 4, System Ops (Flight Control) 4, Tactics (Ferengi, Federation) 4, Repairs 3, Unarmed Combat 3

Professional Abilities: Pandering, Smuggler's Trade, Low Profile, Underworld Contacts • **Species Abilities:** Bonus Edge: Skill Focus(Keen Hearing), Eye for Profit, Four Lobed Brains, Head for Numbers, Lobes for Business • **Edges/Flaws:** Wealth 1, Contacts: Vulcan Science Academy (Administration),Coward

NON-PLAYER CHARACTER

LIEUTENANT ANTHONY HAYES

Starfleet Security Officer

A good man in a pinch, Hayes is nonetheless flawed in many ways. Despite his 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 whistlestop town in the Ancient American West- and he's the sheriff.

Age 41 • Species: Human • Gender: Male • Eyes: Brown • Hair: Brown • Courage: 4 • Advancements: 3 • Renown: ? • Str 9(+1) • Agl 8(+1)* • Int 9(+1) • Vit 9(+1) • Prs 10(+2)* • Per 8(+1) • Quickness +1 • Savvy +3 • Stamina +1 • Willpower +1* • Defense: 8

Skills: Computer Use (Retrieve, Invasion) 3, Enterprise-Administration 4, Inquire 2, Culture (Human) 3, History (Human) 3, Specific World (Earth) 3, Law 2, Language-Federation Standard 3, Negotiate 2, Persuade 2, Energy Weapons (Phaser) 4, Repair 2, Survival (Desert) 2, System Ops (Command, Tactical) 5, Unarmed Combat (Star Fleet Martial Arts) 4, Tactics 4

Professional Abilities: Starship Duty, Security Ops, Security Protocols • **Species Abilities:** Adaptable, Human Spirit, Skilled • **Edges/ Flaws:** Command 1, Promotion 2

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ROMULAN TROOPER

Soldier of the Empire

A starship crewman, this character has devoted his life to the way of D'era. 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.

Age 30 • Species: Romulan • Gender: Male • Eyes: Brown • Hair: Black
 Courage: 4 • Advancements: 3 • Renown: ? • Str 9(+1) • Agl 10(+2)* • Int 5(+0) • Vit 9(+1) • Prs 6(+0) • Per 7(+0) • Quickness +2* • Savvy +1 • Stamina +1 • Willpower +1* • Defense: 9

Skills: Ranged Combat: Energy Weapons (Disruptors) 4, Unarmed Combat 4, Observe (Spot) 2, Tactics 2, Athletics 2, Conceal 1, Demolitions 1, Survival 1 Language- Romulan 2, Repair 2 • **Professional Abilities:** Starship Duty • **Species Abilities:** Bonus Edge: Keen Hearing, Discipline of D'era, Glory, Surveillance • **Edges/ Flaws:** Proud

DERANGED COLONIST

Kouri-A-IV

Deranged Colonist- 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.

Age 30 • Species: Human • Gender: Male • Eyes: Brown • Hair: Black • Courage: 4 • Advancements: 3 • Renown: ? • Str 5(+0) • Agl 6(+0)* • Int 10(+2) • Vit 7(+1) • Prs 6(+0) • Per 9(+1) • Quickness +1* • Savvy +1 • Stamina +0 • Willpower +2* • Defense: 7

Skills: Investigate (Research) 4, Theoretical Engineering (Subspace Mechanics) 4, Physical Science (Mathematics)3, Space Science (Astrophysics)3, Computer Use (Retrieve) 3 • **Professional Abilities:** Field Research • **Species Abilities:** Adaptable, Human Spirit, Skilled • **Edges/ Flaws:** Curious

Rewards:

Experience Points and Renown Points are to be totaled (except where indicated otherwise) and divided equally among the PCs. The minimum renown award (before any penalties) is +1.

Experience Awards

PCs found cure for Kouri-A-4 Contagion	400 exp points
PCs managed to save most of Kouri-A-4 personnel	400 exp. points
PCs exposed truth of the exposure on Athay IV and Kouri	800 exp. points
PCs detained Frump:	300 exp. points
PCs turned Frump over to the Romulans:	200 exp. points
PC caused the death of innocents (including the Romulans)	-200 exp. points (per incident)
The PCs unwittingly exposed the Montpelier to the contagion:	-100 exp points
PCs were excessively violent, or fail to prevent such acts (while not suffering from the contagion)	-100 exp. points (per player)
Montpelier or Romulan vessel destroyed	-1000 exp. points
Per PC killed	-200 exp. points

Renown Awards

PCs found cure for Kouri-A-4 Contagion	Renown +1
PCs managed to save most of Kouri-A-4 personnel	Renown +1
PCs exposed truth of the exposure on Athay IV and Kouri	Renown +1
PCs detained Frump:	Renown +1
PCs turned Frump over to the Romulans:	Reknown +0 (or +1 if act of diplomacy).
PC caused the death of innocents (including the Romulans)	Renown -1
The PCs unwittingly exposed the Montpelier to the contagion:	Renown -1
PCs were excessively violent, or fail to prevent such acts (while not suffering from the contagion)	Renown -1 (per incident)
Montpelier or Romulan vessel destroyed	Renown -1
Per PC killed	Renown -2

Optional Renown Results (per Officer):

-6 or less	Officer is court-martialed, Infamy Flaw possible (GM's discretion).
-3 to -5	Inquiry by Star Fleet Command, possible reprimand.
0 or -2	Nasty message from Star Fleet Command
1	Acknowledgement from Star Fleet Command, next assignment.
2 to 4	Acknowledgement from Star Fleet Command, well done.
5 or better	Commendation from Star Fleet Command (Commendation 1 edge).

