"THE CLEAR LIGHT OF DOOMSDAY"

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based on material by
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As the USS Renown *journeys to the Ectair IV to mediate a fiery trade dispute, her crew stumbles upon a chilling relic from the past – a notorious Doomsday Machine. This ancient harbinger of destruction threatens to obliterate everything in its wake. With the envious eyes of scheming oligarchs upon them and the shadow of warring Klingons and Gorn closing in, the* Renown*'s crew is in a race against time.*

ABOUT THE ADVENTURE

The Clear Light of Doomsday is a *GURPS Star Trek* adventure set during the Original Series (TOS) era, inspired by the 1986 FASA *Star Trek: The Roleplaying Game* adventure, *A Doomsday Like Any Other*. This adventure uses material adapted from the freely-available, unofficial *Final Frontier* supplement, though it can be also easily used with *GURPS Prime Directive* as well.

The adventure is suitable for four-to-six ~150 point characters; the end of the adventure includes six ready-for-duty officers so you can get started right away, as well as the ship statistics for the USS *Renown*. For players looking for starship combat rules for their *Star Trek* roleplaying adventures, rules for simplified space combat are also included at the end of the adventure.

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in Small-Caps. Technobabble that is fun but unimportant for players to really understand is in *blue italics*. Sections marked with a map are sidequests and adventure hooks, and not important to the main plot of the adventure. Sections marked with a delta are opportunities for specific types of PCs, especially the pregenerated characters from this adventure.

ADVENTURE SUMMARY

The *Renown* has been dispatched to Ectair IV to negotiate a tense diplomatic situation. Recently, a Gorn light cruiser accidentally disabled the planet's most famous luxury star liner, the *Spinrad*, costing the oligarchs that rule the planet a great deal of wealth. The oligarchs are threatening to cease all trade with the Gorn, and secretly pay pirates and privateers to harass Gorn ships. Unwilling to watch this strategic part of the galaxy destabilize, the Federation sent the *Renown* to reduce the chances of escalation.

En route to Ectair, *Renown* gets a distress signal from the *Banneker*, a nearby Federation-funded research vessel that was studying a rare high-mass blue straggler star. The ship's captain, Dr. John O'Flaherty, pleads for help, for his ship is being chased by a horrifying Doomsday Machine – a planet killing weapon seen only once before, and years ago. While

KLINGON EMPIRE

ECTAIR

GORN HEGEMONY

BLUE STRAGGLER

INDEPENDENT SPACE

the first one was destroyed, others were hypothesized to exist in the galaxy, remnants of an ancient and cataclysmic war.

The *Renown* must find a way to stop the planet killer before it arrives at Ectair. There is simply not enough time to evacuate the 1.5 million Ectairians in time.

The only known defense against the Doomsday Machine is the one that James T. Kirk used – detonating a warp core inside the mouth of the machine. However, there are only a two good options for this plan: the disabled *Spinrad* star liner last seen drifting towards Gorn space, and an old Klingon cruiser captained by an cranky war veteran who would rather be anywhere else. Using negotiation, trickery, or intimidation, the PCs must concoct a plan to seize one of these vessels and try to recreate the stunt that stopped the original weapon.

Unfortunately, none of these vessels are powerful enough to stop this new Doomsday Machine. But soon they discover that Dr. O'Flaherty is hiding an ancient artifact on his ship, an Octagonal Pod that holds the secrets of a lost precursor civilization. The Doomsday Machine, it seems, is not just arbitrarily destroying planets, but it is also seeking to destroy these invaluable, ancient repositories of knowledge.

Studying the artifact allows the PCs to research a way to navigate a shuttle up close to the Doomsday Machine. With Klingons, Gorn, and angry oligarchs of Ectair looming ever closer, the PCs must travel inside the machine to try to find a way of stopping its inexorable march. With the fate of a world in their hands, the crew of the Renown must fend off their rivals, stop the machine, and preserve as much ancient knowledge as they can.

Adventure Setup

The adventure begins with the USS *Renown*, a Miranda-class starship, navigating towards Ectair IV, a planet located in a narrow peninsula of independent space between the Gorn and Klingon borders. The ship is en route to Ectair IV to de-escalate tension between Ectair's oligarchs and the Gorn.

Before the adventure begins, give the most high-ranking officer (typically the captain, but if one is not present, the first officer) **Handout A**, the captain's log which contains the orders to de-escalate the situation at Ectair.

A Note on Crew Skill

Starfleet officers often rely on their ship's crew to perform actions they cannot. If the PCs assign a task to a random crewmate, assume that person has skill 12 in the appropri-

ate skill. GMs can increase skill by +1 or +2 if the PCs take the time to find an appropriate specialist, or do a great job roleplaying and building camaraderie with their associates.

ACT 1: FLIGHT OF THE BANNEKER

As the *Renown* warps towards Ectair, an ELECTRONICS OPERATION (COMMUNICATIONS) roll picks up garbled communications coming from several Gorn ships just inside the border of Gorn space. If the roll is made by 3+, the officer making the roll specifically identifies the comms as coming from three Gorn recon ships, each smaller than the *Renown*, but together could pose a real threat to the ship. An ELECTRONICS OPERATIONS (SENSORS)-3 roll identifies them as newer assault recon ships, which are known to carry squads of elite soldiers.

Starfleet officers will know that Gorn ships operating on the edge of the border is a concern. The Federation has not seen a large-scale Gorn incursion in several years, reportedly due to an ongoing armed rebellion somewhere in the Hegemony. However, if the Ectairians are riling up the Gorn, then it's possible this force is set to strike soon.

As the PCs are considering the implications of a Gorn incursion, the ship suddenly receives a static-filled distress signal:

...any ship... in danger... this is research vessel Banneker... Dr. O'Flaherty... hostile vessel... huge... engines failing... need assistance... under attack... please respond...

Ship sensors can pinpoint the distressed ship emerging from an asteroid cluster surrounding a blue straggler star a little over one light year from the *Renown*'s position. A sensor scan indicates the following:

- The ship, *Banneker* (NCC-48101), is a registered Federation J2-class light research vessel.
- *Banneker* is being chased by an immense, uneven surfaced cylinder. Its furnace-like "mouth" glows ominously. It is a Doomsday Machine, an ancient weapon of inestimable power that has only been encountered once by the Federation before! An ELECTRONICS OPERATIONS (SENSORS) roll on the machine detects that its propulsion is creating a powerful energy field that is distorting transmissions from this distance.
- *Banneker*'s port nacelle shows light energy damage; it will likely lose all power within **30 minutes**, and surely be destroyed by the Doomsday Machine.

Once the *Renown* is within a light year of the *Banneker*, the ship will be able to clearly communicate to its captain,

Dr. John O'Flaherty

ST	11	HP: 11
DX	11	Will: 13
IQ	13	Per: 13
HT	12	FP: 12

Basic Speed: 5.75   SM: 0
Move: 5   Punch: 1d-2 cr
Dodge: 8

Traits: Callous; Natural Scientist 1; Obsession (Unlock the power of straggler stars); Overconfidence.

Skills: Acting-14; Astronomy-15; Computer Operation-14; Electronics Operation (Scientific)-14; Leadership-12; Mechanic (Warp Engine)-8 (default); Navigation-10; Piloting-12; Research-13; Vacc Suit-11.

Equipment: Environmental suit (DR 6, 25 lbs.)

Background

Dr. John O'Flaherty is a frustrated scientist who is obsessed with studying ancient, high mass straggler stars. He firmly believes they general proto-transwarp conduits that reach across the galaxy, which can be harnessed for instantaneous travel. His work, however, has been doubted and underfunded, and he's angry about it.

While studying an ancient blue straggler star not too far from the Gorn border, O'Flaherty discovered the second Doomsday Machine hidden in the dense asteroid belt surrounding the star, seemingly inert. He decided to study the machine before reporting its presence to Starfleet. He knew that once he alerted Starfleet, he would quickly lose his chance to study the device, or use it as a bargaining chip to win him rights for more expensive, dangerous research on his beloved straggler stars.

While studying the area surrounding the machine, his sensors spotted a strange device crashed on a nearby asteroid, a large Octagonal Pod made from the same impenetrable neutronium that the Doomsday Machine was made from. He recovered the pod and haphazardly bombarded it with *theta radiation* to peer into its insides. His foolish test, however, disabled a protective signal that kept the pod hidden from Doomsday Machines. The nearby machine woke up and unleashed an antiproton beam at the *Banneker*, damaging its engines. O'Flaherty fled to the best of his ship's ability, sending out a distress signal.

Because of his distrust of the Federation, O'Flaherty has zero desire to reveal to the Federation that he has more "doomsday technology" on his ship. For years, the Federation has refused to allow him some more dangerous experiments on blue straggler stars, and O'Flaherty believes that he can trade the pod to the Klingons or Gorn in exchange for unlimited research rights in their territories!

DR. JOHN O'FLAHERTY, who speaks in a light Irish lilt, and seems cheerfully nervous that he is thirty minutes from certain death:

Well, hello Starfleet. Lucky day for me that you were in the neighborhood. As you can see, I seem to have gotten myself in a spot of trouble. Can you get this big fella off my tail?

Dr. O'Flaherty tries to maintain optimism and tells the PCs that he was studying the nearby blue straggler star when suddenly his ship's sensors picked up the Doomsday Machine powering up in the asteroid field.

A full scan of his ship and an Electronics Operation (Sensors) roll confirms that the *Banneker* has been modified with experimental shielding that allows it to better study high-mass stars up close. It seems to have no crew besides O'Flaherty himself.
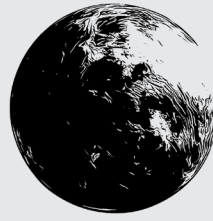
O'Flaherty keeps his role in the discovery of the machine as innocent as possible. He does *not* mention that he spotted it while it was first inert, studied it, or that he has the Octagonal Pod on his vessel. If asked about his engine damage, he explains that he took some fire from the weapon as he fled. He nervously reinforces that he has only thirty minutes before his *main energizer* fails, he'll have to drop out of warp, and the thing will surely consume his ship.

O'Flaherty refuses to give up his vessel as it's being chased, nor will he lower his shields to allow the PCs to transport him away from the ship. He claims his scientific instruments are one-of-a-kind, and that his career will be set back a decade if he abandons them. In actuality, of course, he's hiding the fact that he has the pod on his ship.

There are a few ways to get the Doomsday Machine to stop tracking the *Banneker*:

- An Electronic Operation (Scientific) roll detects a *polaron ray* emitting from the machine every few seconds. The ray seems to be what is tracking the *Banneker*. The *Renown* can disrupt the tracking by modifying a probe with an *unstable inertial transmitter* and launching it within several kilometers of the *Banneker*; this will temporarily confuse the machine, and let O'Flaherty escape. The probe modification requires an Engineer (Scientific) roll and 20 minutes (minus 2 minutes per point the roll was succeeded by).
- If the *Banneker* can perform evasive high-speed maneuvers to escape the polaron ray tracking system. This requires the *Renown*'s computer to analyze the polaron ray and someone to transmit instructions to John

Ectair IV

Ectair is an independent star system with one small populated planet – Ectair IV. The planet is known for its vast agricultural production, as well as its large-scale, underground fungal deposits which have proved useful for medical research. The planet has a population of 1.5 million, 10% of which are Federation citizens.