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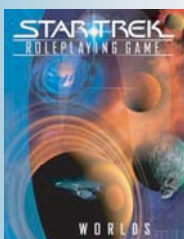
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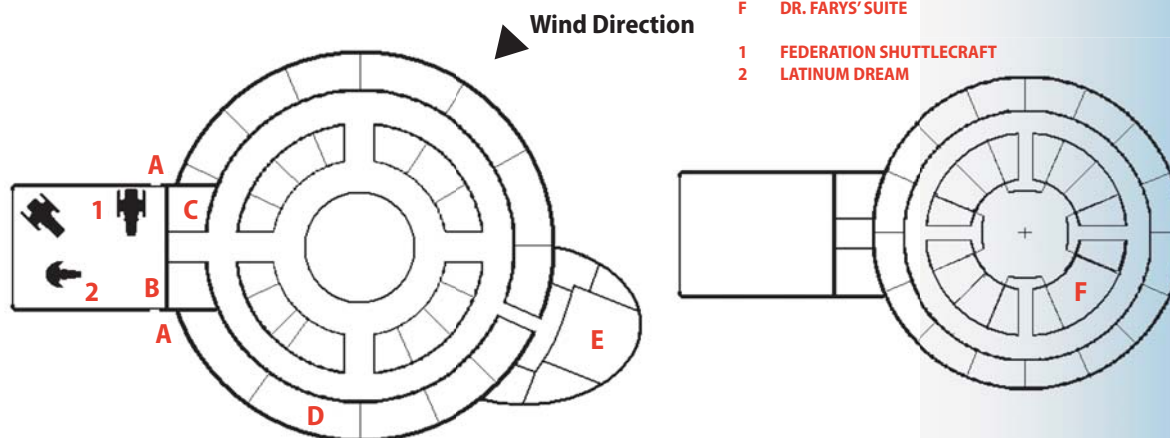
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Federation Colony - Theta Kouri IV



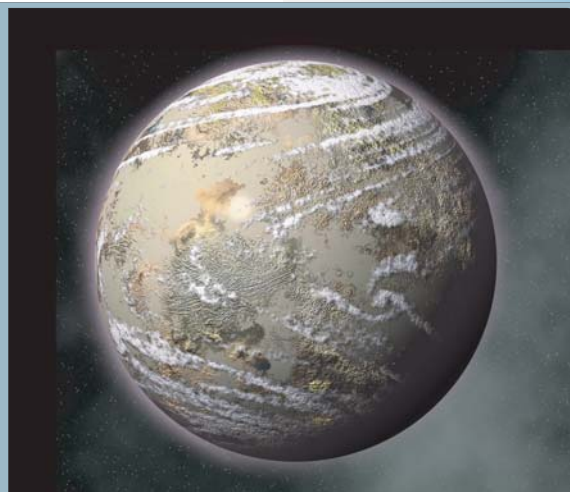
CAPTAIN'S LOG

Handout #1

Captain's Log, Stardate 54519.3, The Montpelier 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 raise 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.

ORBITAL SCAN - THETA KOURI IV



PLANETARY SURVEY: THETA KOURI IV

Handout #2

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 Starfleet Corps of Engineers placed a small pressurized colony on A-4 in 2288. Over the eighty years of service, the installation has served as an Intelligence Center gathering data on the Romulan Empire, a supply depot and waystation, and finally, as a subspace research center. The average surface temperature is more than 1100 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 the orbits of the Kouri Systems planets, resulting in a massive expansion of the system and accounts for the 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.

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 Starfleet 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.

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GAME MASTER HANDOUT

STATION SECURITY LOGS: STARDATE 54518**Handout #3**

54518.25(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.

54518.03(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.

54518.55(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.

54518.08(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 Command Center! End of Log!

GAME MASTER HANDOUT

STATION MEDICAL LOGS: STARDATE 54518**Handout #4**

54518.25(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 restock list to Dr. Farys. Once the Bannister arrives next month, we'll be back up to full inventory.

54518.55(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.

54518.61(1438) Medical Log, Supplemental. Doctor Farys came in about ten minutes ago, feeling flushed and disoriented. His temperature is up over 100°. 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.

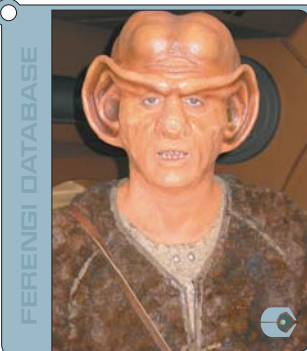
54518.93(2232) Medical Log, Supplemental. Damn it! This is not supposed to be happening on my station. I've got eleven dead, twenty one wounded and twelve restrained in my Sickbay! Nearly all of my patients show elevated temperature and heightened adrenal levels and are exhibiting irrational, aggressive 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.

GAME MASTER HANDOUT

LATINUM DUST FLIGHT PLAN**Handout #5**

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.

54501.7	Arrived Sigma Orionus III, Orionus Spaceport, Berth Seven
54508.1	Departed Sigma Orionus III
54509.3	Enroute, Athay IV, on course, on speed.
54511.7	Entered Standard Orbit, Athay IV, 1 transport to surface.
54511.9	Standard Orbit, Athay IV, 1 Transport from Surface
54512.1	Departed Standard Orbit, Athay IV
54514.4	Entered Romulan Nuetral Zone, challenged by Romulan Frigate Khranu.
54517.5(1200)	Passed Quasar NR-424-15-A, on course on speed.
54518.3(0720)	Arrived Kouri-A-4, Approach Normal



FERENGI DATABASE

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STARBASE CODA

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TRANSMISSION

Kouri-A-4 Contagion

This contagion 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. Not quite at the behest of Dr. Thedien Farys (director of the research colony and a collector of Romulan, Vulcan, and Debrune artifacts), Frump located and raided the vault (accidentally releasing the virus into the biosphere). Spreading rapidly through the Romulan colony following the discovery, the disease has left 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.

Onset: 3hrs Potency: +5 TN Diagnosis: +7 TN Treatment: +10TN;

Effect: The disease causes a severe neuro-chemical imbalance, causing (or revealing) extreme feelings of anger and paranoia. Victims exposed to this contagion suffer a gradual (albeit swift) increase in aggression and paranoia. With each failed roll, the character goes mad and attacks the nearest person until one or the other is disabled or dead. For every three hours after exposure, characters suffer an additional -1 to Willpower (checks must be made hourly, when attacked, and when attempting to break off combat). Fifteen hours after exposure, the character must begin making Routine TN 10 Stamina checks (+1 TN per hour thereafter) or lapse into unconsciousness. All tests during this fever period (except the Stamina checks) are -1. Additionally, characters suffering from the virus during the fever stage enjoy a +5 to resist the effects of phaser

stun. A character roused from unconsciousness during the fever stage is extremely weak and disoriented- not the least bit lucid.

In order to cure the ship's company, the Montpelier's surgeon (the PC's doctor or other medical type) must research the specific cure (I recommend a cumulative Medicine (General Medicine) score of 150 or (Pathology) of 140 with each roll accounting for one hour of research).

Once a character is unconscious, he or she will continue to make Stamina checks hourly, but will suffer 1d6 wounds for each failure. A Routine (TN 10) First Aid or Medicine test will prevent those injuries. If, after ten hours of unconsciousness, the character is still alive, he or she will break the hold of the fevers and begin to recover normally, returning to consciousness when reaching the Dazed wound level. When the character reaches zero wound points, he dies.

Should the player be unwilling to roleplay the effects of the virus, the GM should feel free to step in (and penalize the player accordingly at the end). Given these stats, any competent Star Fleet Medical type (including enlisted medical types) should be able to come up with an antidote before things get too far out of hand.

Because this is a heretofore unknown contagion, the biofilters on Federation transporters will NOT remove the contamination. Anyone dumb enough to return to the Montpelier (even if they stop and decontaminate the outside), is still carrying the virus and will infect the starship. Only if the PCs went down in contamination suits, AND decontaminate them upon returning is the starship safe.

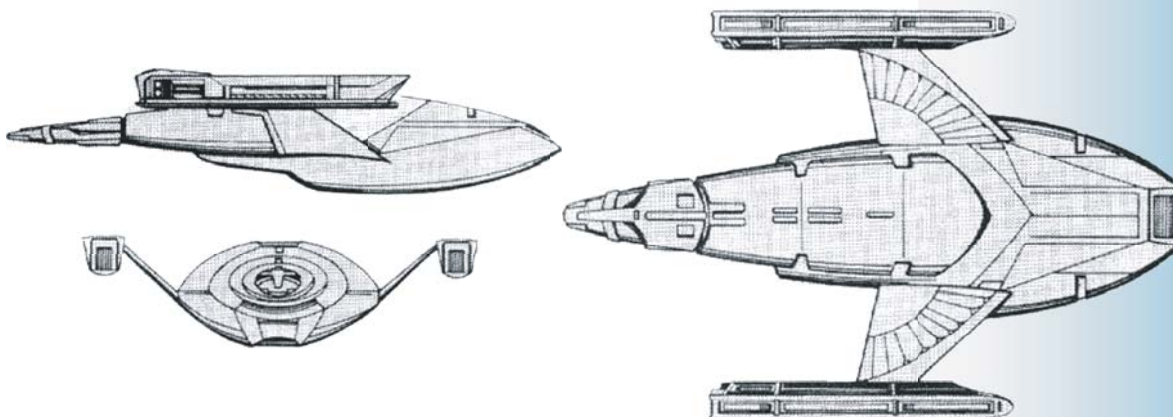
Starship Schematic Database - The Latinum Dust

Origin - Romulan Star Empire

Production Data		Hull Data	
Origin: Romulan Star Empire	Structure 10		
Class and Type: Custom Built Scoutship	Size; 2, 1 deck	Length: 31m	Crew: 1 Atmosphere Capable: Yes
Operational Data			
Transporters:	1 standard, 1 emergency, 1 cargo	Cargo Capacity:	2
Tractor Beams:	1a		
Sensor Systems Class 4 (+4/E)	Operations Systems Class 2 (C)	Life Support	Class 2 (C)
Propulsion Data			
Impulse Engines: Class 5 (.9c) (C)	Warp Drive: Class 7.6 (Warp 7/8/9.6) (E)		
Tactical			
Disruptor Banks	2 x Type II (A)	Deflector Shields	Class 2 (D)
Penetration 2 / 2 / 2 / 0 / 0		Protection / Threshold	12/2

Maneuver Modifiers +0 C, +0 H, +0T

The Latinum Dust is a custom built, carefully crafted scoutship made of the best materials and equipment her own could find. 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".