Ectair *technically* lies within Federation-controlled space, but the planet's ruling oligarchs relish its independence, and due to the proximity to two hostile borders, the Federation rarely patrols the area. The planet has recently signed long-term trade agreements with both the Gorn and the Klingons, something that the Federation has frowned upon. Because of its strategic location, the Federation has attempted multiple times to admit Ectair into the Federation, but the oligarchs have staunchly refused. This information is also available to PCs in **Handout B.**

The Doomsday Machine

The Doomsday Machine is the colloquial name for an autonomous weapon of unknown origin. Once bristling with thousands of weapons, the machine has decayed over centuries and now resembles an irregular, almost organic cone.

The machine was first discovered by Commodore Matthew Decker after it severely damaged his ship, the USS Constellation. The first Doomsday Machine was destroyed when Captain James T. Kirk navigated the damaged Constellation into the machine's maw, and destroyed it with a well-timed warp core explosion. Unfortunately, the derelict was pulled into a nearby sun before it could be fully studied, so there is limited knowledge of the device, its purpose, or its creators.

Composed of super-dense neutronium, an element found at the heart of collapsed stars, the Doomsday Machine's is impervious to all known contemporary weapons. However, its surviving weapon is a powerful anti-proton beam, which is capable of carving up planets, which the devices uses to decompose into energy for its propulsion system. The anti-proton device is powerful enough to destroy a typical Federation starship in just a few direct hits.

The Vulcan Science Council hypothesizes that the machine hails from a distant galaxy, and that it's unique hull allows it to pass freely through the Great Galactic Barrier. They also believe that it is highly likely that other machines exist, for the creation of one such device would lead to the creation of others.

O'Flaherty. He must make a Piloting roll to succeed (he has skill Piloting-12), but if a PC makes an IQ-based Piloting roll, they can better direct him, adding +1 to his roll.

- While O'Flaherty has no mechanical repair skill of his own, it's possible for a talented engineer to talk him through a jury rigged repair of his engine, which will let him accelerate away from the machine. If a PC makes an appropriate Mechanic roll to talk through the repair, O'Flaherty can try one of his own at +1 (effective Mechanic-9 skill).

- Sacrificing one of the Renown's four shuttles to the Doomsday Machine may distract it as well, giving the *Banneker* enough time to escape. This tactic requires flying the shuttle between the *Banneker* and the machine, and then drawing it off before beaming the pilot out. If the GM wants to add tension to this plan, the energy from the Doomsday Machine may interfere with locking on to the pilot, requiring a heroic Electronic Operation (Matter Transmitters) roll to save the pilot before the shuttle is consumed.

Once O'Flaherty is rescued, he joyously thanks the PCs. He explains that his vessel was studying the nearby blue straggler star when his sensors detected the Doomsday Machine powering up. He says that he only vaguely recalls the story about the first Doomsday Machine. His friend, Lieutenant Washburn, who was a science officer aboard Kirk's *Enterprise* at the time, once shared the tale, and so O'Flaherty knew to flee from the thing the moment he saw it.

O'Flaherty is reluctant to let anyone on his ship, saying that it contains sensitive scientific instruments. If the PCs push hard, or volunteer to fully repair his engine, he'll agree to let them board. However, he will lock the storage bay so that none can easily find the pod.

Eventually, O'Flaherty insists that the PCs allow him to get back to work studying his research data. If the PCs warn him about the Gorn, however, he'll stay in the vicinity of the *Renown*, eager for her protection.

ACT 2: SAVING ECTAIR IV

Any analysis of the Doomsday Machine shows that it changing course towards the nearest planetary system – Ectair. The ship computer reports that the machine will likely devour three rocky uninhabited outer planets first, then head towards the Ectair IV with its 1.5 million people. The machine will arrive at Ectair IV within **72 hours**. Ectair's sensors, however, will not detect the Doomsday Machine until 48 hours before its arrival.

Zyra Voss and the Oligarchs

Ectair IV is ruled by a handful of arrogant and wealthy oligarchs. Chief among them is Zyra Voss, who controls a third of the planet's grain fields. Most of the other oligarchs trust her to represent their interests, so she speaks for Ectair during this adventure.

Anyone making a Current Events (People) or similar roll will have heard of Zyra Voss's reputation as a shrewd and tough negotiator. After all, she has negotiated strong, long-term trade agreements with the Klingons and the Gorn, despite pleas from the Federation to avoid such deals.

As fits her reputation, Zyra Voss is stubborn, callous, and cares only for maintaining her wealth, influence, and control of the planet. GMs should play her as skeptical of any plan the PCs invent, and loathe to offer more aid than the minimum. In fact, once the Doomsday Machine is within 48 hours of the planet, she and the other oligarchs will evacuate, leaving the planet on its own. However, if the planet is saved and the population credits Starfleet, she will consider joining the Federation, declaring herself interim president of Ectair IV during the process.

Zyra Voss has a vicious rival – MOZIN PHAR. Annoyed that Zyra has recently blocked him and his cartel from participation in trade deals with the Gorn, he's decided to give Zyra Voss trouble. Within a few hours of Ectair realizing that the Doomsday Machine is heading their way, Mozin contacts the *Renown* on his own. He lies and claims that Zyra Voss is secretly working with the Klingons and has agreed to allow the empire to build a bioweapon research center on the southern pole of the planet, utilizing the planet's unusual *fungal biomass* that lies frozen in the ice. This is patently not true, and while there is an unusual fungal biomass in the pole, it is harmless, something that requires a sample, a few hours of study, and a Electronics Operation (Medical) roll. However, during any time of doubt, Mozin will plead with the PCs to ignore Zyra Voss and instead negotiate with *him* as the effective representative of the planet. He hopes that if he can work with the Federation to save the planet, public opinion will swing from Zyra Voss to himself... and *he'll* become leader of the planet.

The PCs now have three days before the Doomsday Machine reaches Ectair and its population. The *Renown* is the only ship within range who can potentially save the planet.

Evacuating Ectair IV is out of the question. Although there are dozens of vessels near the planet, most of them are small trade vessels or private starships. It's impossible to ferry over a million people off the planet in a few days, and even an attempt at doing so might cause a planet-wide panic.

The PCs will recall that the only known defense against the Doomsday Machine is self-destructing a warp-capable ship

inside the maw of the device. However, based on Starfleet's first encounter with the planet eater, it seems that the exploding warp core needs to be of a certain size for this to work. In the first encounter, the sacrifice of the Constitution-class *Constellation* did the trick, while a shuttle's sacrifice did not. GMs can allow a Research roll for the players to look up the exact events of "The Doomsday Machine" episode!

There are only three ships within sensor range that have the right specifications: the luxury liner *Spinrad*, now drifting into Gorn space; the old Klingon D-11 *K'mpec*, which is orbiting Ectair, and the *Renown* itself. The PCs will have to secure a vessel and try to detonate it inside the Doomsday Machine to have any chance of stopping it from consuming Ectair.

The *Spinrad*

The luxury ship *Spinrad* is owned and operated by the Ectairian oligarch, BYRON VONSINGH. The *Spinrad* has a similar-sized warp drive as the *Constellation*, so its destruction can likely destroy the Doomsday Machine.

For over a decade, the *Spinrad* made routine trips to a nearby Klingon-governed pleasure planets… and passengers paid well for it. However, several weeks ago while returning to Ectair, the vessel was attacked by the Gorn. The Gorn claim the attack was accidental, and that they mistook it for a pirate ship, but there's no way to know for sure. Even Zyra Voss, the chief oligarch of Ectair who maintains a strong relationship with the Gorn, suspects that the attack was purposeful.

Most of the *Spinrad*'s crew and passengers were safely evacuated and rescued, but the damaged ship, with much of it filled with dangerous radiation, is now drifting near the Gorn border.

BYRON VONSINGH

ST	10	HP:	10
DX	11	Will:	13
IQ	13	Per:	13
HT	10	FP:	10

Basic Speed: 5.25 SM: +0
Move: 5 Punch: 1d-3 cr
Dodge: 8

Traits: Odious Personal Habit (Haughty); Overconfidence; Skinny; Status 5 (Oligarch); Very Wealthy. Sensitive about his big ears. Likes to negotiate in person. Obsessed with getting the *Spinrad* back.

Skills: Administration-13; Area Knowledge (Ectair)-13; Beam Weapons-11; Computer Operation-12; Current Affairs (Business)-13; Gambling-13; Merchant-14; Piloting-11; Politics-13.

Gear: Communicator.

Byron Vonsingh has been frantically arranging to retrieve his vessel before it enters Gorn space and lost forever, but has not been successful at securing help. The other oligarchs have refused to lend him technical crews to repair the ship, and he recently recently failed at convincing the icisting Klingon GENERAL SHAMOD to help him tractor beam the vessel back to Ectair.

Unknown to anyone, Gorn rebels were behind the attack, and they planned to force an evacuation of the large ship. They boarded it and are now repairing it so that they can return to Gorn space with it, and convert it into a light cruiser with which to fight the Hegemony. The Hegemony, however, knows about this plan and is preparing to kill the Gorn rebels once they return back to Gorn space with the ship.

Once within a light year of the *Spinrad*, short range sensors can assess the damage with an ELECTRONICS OPERATION (SENSORS) roll. The ship has scorch marks from Gorn blaster weapons. A TACTICS or IQ-based GUNNERY roll shows that the marks are inconsistent with the ones that a skilled crew would make; they are random and haphazard, missing critical parts of the ship like the engines. The ship is under emergency power, its impulse drives are severely damaged, and most of its lifeboats have been jettisoned.

Unusually, the sensors also detect the presence of five lifeforms in the engine room. If the roll is made by 3+, they are identified as Gorn. Power fluctuations are consistent with a repair underway.

Stairs to Turbolift

Warp
Core

Engineering
Computer

Integrator
Control
Chamber

Secondary
Antimatter Pod

Plasma
Monitors

Seizing the *Spinrad*

There are two complexities in seizing the *Spinrad*. First, it is still the property of Byron Vonsingh. If the PCs approach his vessel, the oligarch will contact them remotely and demand that the PCs either leave the vessel alone, or return it to him on Ectair IV. Once he realizes the PCs mean to negotiate for salvage rights for his vessel, he will demand on meeting them in person... which takes at 12 hours for him to rendezvous with them on his shuttle. Good diplomacy or intimidation might get him to back off on this request.

Any interaction with Byron Vonsingh is a tough negotiation. He will remind the PCs that seizing private vessels is *piracy*, and a violation of interstellar law, and may very well get the PCs court marshalled. He even threatens that such an act will destabilize the region, and will encourage Ectair to join the Klingon Empire in response (not true, but a credible threat nonetheless).

If the PCs bargain with Byron Vonsingh, he will eventually demand payment in exchange for his vessel. While the Federation does not use money in the traditional sense, he will still demand a massive sum of latinum, or failing that, insist that Starfleet can procure a new luxury vessel for him.

Without a payment of some kind, the PCs will have to do great roleplaying to convince him to let them use his ship, likely supplemented with some great Diplomacy or Intimidation rolls.

Once the PCs have secured rights to the *Spinrad* (or ignored Vonsingh entirely), they have to gain control of the vessel. The PCs can either tractor beam the ship, or board it and repair the engines.

If the PCs tractor beam the *Spinrad*, the Gorn rebels inside will quickly activate the ship's shields, breaking the tractor beam. The Gorn leader BEZEER will then signal the *Renown* and attempt to bargain.

Bezeer angrily tells the PCs that the Gorn Hegemony is on the verge of a civil war, and that the rebels are close to winning a military victory over the Hegemony's first fleet. Their plan is to claim the *Spinrad* and modify it as a ram ship to take out the Hegemony's largest ship. It is key to securing a victory that might trigger a full-scale civil war.

The PCs are unlikely to know whether a Gorn civil war is good or bad for the Federation; Gorn politics are inscrutable at best. Obviously, aiding the rebels would likely be bad

for official relationships, unless the rebels somehow win. A Intelligence Analysis roll reveals that it is unlikely that the rebels will win a war against the Hegemony.

The *Spinrad*'s shields aren't much of a match against the *Renown*'s firepower. The PCs can take down the shields with some well-placed phaser fire. However, when the shields come down, the rebels threaten to self-destruct the ship. The Gorn will follow through on this threat, although the timer is a long one (15 minutes) allowing PCs time to beam aboard the ship, get to the bridge, and stop the self-destruct sequence with a Cryptography roll to break the code.

🔵 The Gorn Patrol

A few light years away from the derelict ship, three small Gorn Hegemony vessels are monitoring the situation. They have full knowledge that rebels hae seized the Spinrad, and are planning to kill them once they return to Gorn space. However, if it looks like Starfleet is interfering and will prevent the Gorn's plan to deal with the rebels, the patrol will leave Gorn space and intercept the *Renown*.

The captain of the Gorn squadron, SEZEL, will demand that the PCs immediately cease whatever they are doing with the Spinrad and letting it drift naturally into Gorn space. Sezel will bluster and threaten, saying that if the PCs aid rebels, the Gorn will once again unleash a bloody war on the Federation.

While Sezel is ambitious and would love to return to Gorn space having killed the rebels and taken on a Federation starship, he knows he is outgunned by the *Renown*. Still, he has no problems firing first. However, if any one of his ships take severe damage, he'll concentrate all fire on the *Spinrad*, hoping to destroy it, and then flee back towards to Gorn space... only to return later once he realizes a Doomsday Machine is in play.

If the PCs try to negotiate with Sezel with good diplomacy or intimidation, he'll eventually let the PCs have the *Spinrad*. He will never, however, agree to leave without the rebels unless he's forced to retreat after a battle.

Boarding the *Spinrad*

If the PCs board the *Spinrad*, they will have to deal with dangerous ambient radiation, requiring them to wear protective vacc suits. Worse, they must also face off against Bezeer and his five armed Gorn rebels. Unless the PCs have carefully negotiated with the Gorn rebels, the rebels have nothing to lose and have no issue attacking Starfleet officers. The PCs must to face five armed warriors who have no desire to give up their prize. The Gorn are holed up in

the engine room, repairing the ship's warp drive when the PCs board.

Repairs

Once the Gorn are dealt with, the PCs can begin work fixing the damaged warp core and impulse engines. The integrator control chamber has been damaged and flooded with deadly radiation. Repairing this device requires an engineer to enter the chamber (ideally wearing a radiation suit, several of which are available in the engine room), spending an hour, and making an Mechanic (Warp Drive) roll. Success repairs the warp drive up to Warp 7, which gives the PCs a chance to destroy the *Spinrad* inside the Doomsday Machine.

The impulse drives can be repaired with a second Mechanic (Starship) roll and three hours of work. Without this work done, all Piloting rolls for the *Spinrad* are at -3.

The *K'mpec*

A *supposedly* disarmed Klingon D-11, the *K'mpec* recently arrived at Ectair IV as part of a new negotiation. The unusual old vessel, notable for its singular wing, is captained by a Klingon veteran, GENERAL SHAMOD. Shamod has little patience for uppity Starfleet captains, and is singularly determined to secure a deal to build a research station orbiting the unusually massive gas giant, Ectair VII.

The *K'mpec*'s warp drive is old and underpowered. Because its specifications are well-known, a Mathematics, Explosives, Engineer (Warp Drive) or similar roll calculates that the *Renown*'s destruction has a 60% chance of destroying the Doomsday Machine.

Obviously, forcibly attacking or commandeering a Klingon vessel captained by a venerable veteran would start a galactic war. However, it's possible for the PCs to convince General Shamod to sacrifice his ship. The old general longs for the old days of battle and glory, and while he knows he is doing important diplomatic work on behalf of the Empire, he would prefer living and dying as a man of action.

Initial contact with Shamod has him play the part of a stereotypical angry old general – he mocks the PCs, insults their vessel, demands them to leave Ectair at once, calls them them cowardly spies, errand boys, and worse.

However, once the Klingon hears that a Doomsday Machine is en route to Ectair, his tone changes. He is excited to face down such a legendary weapon!

- If asked to help commandeer the *Spinrad*, General Shamod happily agrees. Klingon intelligence already knows that the vessel has been seized by Gorn rebels, and fighting them in hand-to-hand combat sounds fantastic to him. He prefers to take his ship to the *Spinrad*, but can be convinced to accompany the PCs onboard the *Renown* with good roleplaying or perhaps a successful Diplomacy or similar social skill roll.
- If asked to sacrifice his own ship, General Shamod will thrill to the idea of dying to save Ectair, which he believes would guarantee its entry into the Klingon Empire! Any Federation officer will know that this is a good possibility... and PCs should be careful not to give the Klingons all of this glory! General Shamod will refuse any offers of saving his life – he will deposit his Klingon emissaries on Ectair, and then travel alone on his ship to meet the Doomsday Machine head-on. Once he sets out to destroy the weapon, only great roleplaying will stop him. For example, the PCs might convince him that his death might lead to the Gorn seizing Ectair, or that the oligarchs might mock his useless sacrifice should it not work.
- If asked for more general help, such as scientific research or knowledge sharing, Shamod will consider it, but is unlikely to provide much aid. He still bears a grudge against the Federation, and will be happy to see them fail this day.

Note, however, in the event of General Shamod's death – no matter the cause – the Klingons will send a powerful

General Shamod

ST	13	HP:	13
DX	12	Will:	13
IQ	12	Per:	12
HT	12	FP:	12

Basic Speed: 6.0 SM: 0
Move: 6   Punch: 1d cr
Dodge: 9

Traits: Code of Honor (Soldier's); Combat Reflexes; Duty (Klingon Empire); High Pain Threshold; Military Rank 5; Overconfidence; Rapid Healing; Sense of Duty (Companions); Quick to insult, and insults always come in threes.

Skills: Bat'leth-13; Beam Weapons-14; Boxing-12; Intelligence Analysis-11; Knife-14; Leadership-13; Navigation-12; Shiphandling-11; Spacer-12; Strategy-13; Tactics-12

Gear: Bat'leth (2d+1 cut or 1d+4 imp, Reach 1, Parry 10); Disruptor Pistol (6d burn, Acc 5, Range 300/900, RoF 3, Shots 40 (3); Bulk -2, Rcl 1).

Note that General Shamod's crew are rookies, and have an effective skill of 11 at most tasks.

warship, the D7 *Korthos*, captained by KOZ, to Ectair IV. Koz is a jealous warrior who specialized in bioweapons during the war, and who fiercely dislikes the Federation. The *Korthos* will arrive to Ectair 48 hours after Shamod's death, and will present more serious trouble for the PCs later on.

The *Renown*

While many brave Starfleet captains might jump at the chance to sacrifice their ship for the greater good, the *Renown* is slightly smaller than the *Constellation*, so it's not guaranteed that its destruction would stop the machine.

If the PCs decide to make the ultimate sacrifice, the GM has some improvisation to do. Perhaps General Shamod is inspired by their bravery, and invites them on to his ship to stop the Doomsday Machine. Or, Byron Vonsingh has a change of heart, and gifts the PCs the *Spinrad* in order to continue the mission. Either way, it's important that the PCs continue to adventure on some sort of starship!

RENDEZVOUS WITH DESTRUCTION...

Once the PCs have secured a sacrificial vessel, they are ready to try to destroy the Doomsday Machine. The tactic is simple – they must navigate the vessel near the machine's maw, and then beam out before the machine tractor beams the ship and annihilates it.

Piloting a ship into the Doomsday Machine requires a single helmsmen; a simple Piloting roll will do the trick. However, the ship must be prepared to self-destruct ahead time, which requires an Engineering (Starship) roll for the *Spinrad*, or Klingon security procedures for the *K'mpac*, which General Shamod and his officers know.

However, as the vessel approaches the machine, its fiery maw interferes with the all communications, reducing everything to static. An Electronics Repair (Communications) roll can restore communications to a reasonable state.

Soon, the Doomsday Machine will lock on to the vessel with its tractor beam and draw it in. Within five minutes, the ship will be pulled into the machine's maw and be destroyed... which is when the self-destruct should occur.

With some planning, the PCs can beam away from the vessel just it explodes into a blinding light of antimatter annihilation. When the burst of light dies away, however... the Doomsday Machine is undeterred. Its maw flickers, dims, and goes bright again... and continues on its way to Ectair.

GM's Note: If the PCs acted fairly hastily, the Doomsday Machine is likely about two days from Ectair at this point. However, if the PCs were clever with their plan, e.g., doing custom engineering work on their vessel to ensure a perfect destruction, the GM can say that the Doomsday Machine is moving slower now, buying the PCs an extra day until it reaches Ectair. An amazing *plan – like somehow blowing up both ships inside the machine – will stop the Doomsday Machine outright, but sensors indicate that it is repairing and will soon renew its unrelenting march within a few days.*

Aftermath

With the Doomsday Machine still heading relentlessly towards Echtair, the PCs have some scrambling to do. First, they will receive a frantic transmission from COMMODORE RICHARD BARSTOW from Starfleet Command. He sternly tells that Starfleet has dispatched the USS *Eagle* to their sector, it will not arrive for at least two days after the machine has consumed Ectair. Furthermore, Barstow says that the Klingon Empire has been monitoring the machine, and are negotiating to send one of its battlecruisers, the D7 *Korthos*, commanded by Captain Koz, to the sector to help. He does not know whether the Federation will agree to this, but the reality is the *Korthos* is much closer than the *Eagle*, and can arrive within 48 hours. He asks the PCs for their guidance on the matter.

GM's Note: While the PCs do not know this, Koz will not be a helpful ally in stopping the Doomsday Machine! Instead, he'll harass the Reliant *throughout the final encounter. If the GM wants a shorter adventure, he can decide that the Federation successfully negotiates to keep Koz away from Ectair.*

Finally, Barstow reinforces that the PCs must find a way to stop the Doomsday Machine, and tells him that the Federation's best scientists standing by to help.