LT COMMANDER ROCHE Executive Officer/Tactical Officer, USS Montpelier

The Executive Officer of the Montpelier is a seventeen year veteran of Star Fleet and, at least according to rumor, in line for a command of his own. Gaunt and with a severe countenance accented by his Daa'Vit physiology, Roche can be quite intimidating and is considered difficult to get to know. A man with few close friends, Roche is fiercely loyal to those close to him.

Age 39 • Species: Daa'Vit • Gender: Male • Eyes: Brown • Hair: Brown • Courage: 4 Advancements: 14 • Renown: 1 • Str 10(+2) • Agl 9(+1) • Int 11(+2)* • Vit 11(+2) • Prs 10(+2)* • Per 9(+1) • Quickness +1 • Savvy +2 • Stamina +3* • Willpower +2 • Defense: 8

Skills: Achaic Weapons(Throwing Knife) 5, Armed Combat (Simple Weapons) 5, Computer Use (Retrieve) 5, Systems Engineering(Weapons) 7, Administration (Starship) 5, First Aid 3, Gaming (Poker) 5, Culture (Daa'Vit) 4, History (Federation, Daa'Vit) 6, Specific World (Earth, Daa'V) 6, Language-Federation Standard 3, Language-Daa'Vit 2, Negotiate (Mediate) 5, Persuade 4, Energy Weapons (Phaser) 4, Repair 2, Survival (Desert) 3, System Ops(Tactical) 6, Unarmed Combat (Star Fleet Martial Arts) 3 • **Professional Abilities:** Starship Duty (Command), Duty Officer, Station Proficiency, Commanding Presence, Level-Headed, System Technician, Starship Tactics • **Species Abilities:** Bonus Edge: High Pain Threshold, Bonus Skill Simple Weapons, Hardy, Long Memories • **Edges/ Flaws:** Command 2, Rank +3, Eidetic Memory

LIEUTENANT RICHARD CORWIN Tactical Actions Officer, USS Montpelier

Grim, dedicated, and determined, Lieutenant Corwin serves as Montpelier's Tactical Actions Officer and Chief of Security. Stern and proper, Corwin allows little leeway in the interpretation of orders or regulations, but has the sense to adapt to changing circumstances. Corwin is cautious, looking for the hidden threat in any situation.

Age 27 • Species: Human • Gender: Male • Eyes: Brown • Hair: Red • Courage: 4 Advancements: 3 • Renown: ? • Str 8(+1) • Agl 8(+1)* • Int 9(+1) • Vit 8(+1) • Prs 12(+3)* • Per 8(+1) • Quickness +1 • Savvy +3 • Stamina +1 • Willpower +1* • Defense: 8

Skills: Computer Use (Retrieve, Invasion) 3, Enterprise-Administration 4, Gymnastics 2, Inquire 2, Culture (Human, Romulan) 3, History (Human) 3, Specific World (Earth, Romulus) 3, Law 2, Language-Federation Standard 3, Language-Romulan 3, Language-Vulcan 2, Negotiate 2, Persuade 2, Energy Weapons (Phaser) 4, Repair 2, Survival (Desert) 2, System Ops (Command, Tactical) 5, Unarmed Combat (Star Fleet Martial Arts) 4 • **Professional Abilities:** Starship Duty, Starship/Starbase Protocols, Starship Tactics • **Species Abilities:** Adaptable, Human Spirit, Skilled • **Edges/ Flaws:** Command 1, Promotion 2

LT COMMANDER Q'RII (SON OF KODUR) Chief Medical Officer, USS Montpelier

The Montpelier's Ship's Surgeon is the son of a Klingon soldier and a Federation relief worker. Gruff and occasionally stern, Q'Rii is a dedicated healer who battles illness and death with the ferocity and fervor with which a Klingon tackles any other foe.

Age 30 • Species: Klingon • Gender: Male • Eyes: Brown • Hair: Black • Courage: 3 Advancements: 5 • Renown: ? • Str 11 (+2) • Agl 11(+2)* • Int 12 (+3)* • Vit 13(+3) • Prs 9 (+1) • Per 8 (+1) • Psi Quickness +2 • Savvy +1 • Stamina +3* • Willpower +3 • Defense: 7

Skills: Computer Use (Retrieve) 3, First Aid 4, Culture (Klingon)(Federation) 3, History (Klingon)(Federation) 3, Specific World (Qo'noS)(Earth) 5, Language-Federation Standard 4, Language-Klingonese 4, Life Science (Biology) 3, Medicine (General, Surgery, Pathology) 4, Physical Science (Chemistry) 1, Ranged Combat- Energy Weapons 3, Repair 1, Survival 2, System Ops (Medical) 3 • **Professional Abilities:** Diagnosis, Field Medicine, General Medicine, No Butchery, Rehabilitation, Starship Duty • **Species Abilities:** Brak'lul, Bonus Edge: High Pain Threshold, Ferocity, Honor, Skilled • **Edges/ Flaws:** Command 1, Dodge, Promotion

LIEUTENANT JG SHIV ATHRUN CONN Officer, USS Montpelier

Shiv Athrun has been described as quiet, nondescript, and determined. Being a conn officer has been Shiv's sole ambition since he was a young boy. At the outbreak of the Dominion War, Shiv did a combat tour in attack fighters before being assigned to the Montpelier.