If the oligarch's of Ectair know about the Doomsday Machine at this point, the planet will begin evacuating. It does not have enough nearly ships to evacuate the entire. Mass panic ensues unless the PCs can negotiate with Zyra Voss and the oligarchs to maintain peace and order. Otherwise, only the oligarchs and their friends and family have a chance of escaping.

General Shamod (assuming he's still alive) will scold the PCs for whatever plan they tried. If the PCs have acted respectfully and honorably to him, he'll stick around to provide minimal assistance. Otherwise, he'll soon return to Klingon space.

Finally, the PCs will be contacted by Dr. O'Flaherty, asking them what went wrong. During this conversation, however, he slips and accidentally admits he was studying the machine before it activated:

I've been right all along. The Federation is ill-prepared to handle such mysteries of the glaxy. This is why I didn't inform Starfleet when I found the weapon. This is why I can only trust myself to study such things. The Klingons will do a far better job at harnessing my research than Starfleet will, I'm afraid.

With that, Dr. O'Flaherty decides to flee. If he's still on the *Banneker*, he immediately goes to warp, heading for Klin-

gon space. He'll attempt to fast-talk General Shamod to escort him there, but the general only agrees if the PCs have gravely insulted him, and he thinks helping O'Flaherty's escape will embarrass the Federation.

If he's on the *Renown*, O'Flaherty grabs a phaser and races to the shuttle bay to try to steal a shuttle. He'll try to make his way back to *Banneker*, and then head towards Klingon space.

It's unlikely that either attempt will work. The PCs' ship is faster and can easily tractor beam and prevent O'Flaherty from escaping. For more drama, the GM can require the PCs to make an ELECTRONICS OPERATION (TRACTOR BEAM) vs. O'Flaherty's Piloting-12 skill to catch him.

ACT 3: O'FLAHERTY'S SECRET

Once O'Flaherty is apprehended, he has no choice but to give up his secret. He reveals that he has a neutronium Octagonal Pod hidden onboard his vessel, one that is clearly linked to the Doomsday Machine. He explains that soon after he found the inert machine, he scanned the nearby asteroids and his sensors spotted the pod on an asteroid. He recovered the pod and bombarded it with *theta radiation* which could theoretically allow him to peer into its insides. This experiment, he believes, woke up the machine.

O'Flaherty believed that the Federation would stop the machine, just as it had done years before, and he would be able to trade the pod to the Klingons or Gorn. He rants that the Federation's strict rules have inhibited his more ambitious studies of straggler stars... and that he could learn so much more without bureaucracy, rules, and limitations.

The myopic regulations of the Federation have become the bane of my scientific endeavors! While I endeavor to unravel the mysteries of straggler stars, your archaic rules stifle my every move, branding my more avant-garde approaches as 'hazardous.' Yet, I am certain that beyond the reach of Starfleet's jurisdiction, other interstellar governments would not only sanction, but champion, my pursuits. These stifling chains of bureaucracy prevent us from delving into the very core of cosmic phenomena and it is a tragedy that, in an organization purportedly dedicated to exploration and knowledge, my most pioneering work is suppressed in the name of safety and caution.

Despite his agitation, Dr. O'Flaherty will allow the PCs study the pod, or even take it back to the *Renown*. However, if the PCs threaten, intimidate, or otherwise treat him badly, he will not hand over his own research on the pod (which provides +1 to all rolls to study it, see below).

Studying the Octagonal Pod

The PCs must study the pod to ascertain its secrets. This requires any combination of equipment and appropriate skill rolls, most suitably:

- METALLURGY discovers that the neutronium on the pod has been altered to allow for signals to pass through it. Also, the pod's neutronium shell is thousands of years older than the metal hull of the Doomsday Machine.
- ELECTRONICS OPERATION (SCIENTIFIC) discovers that there are clear signs the pod had the capability to emit some kind of signal, but its transmitters were destroyed by O'Flaherty's theta radiation experiment. Examining the damaged transmitters reveals that they transmitted a kind of ambient subspace signal.
- ELECTRONICS OPERATION (SENSORS) discovers that there's a peculiar energy source inside the pod, which seems to be powering an internal, computerized database, large enough to hold a civilization's worth of knowledge. A scan of this database reveals, however, that it was severely damaged by Dr. O'Flaherty's theta radiation tests on the pod.
- ELECTRONICS OPERATION (WEAPONS) or TRAPS discovers that the pod is capable of emitting a burst of dangerous *sporocystian energy* as a defense mechanism, but it seems to have malfunctioned. A critical failure, or any kind of damage to the pod, will set off the defense mechanism, doing 3d burn to anyone within 10 yards of the pod, forcing anyone impacted to make a HT-5 roll or fall into a nightmare-filled coma, where one's life is relived backwards, lasting for 3d hours. Sickbay and a PHYSICIAN roll can reduce this by one hour for every point by which the roll is made. At the GM's discretion, this may leave PCs with a quirk or disadvantage.
- GEOLOGY finds that the trace elements of iron and nickle on the pod reveal likely that at one point, the pod was buried on a planetary body near its core.

GM's Note: Encourage the players to try other appropriate ideas and skill rolls to study the pod, especially if accompanied by strong technobabble on why it might work!

Each roll requires dedicated time with the octagonal pod and four hours of time; if a roll is made at -5, this can be reduced to only two hours. Keep track of the margin of success of each roll. Once the PCs have collected 15 points of success in total, they have made a *breakthrough* and understand the device more.

Scientific Breakthrough

The breakthrough is this – while similar, the pod has an entirely different origin from the Doomsday Machine.

Whereas the Doomsday Device utilizes antiproton reactions to catalyze its destructive capacities, the Octagonal Pod taps into *sub-dimensional oscillation fields*, a feat made possible due to its slightly irregular octagonal geometry which resonates perfectly with a *sub-quantum shield matrix* housed inside its shell. In short, the pod predates the Doomsday Machine by millennia, and was created by an entirely different alien race. The pod was designed to keep that civilization's knowledge safe from destruction.

Furthermore, the pod transmitted a special oscillating subspace signal that kept it undetectable by the Doomsday Machine. But apparently, when O'Flaherty's radiation experiment destroyed the transmitters on the device, the Doomsday Machine detected it and sought to destroy it. It's possible to recreate the signal so that a small object – like a shuttle – can approach the Doomsday Machine without fear of being attacked. This requires modifying the shuttle's own transmitters and making an ENGINEERING (ELECTRONICS) roll. (If the PCs botch this roll entirely, Dr. O'Flaherty will step up and do the work, lecturing the PCs the entire time about the poor state of Starfleet training.)

If the PCs want to find out more about the creators of the pod, they learn that it's possible to connect the *Renown*'s computers to the damaged database. This requires several hours and a COMPUTER PROGRAMMING roll to sync the two computers. If the roll is successful, the PCs discover that the database is largely destroyed – only a few remnants are left, telling a few excerpts from the history of an ancient precursor civilization know as the **T'korians**. It describes how they arrived from a distant galaxy to build temporal gateways in key areas of the Milky Way. It does not describe how the civilization met its end, but heavily implies that the T'korians knew a great threat was coming and so built many of these pods to protect their knowledge for eternity, and deposited them on several planets across the galaxy. See **Handout C** for additional details.

If the roll is failed, the PCs do not uncover much about the pod's history. They still discover that the pods were built by the T'korians to store the aliens' lore and secrets, but any more useful data is too difficult to decipher.

ACT 4: INSIDE THE MACHINE

At this point, it is likely that the machine is only a day or so away from Ectair IV. However, once the PCs have studied the Octagonal Pod, they will be able to dispatch a modified shuttle to get close to the Doomsday Machine. Dr. O'Flaherty will beg to join the away team, saying his great scientific mind can help deacti-

Rivals Converge

As soon as the PCs move towards the Doomsday Machine with a new plan, their Klingon and Gorn rivals will take notice and suspect the worst – the Federation is attempting to take control of the weapon! Depending on what has happened thus far in the adventure, several outcomes are possible:

If **General Shamod** is still around, he will demand to accompany the PCs on their mission. He argues that the Klingon Empire would be foolish to give the Federation first access to such a weapon, but he is also secretly hoping that he can die a warrior's death facing the dangers inside such a great weapon.

If **Kor** is nearby, he will immediately confront the *Renown*, threatening to destroy the ship since it is clear the Federation means to start a war using the Doomsday Machine. He is not bluffing – unless the PCs can successfully negotiate with him, he'll unleash the full might of his D-7 on the *Renown*. Now, the PCs must deal with a starship battle even as they send an away team into the belly of the Doomsday Machine!

If the PCs have irritated the Gorn, for example, allowing the *Spinrad*'s rebels to escape, Sezel and his three Gorn assault ships will warp in. Unlike the Klingons, they do not want to start a outright war, but they will harass the *Renown* and dispatch a dozen vacc-suit troops into the machine to seize its secrets.

Finally, a small civilian ship from Ectair IV will try to pilot its way into the machine. Led by the ambitious oligarch **Mozin Phar** (who intercepted information about the protective oscillating signal) and a small team of specialists he hopes to stop the machine and win governance of Ectair with his heroism. Note that if the PCs utterly ignored Dr. O'Flaherty and let him go free, he will have joined with Mozin Phar, convinced he can help him stop the device.
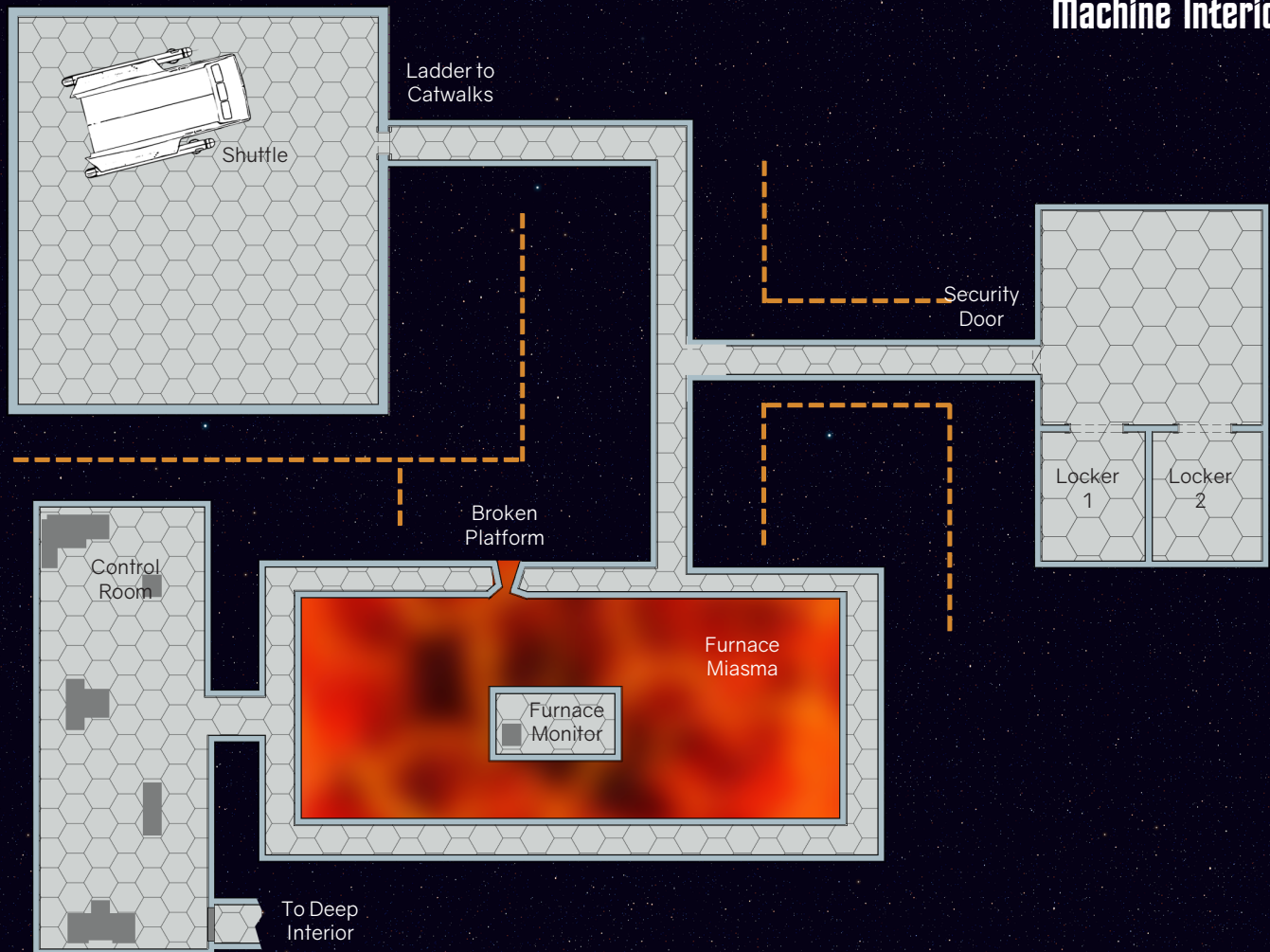
vate it. While this may be true, it is entirely up to the PCs whether he is welcome.