Age 25 • Species: Andorian • Gender: Male • Eyes: Blue • Hair: White • Courage: 3 Advancements: 3 • Renown: ? • Str 6(+0) • Agl 7(+0) • Int 9(+1)* • Vit 7(+0) • Prs 5(+1) • Per 8(+1)* • Quickness +1* • Savvy +1 • Stamina +0 • Willpower +1 • Defense: 7

Skills: Athletics 1, Computer Use 3, Systems Engineering (Flight Control) 2, Administration 2, Culture (Andorian) 4, History (Andorian) 3, Specific World (Andor) 4, Language-Andorian 4, Language-Federation Standard 3, Negotiate (Entreat) 1, Observe (Listen) 0, Persuade(Oratory) 0, Energy Weapons (Phaser) 4, Repair 3, Space Science (Astrogation) 4, Survival 3, System Ops (Flight Control) 7, Unarmed Combat (Starfleet Martial Arts) 3 • **Professional Abilities:** Starship Duty, Atmospheric Craft, Astrogation, Evasive Maneuvers • **Species Abilities:** Antennae, Bonus Edge: High Pain Threshold, Keth: Athrun, Redundant Circulation • **Edges/ Flaws:** Skill Focus(Eloquent), Promotion 1

Starship Schematic Database - Romulan Cuirass Class Frigate
Origin - Romulan Star Empire

The Cuirass Class heavy frigate is one of the first in the next generation of Romulan starships. 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.

Although Romulan design philosophy of the last several decades called for larger and more powerful vessels, the Cuirass Class is a compact, powerful ship with a relatively small crew. Additionally, her corridors and compartments are wide and far more spacious than is the norm for a Romulan vessel.

The Cuirass Class is built in two variations, Flights One and Two. The Flight One is the prototype design, with twin multifunction torpedo tubes. The Flight Two replaces these with twin plasma torpedoes, resulting in more reliable weapons with greater punch at short range. The types are visually indistinguishable, except for the heavier forecastle structure on the Flight Two (needed to house the larger plasma tubes). The Flight Two sacrifice their landing capability in exchange for the heavier firepower.

Despite their heavy weapons fit, the Cuirass class also has a respectable science contingent, securing their classification as multi-purpose starships.

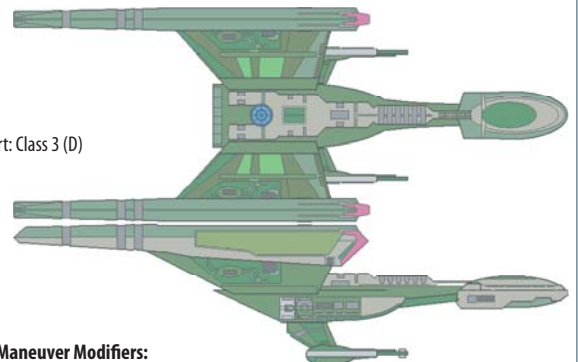
Hull Data: Structure 30 - Cuirass Class Fast Frigate
Size: 6, 8 Decks Length: 310m Crew: 250
Atmosphere Capable: Yes (Flight One Only)

Operational Data: Transporters: 3 Standard, 3 Emergency, 3 Cargo • Cargo Capacity: 60
Shuttlebays: 1 (aft) • Shuttlecraft: 6 size worth • Tractor Beams: 1a
Sensor Systems: Class 4 (+4/E) • Operations Systems: Class 3 (D) • Life Support: Class 3 (D)
Cloaking Device: Class 3 (Rating: 20)

Propulsion Data: Impulse Engines: RIB-3 (.75c) (D) • Warp Drive: RF-50 Mod A (Warp 9/9.5/9.99) (E)

Tactical Data: Flight One Weapons Fit:
Disruptor Banks: 4x RPF-3 (C) Photon Torpedoes: 2x MK 80 RDF (B)
Penetration: 5/5/4/0/0 Penetration: 5/5/5/5/5
Flight Two Weapons Fit:
Disruptor Banks: 3x RPF-3 (C) Plasma Torpedoes: 2x RPT-3
Penetration: 4/4/4/0/0 Penetration: 7/6/5/4/3
Deflector Shields: RSQ (D) Protection Threshold: 17/2

Maneuver Modifiers:
+0 C, +2 H, +2 T



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STARBASE CODA

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ISSUE 08

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TRANSMISSION

CAPTAIN JOSHUA RELZIK Commanding Officer, USS Ulysses S Grant

Race: Human
Personal Development: Mercantile Upbringing
Advancements: 32
Profession: Starship Officer
Elite Profession: Command
Professional Development: Representative

ATTRIBUTES

Attributes	Reactions	Sec. Attributes	Test Modifiers
Str: 7 / +0:	Qu: +2	Defense: 8	Initiative: +6
Int: 9 / +1*	Sa: +4	Health: 7	Dodge: +8
Agl: 8 / +1*	St: +4*	Courage: 9	Fatigue: +4
Vit: 7 / +0	Wp: +7	Renown: 26	Poison: +4
Prs: 9 / +1*			Psionics: +7
Per: 11 / +2			

SPECIES ABILITIES

Species Abilities

Adaptable
 The Human Spirit
 Skilled

Edges

Cultural Flexibility
 Skill Focus (Eloquent)
 Contacts (Starfleet Command)
 (Enterprise: Admin)
 Command 2
 Confident
 Contacts (FCA; Streetwise)
 Curious
 Dodge

Meticulous
 Likeable
 Promotion 5
 Skill Focus (Diplomat)
 Thinker
 Trait Upgrade (Thinker)
 Unyielding
 Trait Upgrade (Unyielding)
 Alert
 Trait Upgrade (Alert)

Flaws

Familiar Face
 Pacifist 1

Trait Upgrade (Dodge)
 Friendly
 Trait Upgrade (Friendly)

PROFESSIONAL ABILITIES

Professional Abilities

Starship Duty
 Commanding Presence
 Starship Protocol
 Starship Tactics
 Universal Renown

Fighting Captain
 Spirit of the Fleet
 Infinite Diversity
 We Come In Peace
 Anticipate Opposition

Edges

Unarmed Combat (Starfleet Self-Defense)
 Disarm 3
 Choke Hold 2

SKILLS

Psionic Skills: * -- Skill may be used untrained

Skill/SkillGroup: Skill	Specialty	Ranks	AM	MM	Total
Armed Combat	---	0	0	-2	-2*
Athletics	---	0	0	-2	-2*
Computer Use	Retrieve	3	1	2	6
Conceal	---	0	0	-2	-2*
Enterprise: Administration	Starfleet Command	2	1	6	9*
Enterprise: Business	---	0	0	0	-2*
Enterprise: Streetwise	Black Market	2	1	2	5*
Entertain	---	0	0	0	-2*
First Aid	---	0	0	-2	-2*
Gaming	---	0	0	0	-2*
Gymnastics	---	0	0	-2	-2*
Impersonate	---	0	0	0	-2*
Influence	---	0	0	0	-2*
Inquire	Fraternize	3	1	2	6*
Investigate	---	0	0	-2	-2*
Knowledge: Culture	Human	3	1	2	6
Knowledge: History	Human	3	1	2	6
Knowledge: Law	Federation	4	1	2	7
Knowledge: Politics	Federation	3	1	2	6
Knowledge: Specific World	Alpha Centauri	3	1	2	6
Language: Federation Standard	---	6	1	2	9
Language: Ferengi	---	1	1	2	4
Negotiate	Entreat	5	1	4	10*
Observe	Mediate	5	1	6	12*
Persuade	---	0	0	-2	-2*
Ranged Combat: Energy Weapons	Oratory	5	1	4	10*
Repair	---	1	1	0	2*
Sport	---	2	1	0	3
Stealth	---	0	0	-2	-2*
Survival	---	0	0	-2	-2*
System Operation	Forest	3	2	0	5*
Tactics	Command	6	1	0	7
	Space				
	Ferengi				
	Orion				
	Pakleds				
	Klingon				
	Romulan	5	1	0	6
Unarmed Combat: Starfleet Defense	---	7	1	0	8*

BACKGROUND

Joshua Relzik is one of Starfleet's best-kept secrets. He grew up on Alpha Centauri with his father, who was a representative in the local government, businessman, and also for a time their ambassador to the Federation. Growing up in that kind of life made Joshua an ideal candidate for many different professions, but he chose Starfleet. He knew he could do well using his powers of persuasion through being up-front and honest with those whom he encountered. In his early years, his captains saw his unique potential and fostered it by having Joshua accompany Away Teams especially concerning diplomacy or some sort of business. His commanders came to easily rely upon and trust his counsel when it came to dealing with those kinds of sticky situations.

Soon enough, Joshua became captain of his own ship. Many missions he was sent on pertained to first contact, mediating disputes, and resolving conflicts. Though well-trained in the arts of starship combat, Joshua has become well-known for being able to diffuse situations where combat would've been the only recourse for others. After a life of playing mediator, he put in for reassignment to escort duty. He wanted to still contribute, but with less stress in his life. Since Joshua began running escort missions, he has not lost a ship or its cargo and has resorted to armed combat only a couple of times to ward off raiders and pirates.

NOTES

Edges

Cultural Flexibility +2 bonus to social tests with species other than your own
 Skill Focus (Eloquent) +2 bonus to Negotiate (Entreat) and Persuade (Oratory)
 Contacts 2 Starfleet Command; Enterprise: Administration
 FCA; Enterprise: Streetwise
 Captain of the the USS Ulysses S. Grant
 Command 2 +5 bonus from Courage for social tests instead of +3
 Confident +5 bonus from Courage for academic tests instead of +3
 Curious See Below
 Dodge +6 bonus to Quickness for Dodge tests
 Trait Upgrade (Dodge) See Below
 Friendly +2 bonus to all social tests
 Trait Upgrade (Friendly) +1 bonus (cumulative per round) to extended tests
 Meticulous Adjust any modifiers resulting from interaction stance +3
 Likeable Captain
 Promotion 5 +4 bonus to Negotiate (Mediate)
 Skill Focus (Diplomat) See Below
 Thinker +2 bonus to all academic tests
 Trait Upgrade (Thinker) See Below
 Unyielding +2 bonus to Willpower tests
 Trait Upgrade (Unyielding) See Below
 Alert +4 bonus to Quickness for Initiative tests
 Trait Upgrade (Alert)

Flaws

Familiar Face -5 TN for recognition tests made against you
 Pacifist 1 May not use Courage in combat, except for parry/block & dodge

Combat Traits

Disarm 3 Upon successful UC: SF Defense test, opponent must make a Strength test against your UC result +4 or drop item
 Choke Hold 2 See page 31, Starfleet Operations Manual

Species Abilities

Adaptable +2 bonus to Qu, St, or Wp
 The Human Spirit +1 Courage
 Skilled +2 ranks to one Species skill OR +1 rank to two Species skills