Flying the shuttle close to the Doomsday Machine and making an Electronics Operation (Sensors)+3 or Perception (Vision) roll discovers a hidden opening in the strange, uneven shape of the hulk. The opening is big enough to fly the shuttle through, and leads to a long tunnel that can access the weapon's interior. Anyone studying the opening and tunnel can make an Engineering (Starship) roll to surmise that the tunnel was likely purpose-designed to allow maintenance crews access to the weapon's innards.

The tunnel leads a thousand meters into the machine, and requires a Piloting roll to fly through its tight, angular maze. Failure results in the shuttle taking structural damage, which will give a -2 penalty to future Piloting rolls, and fry some key systems (like the sensors or transporters), which require repair before working again.

Note that once the PCs are inside the Doomsday Machine, its neutronium hull prevents two-way communications out of the ship, or beaming into or out of the weapon. The shut-tle's transporter can beam someone within the small area inside the ship, but Electronics Operation (Transporter) rolls are at -2 due to the interference from the furnace.

Belly of the Beast

The maintenance tunnel opens up into a vast, cavernous hangar. The interior of the machine is both wondrous and horrific. The indestructible neutronium walls are veined with pulsing, luminescent conduits that channel raw, destructive power, each echoing with the machine's ominous hum. A web of catwalks and platforms stretches out as far as the eye can see, providing precarious routes through the massive weapon. Its haunting, almost organic layout offers an unsettling glimpse into the minds of its alien architects

Several stories above the PCs, they will see an array of fast-blinking lights and computer readouts. Climbing ten meters up to the catwalks, the PCs can reach the control room of the machine.

CATWALKS

The catwalks are barely a meter wide, and the railings were clearly designed for smaller beings. Because of the complex architecture of the interior of the machine, it is difficult to get line of sight from one catwalk to another, or to the shuttle area below – any attack gets an additional -4 penalty unless it is completely unblocked (indicated by the yellow dashed lines on the map).

Anyone falling from a catwalk can make a DX roll to grab on to a smaller catwalk below. Failure indicates a plummet to the hard floor below for 3d cr damage.

One of the sections of the catwalks is damaged from a heat blast. Anyone walking near the edge here causes a section of the catwalk to suddenly plummet to the furnace miasma below. PCs can make a DX roll to grab on to the railing before falling... otherwise they will be instantly vaporized! Once the collapsed section has fallen away, athletic PCs can jump from one section of the catwalk to the other.

STORAGE AND LOCKERS

A circular security door blocks entry into this room. The metal door is slightly ajar. Because the door is made from neutronium, phasers cannot destroy it. It can be bypassed either with a Lockpicking-3 roll, or a ST roll vs. the ancient machinery's ST 16. It can also be opened from one of the computers in the control room with a Computer Operation-3 roll.

Inside the storage area are two small lockers, which can also be used as holding cells in the event someone is captured while aboard the machine. Locker 1 contains dozens of small pieces of equipment, which will have no logical use to anyone unfamiliar with the details of the machine's creators, but will be valuable to researchers if recovered. GMs may allow a Scrounging roll to find an improvised weapon or other useful tools here.

A small vent in the ceiling connects to the two lockers. PCs who might become trapped in one room may be able to pry open the vent cover and crawl into the other room. Locker 2 is bare and empty.

FURNACE MONITORING PLATFORM

A hovering platform over the burning miasma holds an onyx alien computer. Its ominous red, wireframe display monitors the great furnace of the Doomsday Machine, showing how it pumps raw miasma from the ancient fuel tanks deep in the hull of the weapon.

Getting to the floating platform requires someone to beam

Ectairian Guard

ST	12	HP:	12
DX	12	Will:	11
IQ	11	Per:	11
HT	11	FP:	11

Basic Speed: 5.75   SM: +0
Move: 5   Punch: 1d-1 cr
Dodge: 8

Traits: Duty (Ectairian Oligarchs), various others

Skills: Beam Weapons-12; Computer Operation-12; Intimidation-10; Judo-12; Piloting-12; Soldier-10; Tactics-10.

Gear: Electrolaser Pistol (1d-3 burn plus HT-4 (2) affliction (stun), Acc 8, Range 160/470, RoF 3, Shots 82 (3), Bulk -4, Rcl 1); Light Helmet (DR 20); Tactical Vest (DR 7, 18 vs. cut and pi).

Note that the captain of the guard has IQ 12, Combat Reflexes, Boxing-13, Beam Weapons-14, and Tactics-12.

MOZIN PHAR

ST	11	HP:	13
DX	11	Will:	13
IQ	12	Per:	12
HT	12	FP:	12

Basic Speed: 5.75   SM: +0
Move: 5   Punch: 1d-2 cr
Dodge: 8

Traits: Appearance (Attractive); Fat; Jealousy; Overconfidence; Status 5 (Oligarch); Very Wealthy.

Skills: Acting-13; Administration-12; Area Knowledge (Ectair)-12; Beam Weapons-12; Brawling-12; Computer Operation-12; Fast-Talk-13; Merchant-12; Piloting-11; Politics-13.

Gear: Electrolaser Pistol (1d-3 burn plus HT-4 (2) affliction (stun), Acc 8, Range 160/470, RoF 3, Shots 82 (3), Bulk -4, Rcl 1).

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from the shuttle (at -2 due to the interference from the furnace), or making a death-defying leap from the catwalk, which requires ST 14 or using Extra Effort.

Anyone making a Computer Operation-4 roll at the computer can deactivate the furnace, which effectively prevents the machine from converting matter into energy. GM's can give +1 to the roll if someone makes a Linguistics roll to better understand the old language of the machine's creators.

While turning off the furnace won't save Ectair (the machine has plenty of reserve power to destroy the planet with its antiproton weapon), once its furnace is disabled the Doomsday Machine will go dormant in a few months. Furthermore, because of the age of the machine, once its furnace is deactivated, it is nearly impossible to activate again.

Once someone understands how to operate the computer, the PCs can also see that there's a way to overload the furnace. This requires a EXPLOSIVES or appropriate ENGINEERING-2 roll. This plan will trigger a seven minute countdown until the machine annihilates itself, requiring the PCs to escape back to their shuttle, flying frantically through the tunnels, and warp away before they are caught up in the explosion!

CONTROL ROOM

Several alien mainframe-style computers are scattered around this room. Most are cracked and broken, damaged thousands of years ago from passing through the Galactic Barrier. Two smaller ones are still operational:

The **navigation computer** controls the trajectory and velocity of the device. Here, the PCs will immediately see that the machine is heading towards Ectair. Furthermore, on the crude wireframe display, the PCs see that a second T'karian Octagonal Pod seems to be buried in the crust of Ectair (see for the computer display).

A COMPUTER OPERATION or appropriate NAVIGATION roll reveals that the machine seems to have been preprogrammed to destroy Ectair, along with its pod.

The PCs can spend an hour to try controlling the machine's propulsion systems from this computer. This requires a COMPUTER OPERATION-4 roll to understand the system, and then a PILOTING-2 roll to change the course of the machine. On a failure, the Doomsday Machine will quickly adjust and turn again towards Ectair, as if fighting manual control. However, as long as someone mans the navigation computer, they can effectively slow it down by days, turning it in circles.

The **weapons computer** controls the Doomsday Machine's antiproton cannon. This requires a COMPUTER OPERATION-4 roll to understand, and then a GUNNER-2 roll to operate. There seems to be no way to disable the antiproton beam – when not being fired manually, the Doomsday Machine will automatically use the weapon to defend itself or to carve up a nearby planet.

Koz of Kor

ST	14	HP:	14
DX	12	Will:	13
IQ	11	Per:	11
HT	13	FP:	13

Basic Speed: 6.25   SM: 0
Move: 6   Punch: 1d cr
Dodge: 10

Traits: Bad Temper; Combat Reflexes; Duty (Klingon Empire); High Pain Threshold; Intolerance; Jealousy; Military Rank 5; Overconfidence; Rapid Healing; Sadistic... but only when alone with someone.

Skills: Bat'leth-13; Beam Weapons-14; Boxing-12; Gunner-14; Knife-14; Leadership-12; Navigation-11; Shiphandling-11; Spacer-11; Soldier-12; Strategy-12; Tactics-12

Gear: Bat'leth (2d+1 cut or 1d+4 imp, Reach 1, Parry 10); Disruptor Pistol (6d burn, Acc 5, Range 300/900, RoF 3, Shots 40 (3); Bulk -2, Rcl 1).

A hateful Klingon from House Kor, Koz is obsessed with purity and is eager to restart a war with the Federation. He personally takes over a guns position when he brings his D7 battlecruiser to bear.

Gorn Marines

ST	14	HP:	16
DX	11	Will:	11
IQ	11	Per:	11
HT	12	FP:	12

Basic Speed: 5.75   SM: +1
Move: 4   Claw: 1d+3 cut
Dodge: 8

Traits: Callous; Claws (Sharp); DR 2; High Pain Threshold; Sharp Teeth.

Skills: Beam Weapons-12; Brawling-13; Explosives-11; Intimidation-10; Mechanic-10; Navigation-10; Spacer-12; Vacc Suit-12.