Professional Abilities

Starship Duty Roll 3d6 for Willpower tests, keep 2 highest
 Commanding Presence +4 bonus to Enterprise: Administration (Starfleet Command)
 Starship Protocol May re-roll a tactics test and use better of two rolls once per session
 Starship Tactics An extraordinary success for a Negotiate to Tactics test earns +1 Renown
 Universal Renown While in command, +2 bonus to command maneuvers
 Fighting Captain Once per session, re-roll a Willpower test and use the better of the two rolls
 Spirit of the Fleet Add Int Mod to social tests with other species
 Infinite Diversity reduce interaction stance modifiers by half (rounded down) for all Influence, Negotiate, and persuade tests
 We Come In Peace See page 54, Player's Guide
 Anticipate Opposition

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DECIPHER

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VISUAL DISPLAY

09-2601

ENTERPRISE DATA

BRIKAR

STAR TREK
NEW FRONTIERS**Personality**

Brikar are a stoic, powerful people of few words but concrete action. Loyal friends and dangerous foes, Brikar generally keep to their homeworld and to themselves. Brikar have been likened to mountain ranges, walking avalanches, and other geologic similes due to their large, solid countenances and silicon physiology.

Physical Description

Brikar are large creatures, standing in excess of two to three meters tall. Brikar have a thick, rock-like epidermis, and generally have small eyes and chiseled, angular features. Brikar skin tones are generally dusty brown to a rocky grey with dark eyes. Brikar are hairless.

Brikar have resilient metabolisms and slow respiration, which allow them to both resist toxins and hold their breath for considerable periods.

Brikar evolved on a low-gravity world, which means they require a gravitic compensator to operate in normal gravity. Despite their low-gravity origins, the Brikar physiology grants them powerful builds and considerable strength.

Culture

Brikar culture tends to be somewhat aggressive, as they ended their first contacts with both the Federation and the Klingon Empire by declaring war. After a cessation of hostilities, the Brikar declared that they had "conquered" the Federation and promptly petitioned for membership. Brikar relations with the Klingons amounted to a rough standoff, which ended with Federation membership. Since their admission to the Federation, the Brikar have adjusted well to membership, and are slowly joining intergalactic society.

Language:

Brikar Common

Homeworld:

Brikar (Homeworld) or any of eleven colony worlds.

Favored Profession:

Starship officer. Brikar be found in most any profession, but their curiosity drives increasing numbers to explore the galaxy.

Species Adjustment:

Strength +4 Agility -2 Intellect -1 Vitality +2

Species Abilities

Bonus Edge: High Pain Threshold
Brikar have extremely sturdy constitutions and learn stoicism from an early age.

Silicon Physiology

Brikar have an unusual silicon physiology, granting them a +2 bonus to Stamina, and a basic hand to hand damage of d6+STR modifier. The density of the Brikar physiology also acts as armor, granting Brikar characters a base Damage Reduction of 5. Brikar have a comparatively slow metabolisms, which render them resistant to most toxins, and allow them to hold their breath for considerable periods. Brikar are able to hold their breath for up to 5 min per point of stamina without penalty.

Molten Healing

Because of the unique Brikar physiology, most Star Fleet issue (and indeed, most non-Fleet issue) medical treatments are of little use for Brikar. This is offset to a degree by the limited regenerative ability of the Brikar physiology. Minor wounds are covered with a patch of molten epidermis and heal within 48 hours. A Brikar reduced to Incapacitated or below enters a trance-like state until all wounds are healed. A DC 15 Stamina check is required to leave the trance state prior to complete healing.

Grav Compensator Brikar require a specially constructed gravitic compensator to function off the Brikar homeworld (or worlds with similar gravity).

Notes:

The Brikar first appeared in the New Frontier novels by Peter David. These stats were revised in October 2004, in concert with Brian Bailey.

STARFLEET ACADEMY COURSE OUTLINE

**Purpose:**

To gain experience in different types of escort missions.

Goals:

1. Learn protocols for escorting ships.
2. Experience diplomatic dynamic for escorting diplomats and dignitaries.

Starship Duty final:

1. Rendezvous with the USS Ulysses S. Grant in the Tangosia system.
2. Accompany the Grant in the escort of a dilithium shipment from Tangosia Prime to Utopia Planetia.
3. Escort an ambassador from Tangosia to Risa for the Delta Quadrant Conference.

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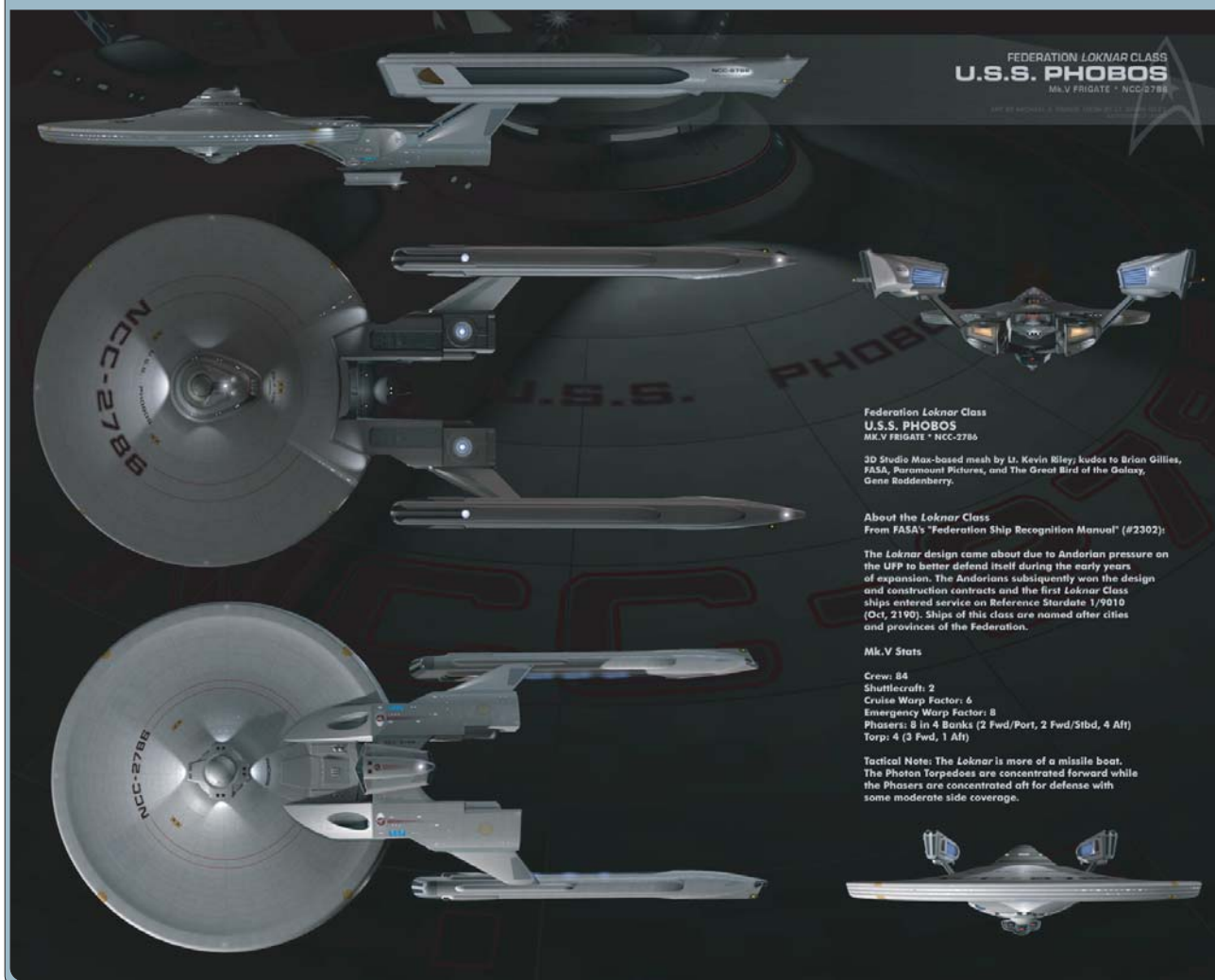
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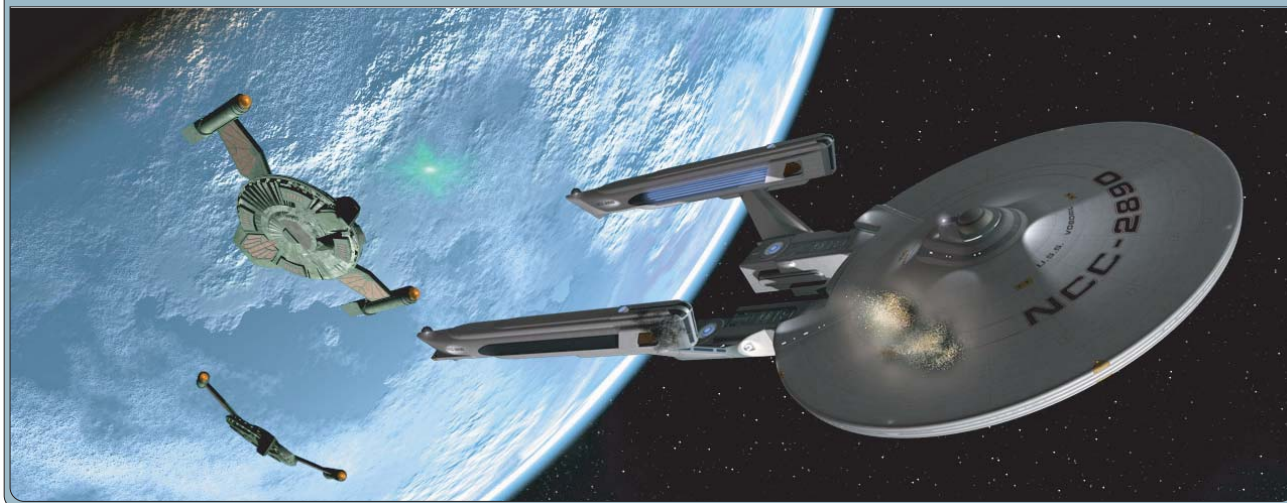
TRANSMISSION

STARSHIP PROFILE

USS PHOBOS • NCC-2786 • LOKNAR CLASS CRUISER



USS VOBORIL • NCC-2890 • ROMULAN NEUTRAL ZONE



STARFLEET: THE INTERNATIONAL STAR TREK FAN ASSOCIATION

STARFLEET is the fan organization with something for everyone. Members the world over are united in appreciation of the human adventure that is Star Trek. Hundreds of chapters throughout the world link members to local fandom activities, as well as the central organization. Annual membership begins with a membership package containing membership card(s), certificate(s), a handbook, and a listing of chapters. In addition, you will receive six issues of the Communiqué, our bi-monthly publication, which contains news and information on STARFLEET operations and chapter activities, convention information, and much more. For More Information, check out these websites:


www.sfi.org
www.region5.org

01-0393

DECIPHER

0116-95

VISUAL DISPLAY

09-2601

ENTERPRISE DATA

"Let's See What's Out There..."

—Captain Jean-Luc Picard



Celebrating 40 Years of Adventure