Gear: Gorn Blast Disruptor (5d(5) burn, Acc 10+1, Range 500/1500, RoF 3, Shots 15(3), Bulk -3, Rcl 1); Armored Vacc Suit (DR 15, 30 vs pi and cut). They all carry laser-pointer-like signalling devices to send communications to each other.

Battle Over the Interior

As the PCs try to figure out the archaic computers of the Doomsday Machine to shut it down, they will soon be joined by rivals (see p.12). This definitely includes Ectairian oligarchs who wish to seize the machine for themselves, as well as potentially Gorn soldiers. The Ectairian team will be small (no more than five members) and ill-armed, while the Gorn will send a dozen or more soldiers into the machine, unless the *Renown* can find a way to intercept them.

Both groups will head from the landing area into the catwalks to attempt to seize control of the Control Room. The Ectairians are reluctant to resort to violence, but if they gain the advantage will try capturing the PCs and moving them into the locker area to detain them. Unless they have brought Dr. O'Flaherty with them, however, the Ectairians will struggle taking control of the Doomsday Machine. Eventually, they will grow frustrated and destroy the machine's computers, effectively preventing the PCs from taking control themselves, without some amazing engineering repair work.

The Gorn's approach is more bloodthirsty. They will viciously attack the PCs and try to size control the device. They will struggle with anything but the weapons computer, which they will use to attack the *Renown*, and any of its allies.

Stopping the Machine

There are a few ways to stop the machine:

The most obvious way is causing the machine to self-destruct using the furnace controls. However, if the machine is close to Ectair (within 12 hours), its destruction will effectively destroy the planet's ecosystem, killing about half the planet's population.

If the furnace is turned off, and someone figures out the navigation computer, the machine can effectively be stalled for months. Eventually, it runs out of power. Rival governments, however, will not let the Federation sit inside a Doomsday Machine for months! The PCs will have to negotiate a settlement:

- General Shamod will agree to a disarmament as long as Klingons are welcome inside the weapon, all knowledge is shared, and the weapon is demolished inside a sun afterwards. Koz will never agree to a detente, but if killed or defeated, his government will propose Shamod's plan.
- The Gorn will not respond to a proposal until after they have tested the Starfleet's strength with their troops and patrol ships. If defeated, the Gorn will sulk on their side of the border, and leave the Ectair system alone for a long time.
- The oligarchs of Ectair will insist that their scientists participate in the destruction of the weapon... and then insist on some kind of payment for their trouble!

The Doomsday Machine will also be stopped if it destroys the second Octagonal Pod buried in the crust of Ectair. Once that happens, its mission is complete – it has destroyed the last remnant of knowledge from the ancient T'karian alien civilization. Once its antiproton beams have cut up the pod, it reverses course, travels back to the asteroid belt near the straggler star, and goes dormant.

To retrieve the second pod, the PCs have to unearth the pod from 12,000 meters inside Ectair's pole. This requires help from the oligarchs, or the *Renown* and its crew doing the job themselves. Obviously, the greedy oligarchs will protest unless it is the last best option, as they know they can trade this newfound treasure to any number of galactic powers. If the PCs have made enemies of the oligarchs, they might outright refuse to hand it over, requiring the PCs to do the job themselves, using the *Renown*.

Unearthing the pod takes about 12 hours, although a dedicated starship and a team with appropriate engineering skills can reduce the time to as low as six hours. However, there is likely no time to investigate the pod's secrets, so whatever knowledge was contained within it will be lost forever.

Finally, with the maw deactivated, it's possible to destroy the Doomsday Machine by once again flying a ship into it and self-destructing. Without the maw to absorb the ex-

plosion, the Doomsday Machine will become an inert and useless hulk. If the PCs try this again *without* the maw deactivated, the GM can just roll some dice and assume there's a 50% chance of it working!

FINALE

The best case finale for the PCs is that Ectair has been saved, the rival governments have been driven off, and the Federation has uncovered a vast repository of vast alien knowledge with the recovery of the Octagonal Pods.

THE FATE OF ECTAIR

It is possible for the PCs to end the adventure with Ectair formally joining the Federation. To figure out whether this has happened, give the PCs "diplomacy points" for:

- 2 points if the PCs saved Ectair IV 48 hours or more before the Doomsday Machine arrived, so the planet did not have to inform (and panic) its population
- 2 points if the PCs revealed the existence of the second pod to the Ectairians, and agree to let them lead the research team to explore its secrets
- 1 point if the PCs have impressed Zyra Voss, and treated her with respect throughout the adventure
- 1 point if the PCs worked with General Shamod, which shows the Ectairians that the Federation is good at handling difficult crises
- 1 point if the PCs spent the time to try to convince Ectair to join the Federation, or went out of their way to showcase Starfleet values
- -2 points if Shamod sacrificed himself to save Ectair
- -1 point if the *Spinrad* was destroyed or captured without payment
- -1 point if the PCs engaged in a starship battle with the Klingons or Gorn
- -1 point if the PCs have sided with the conniving Mozin Phar

If the PCs ended the adventure with 4 or more points, Zyra Voss informs the PCs that she's just petitioned the Federation for entry! If there are less than zero points, Ectair has sided with the Klingons!

REWARDS

For completing the adventure, the PCs should receive 2 character points. They should receive an additional 1-2 character points for good roleplaying or excellent performance. If they convinced Ectair IV to join the Federation to defect, award an extra character point. Defeating the Gorn ir Klingons, recovering the pods, and otherwise bringing intelligence back to the Federation will earn the PCs a good Reputation, or perhaps even promotions, as well.

SPECIAL THANKS & DISCLAIMER

VERSION HISTORY

1.0 - Original release

Simplified Trek Ship Combat

While *GURPS Spaceships* offers detailed rules for ship combat, they can be a lot to digest for a short combat scenario. These rules are simpler and faster, and draw a bit from the old FASA *Star Trek* game.

There are three phases to a space combat turn, which lasts approximately 1 minute: Power Phase, Maneuver Phase, and Crew Action Phase.

Power Phase

Fully powered, the *Renown* has 46 Power Units (PUs). Of course, due to the events of the adventure, the *Renown* may enter combat with far less power! At the start of a turn, the chief engineer allocates the power to its three main systems:

• Shields. Star Trek ships have four ablative shields protecting each of its sides (front, back, port, starboard). For the *Renown*, each PU powers up 2 HP on a shield side, up to a maximum of 11 HP per side. So, for example, fully powering shields on all sides requires 22 of the 46 PUs.

• Weapons. The *Renown* has two banks of phasers, each with two phaser weapons. Fully powering one phaser requires 7 PU, so fully powering *all* phaser weapons would cost 42 PUs. The *Renown* also has two photon torpedo launchers; prepping a photon torpedo to fire only requires 1 PU each.

• Engines. Starships need power to outmaneuver their opponents and get into a better position. For the *Renown*, each 4 PUs spent on engine power gives +1 to the PILOTING roll to outmaneuver another ship, up to a maximum of +6.

For simplicity, default power configurations are on the next page.

Maneuver Phase

Each ship makes a PILOTING roll (limited by their Captain's SHIPHANDLING skill). The loser of the contest gets a penalty to many types of rolls this turn (see below). The GM should allow the winner other effects as well, such as moving to longer range, or repositioning to face a different side of an enemy's starship.

Disengaging

In *Star Trek* canon, it's unclear whether starship combat can actually take place at warp. To fully disengage from the enemy, you need to win a PILOTING contest three turns in a row and then succeed a NAVIGATION roll to plot in a course that will warp out of combat.

Crew Action Phase

Each PC gets one action. Don't forget the generic crew of the *Renown* has Skill 12 in any required skill if there's not a PC around to do the job (although this will decrease as the ship takes damage). Potential actions include:

Fire Phasers (-4 if maneuver contest lost)

Make a GUNNERY (PHASERS) roll for each weapon fired. For simplicity, ignore bonuses for size modifier, range, etc. The *Renown's* fully powered phaser do 2d damage. *Banked* weapons must be aimed at the same target; for simplicity, roll their to hit together. Trek ships can Dodge phasers (PILOTING/2).

Fire Torpedoes (-6 if maneuver contest lost)

Torpedoes are short range and require a *sensor lock* (see below) before they can hit. Make a GUNNERY (PHOTON TORPEDOES) roll to hit. For simplicity, ignore bonuses for size modifier, range, etc. The *Renown's* photon torpedoes do 3d damage each. Trek ships can Dodge torpedoes (PILOTING/2).

Emergency Power

An ELECTRICIAN roll generates additional power (10%, or 4 PUs for the *Renown*). However, a failure causes a power surge and *costs* the ship 4 power points this turn.

Sensor Lock

Winning a quick contest of ELECTRONICS OPERATION (SENSORS) achieves a *sensor lock*, which allows torpedoes to fire on the following turn. This also reveals the enemy current ship's shield status, hit points, or other pertinent data.

Motivate a Crewmen

A SHIPHANDLING roll motivates a single crewman or another PC, giving them +1 to their next roll. Failure, however, means you've distracted them and they get -2.

Inspirational Leadership

The Captain may make a LEADERSHIP roll to increase the ship crew's CREWMAN skill by +1 for the turn.

Damage Control

An appropriate MECHANIC roll can restore 1 PU lost to engine damage, restore 1 HP of superstructure damage, or repair a disabled weapon, shield, or sensor system (roll at -5 if this is the second time the same system has been disabled).

Triage

A PHYSICIAN roll can reduce any CREWMAN penalties due to crew casualties by 1.

Ship Damage

Once a shield's HP are gone, the ship takes damage to its superstructure. The *Renown* has HT 13 and 18 HP. This works like regular *GURPS* structure damage (i.e., making a HT roll to avoid destruction when at -1 x HP, etc.). When a ship fails its HT roll to be destroyed, it's disabled and unable to function. It is destroyed at -5 x HP.

While the GM can let a gunner target a spot on the enemy ship at a flat penalty (-4 to -6 is probably good), the more authentic Trek way is to roll damage location randomly if a hit penetrates shields. Roll 3d after a hit and refer to the table below.

Bridge Hit

In addition to taking superstructure damage, everyone on the bridge must make a DX roll to keep their seat. Failure indicates 1d-1 cr damage as they are violently thrown about. Furthermore, roll a die. On a 6, one of the ship's stations explodes in fire and debris, doing 3d-2 burn damage to the operator.

Sensors

In addition to taking superstructure damage, the ship's sensors are disabled. Until they are repaired, the ship cannot achieve a sensor lock.

Warp Engine

In addition to taking superstructure damage, the warp engines are damaged. Subtract the damage from the amount of energy the ship generates (the *Renown* has two nacelles which generate 20 PU each).

For cinematic fun, every time a warp engine is damaged, roll 3d. On an 18, the ship suffers a potential *warp core breach.*

If the damaged engine is not repaired in the next turn, the ship explodes spectacularly. Any other ship at close proximity takes 10d damage.

Impulse Engine

In addition to taking superstructure damage, the impulse engine is damaged. Subtract the damage from the amount of energy the ship generates (the *Renown*'s impulse engine generates 6 PU).

Beam Weapons / Torpedoes

In addition to taking superstructure damage, one of the ship's beam weapons or torpedoes is disabled.

Shield Generator

In addition to taking superstructure damage, the shields on the side of the ship that is hit can no longer be powered.

Casualties

When a ship drops below 0 HP, hull breaches occur off various decks, causing casualties. This causes a -1 to the CREW-MAN rating of the ship. This penalty accrues as the ship reaches -1 x HP, -2 x HP, etc.

Optional, Advanced Stuff

Opening Tactics

At the beginning of combat, winning a quick contest of Tactics gives a permanent +1 bonus to PILOTING skill to the winning ship.

Variable Phaser Power

For half power, rounded up (4 PU for the *Renown*), a phaser may be powered to do half damage.

Sample Renown Power Configurations

System	Yellow Alert	Red Alert
Shields	22	19
Phasers	7	21
Torpedoes	-	2
Engines	16	4
TOTAL	43	46

Random Damage Location

Front	Side	Rear	System Hit
3-4	3-4	3-4	Bridge
5-6	5-6	5-6	Sensors
7-8	7-10	7-10	Warp Engine
9-12	9-14	9-14	Superstructure
-	-	15-16	Impulse Engine
13-14	15-16	-	Beam Weapons
15-16	-	-	Torpedoes
17-18	17-18	17-18	Shield generator

USS RENOWN   NCC-1870

Construction Data

    Date Entering Service   2250
    Number Constructed   56

Hull Data

    Superstructure   HT 13, HP 18
    Size   SM+12
        Length   226 m
        Width   145 m
        Height   51 m
        Weight   149,200 mt
    Cargo
        Cargo Units   300 units
        Cargo Capacity   15,000 mt
    Landing Capability   None

Equipment

    Transporters
        Standard 6-person   4
        Emergency 22-person   3
        Cargo   2

Other Data

    Crew   306
        Crew Capability   Crewman-12
    Passengers   40
    Shuttlecraft   4

Engines and Power Data

    Total Power Units (PU) Available   46
    Power to Engine Ratio   4:1
    Warp Engine
        Number   2
        Power Units Available   20
        Safe Cruising Speed   Warp 6
        Emergency Speed   Warp 8
    Impulse Engine
        Power Units Available   6

Weapons Data

    Beam Weapon Type   Phasers
        Number   4 in 2 banks
        Firing Arcs   2 f/p, 2 f/s
        Power to Fire   7 (2d damage)
    Missile Weapon Type   Photon Torpedoes
        Number   2
        Firing Arc   F
        Power to Arm   1 (3d damage)

Deflector Shields Data

    Power to Shield Ratio   1:2
    Maximum Shield Power   11 per side

Deck Layout

    1 - Main Bridge
    2 - VP Quarters, Observation Lounge
    3 - Life Support, Antimatter Stores, Power Assemblies
    4 - Crew Quarters, Computer Core
    5 - Crew Quarters, Shuttle Bay Hangar
    6 - Crew Quarters, Shuttle Bay Hangar
    7 - Duty Stations, Medical, Shuttle Flight Deck, Main Engineering, Repair and Storage
    8 - Escape Pods, Emergency Bridge, Auxiliary Power and Environmental
    9 - Duty Stations, Spare Stores, Lower Computer Core
    10 - Duty Stations, Upper Cargo Bay
    11 - Cargo Bay, Machine Shops
    12 - Environmental Support
    13 - Auxiliary Navigation Deflector, Primary Scanners
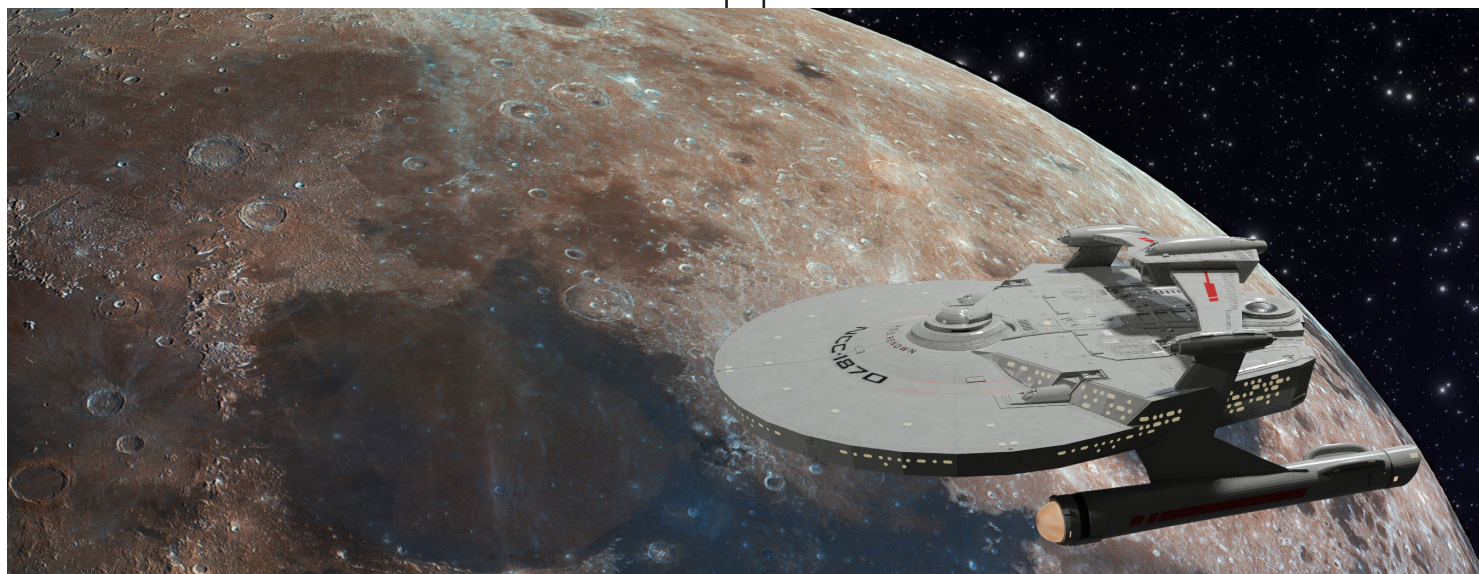
IKS K'MPEC
D11 Class VI "One-Wing" Destroyer

Construction Data

Date Entering Service		2180
Approx. Number Constructed		140

Hull Data

Superstructure		HT 13, HP 14
Size		SM+12
	Length	234 m
	Width	128 m
	Height	34 m
	Weight	79,900 mt
Cargo		
	Cargo Units	120 units
	Cargo Capacity	6,000 mt
Landing Capability		No

Equipment

Transporters		
	Standard 6-person	2
	Combat 22-person	2
	Emergency 18-person	2
	Cargo	1

Other Data

Crew		218
	Crew Capability	Crewman-11
Passengers		220
Shuttlecraft		2

Engines and Power Data

Total Power Units (PU) Available		32
Power to Engine Ratio		3:1

Warp Engine		
	Number	2
	Power Units Available	14
	Safe Cruising Speed	Warp 7
	Emergency Speed	Warp 8
Impulse Engine Type		KIC-2
	Power Units Available	4

Weapons Data

Beam Weapon Type		Disruptors
	Number	2
	Firing Arcs	4 f, 1 s/a
	Power to Fire	4 (1d+1 damage)

Deflector Shields Data

Power to Shield Ratio		2:3
Maximum Shield Power		13 per side

Note that the D-11's disruptors have been modified to look inoperative. While it takes a few extra minutes to power them up, they are capable of normal operation.

Sample Power Configuration (Cruising Mode)

System	Power	Notes
Shields	16	24 shield units
Disruptors	8	2 attacks
Engines	9	+3 Piloting
TOTAL	25	
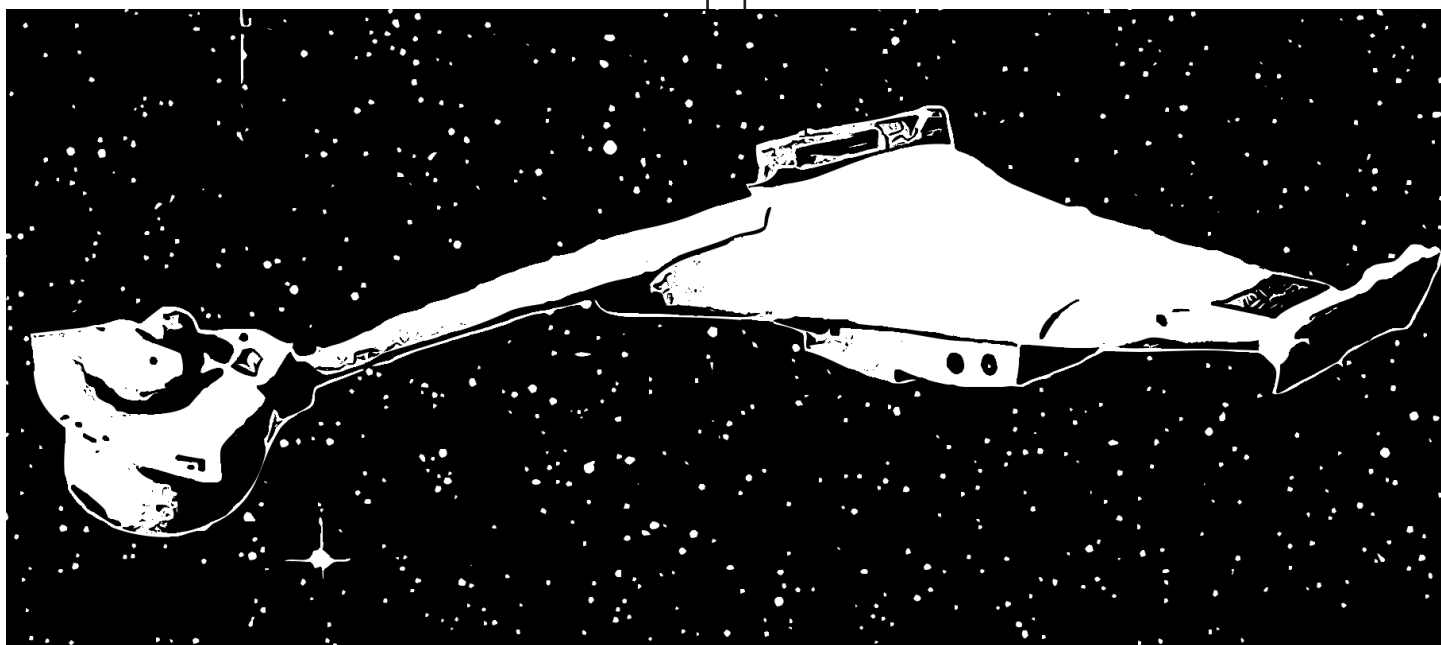
IKS KORTHOS
D7R Class IX "Bringer of Agony" Cruiser

Construction Data

Date Entering Service		2203
Approx. Number Constructed		32

Hull Data

Superstructure		HT 13, HP 20
Size		SM+12
	Length	218 m
	Width	152 m
	Height	55 m
	Weight	134,900 mt
Cargo		
	Cargo Units	80 units
	Cargo Capacity	4,000 mt
Landing Capability		No

Equipment

Transporters		
	Standard 6-person	3
	Combat 22-person	4
	Emergency 18-person	1
	Cargo	2

Other Data

Crew		378
	Crew Capability	Crewman-12
Troops		110
Shuttlecraft		5

Engines and Power Data

Total Power Units (PU) Available	44
Power to Engine Ratio	3:1

Warp Engine

	Number	2
	Power Units Available	20
	Safe Cruising Speed	Warp 8
	Emergency Speed	Warp 9
Impulse Engine Type		KIC-2
	Power Units Available	4

Weapons Data

Beam Weapon Type		Disruptors
	Number	6
	Firing Arcs	2 f, 2 f/p, 2 f/s
	Power to Fire	7 (2d dmg)
Missile Weapon Type		Plasma Torpedo
	Number	1
	Firing Arc	f
	Power to Arm	10 (5d+5 dmg)

Deflector Shields Data

Power to Shield Ratio	1:2
Maximum Shield Power	12 per side

Sample Power Configuration (Attack Mode)

System	Power	Notes
Shields	16	24 shield units
Disruptors	21	3 attacks
Engines	6	+2 Piloting
TOTAL	43	

To fire its powerful plasma weapon, the D7 will stop and only fire two of its disruptors.

SPINRAD
Luxury Ectairian Liner

Construction Data

Date Entering Service	2255
Approx. Number Constructed	2

Hull Data

Superstructure	HT 13, HP 10
Size	SM+12
Length	240 m
Width	160 m
Height	50 m
Weight	95,000 mt
Cargo	
Cargo Units	60 units
Cargo Capacity	150,000 mt
Landing Capability	No

Equipment

Transporters	
Standard 12-person	8
Emergency 25-person	4
Cargo	6

Other Data

Crew	170
Crew Capability	10 (Gorn)
Passengers	2200
Shuttlecraft	8

Engines and Power Data

Total Power Units (PU) Available	30
Power to Engine Ratio	3:1

Warp Engine		
Number		2
Power Units Available		12
Safe Cruising Speed		Warp 7
Emergency Speed		Warp 8
Impulse Engine Type		FIB-3
Power Units Available		6

Weapons Data

Beam Weapon Type	Light Phasers
Number	2
Firing Arcs	1 f/s, 2 f/p
Power to Fire	2 (1d-2 dmg)

Deflector Shields Data

Power to Shield Ratio	1:1
Maximum Shield Power	10 per side

Sample Power Configuration (Drifting)

System	Power	Notes
Shields	18	18 shield units
Disruptors	2	1 attack
Engines	0	+0 Piloting
TOTAL	18	

GORN RS-4
Class III Assault Scout

Construction Data

Date Entering Service	2265
Approx. Number Constructed	78

Hull Data

Superstructure	HT 13, HP 10
Size	SM+9
Length	70 m
Width	26 m
Height	10 m
Weight	24,700 mt
Cargo	
Cargo Units	12 units
Cargo Capacity	600 mt
Landing Capability	Yes

Equipment

Transporters	
Standard 9-person	1
Emergency 25-person	1
Cargo	1

Other Data

Crew	30
Crew Capability	Crewman-12
Troops*	6
Shuttlecraft	none

Engines and Power Data

Total Power Units (PU) Available	19
Power to Engine Ratio	2:1

Warp Engine		
Number		2
Power Units Available		9
Safe Cruising Speed		Warp 7
Emergency Speed		Warp 8
Impulse Engine Type		GIB-1
Power Units Available		1

Weapons Data

Beam Weapon Type	Blasters
Number	2
Firing Arcs	2 f/p, 2 f/s
Power to Fire	5 (1d+1 dmg)
Missile Weapon Type	Plasma Torpedo
Number	1
Firing Arc	f
Power to Arm	2 (3d+1 dmg)

Deflector Shields Data

Power to Shield Ratio	2:1
Maximum Shield Power	10 per side

Sample Power Configuration (Screen Mode)

System	Power	Notes
Shields	5	10 shield units
Blasters	10	2 attacks
Engines	4	+2 Piloting
TOTAL	19	

* Troops are outfitted with powered space suits that let them maneuver through vacuum; this is how they gain entry to the Machine

24

HANDOUTS

Captain's Log, Stardate 6297.3

The USS *Renown*, under my command, has been tasked with a mission of utmost diplomatic sensitivity. We are en route to Ectair IV, where tensions have reached a boiling point. The inadvertent actions of a Gorn light cruiser led to the disabling of the *Spinrad*, Ectair IV's crowning jewel of luxury space travel. The resultant financial toll on the oligarchs, who hold dominion over the planet, has thrown interstellar relations into jeopardy.

The oligarchs, blinded by their grievances, are poised to suspend all trade negotiations with the Gorn. Rumors have reached our ears of clandestine dealings with pirates and privateers, with the aim of sabotaging Gorn vessels. The potential for widespread conflict in this strategic sector of the galaxy looms large.

The Federation has dispatched us in the hope that a neutral mediator might defuse this explosive situation. Our mission is clear, but the way forward is fraught with intricacies. We must tread lightly, act wisely, and above all, work diligently to ensure the stability of this region.

Handout A: Captain's Log. *To kick off the adventure, GMs should allow the Captain to read his captain's log aloud. (A good Trek roleplaying tip is to ask one of the players to narrate an "officer's log" at periodic breaks in the action.)*

Ectair IV

Ectair is an independent star system with one small populated planet – Ectair IV. The planet is known for its vast agricultural production, as well as its large-scale, underground fungal deposits which have proved useful for medical research. The planet has a population of 1.5 million, 10% of which are Federation citizens.

Ectair technically lies within Federation-controlled space, but the planet's ruling oligarchs relish its independence, and due to the proximity to two hostile borders, the Federation rarely patrols the area. The planet has recently signed long-term trade agreements with both the Gorn and the Klingons, something that the Federation has frowned upon. Because of its strategic location, the Federation has attempted multiple times to admit Ectair into the Federation, but the oligarchs have staunchly refused.

Shortly after the Renown was dispatched to Ectair, Commodore Barstow from Starfleet Command urged the crew to take no actions that would jeopardize future negotiations to admit Ectair into the Federation.

Handout B: Ectair. *Any research into the planet will reveal this information.*

-T'korian Database Fragments-

Research has unearthed limited remnants of an extensive database that detailed the annals of an ancient alien precursor civilization, the T'korians. Hailing from a distant galaxy, the T'korians journeyed to the Milky Way, where they engineered sophisticated temporal gateways in pivotal locations.

While the exact circumstances of their abrupt disappearance remain enigmatic, the extant fragments from the database hint at the T'korians' foreknowledge of a looming, cataclysmic threat, possibly akin to the doomsday machine. In a profound effort to safeguard their knowledge and lineage against time and obliteration, they fashioned data pods, strategically placing them across myriad planets in our galaxy. They then secured these pods with an oscillating subspace signal that seemingly kept their locations invisible from the machines.

Simulated computer T'korian rendering from database fragments depicted.

*Handout C: **Database information** found in the Octagonal Pod.*
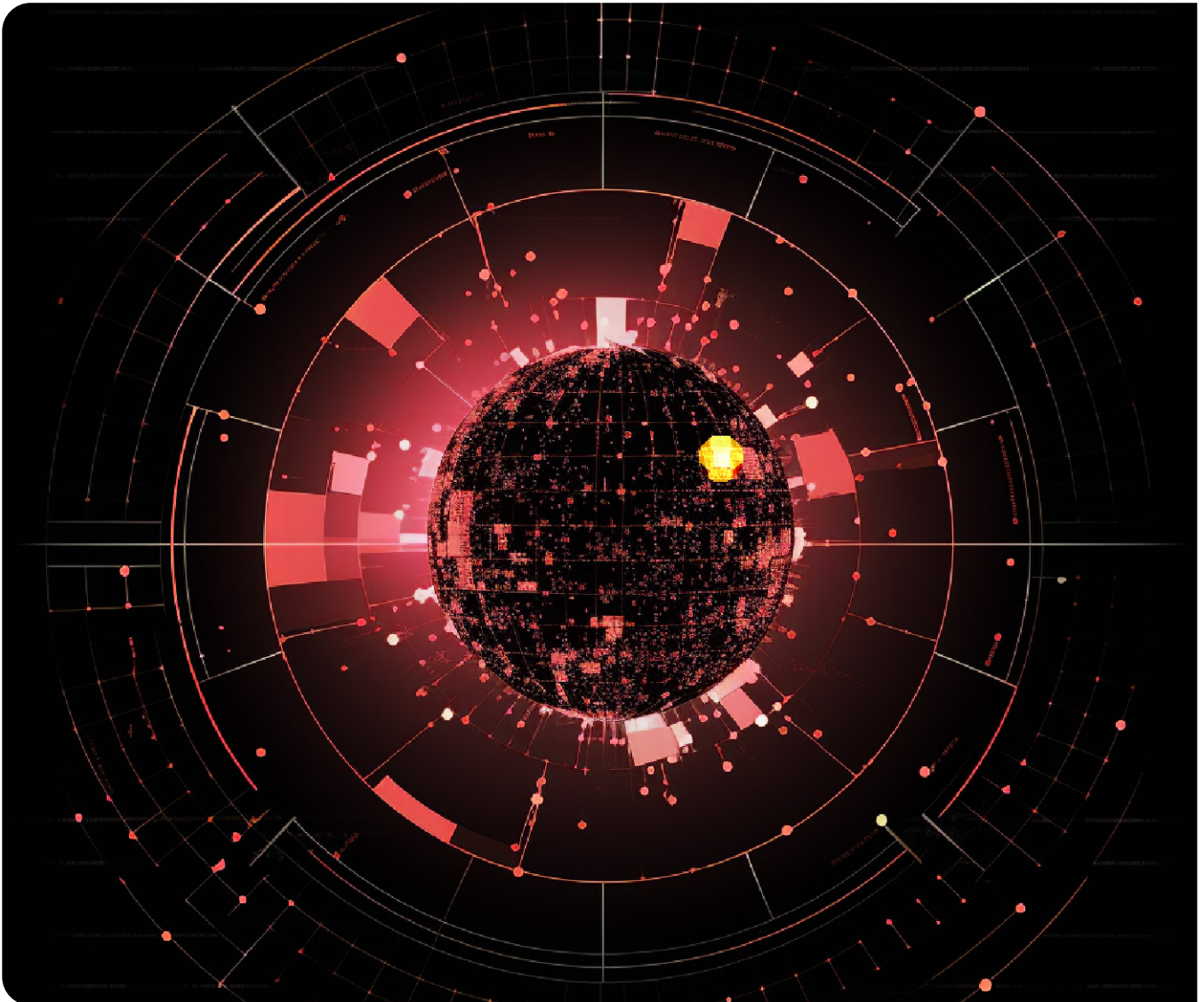
*Handout D: **Computer display inside the Doomsday Machine**, showing a second Octagonal Pod inside Ectair IV*

Spinrad
Main Engineering

Stairs to Turbolift

Warp
Core

Engineering
Computer

Integrator
Control
Chamber

Secondary
Antimatter Pod

Plasma
Monitors

Machine Interior
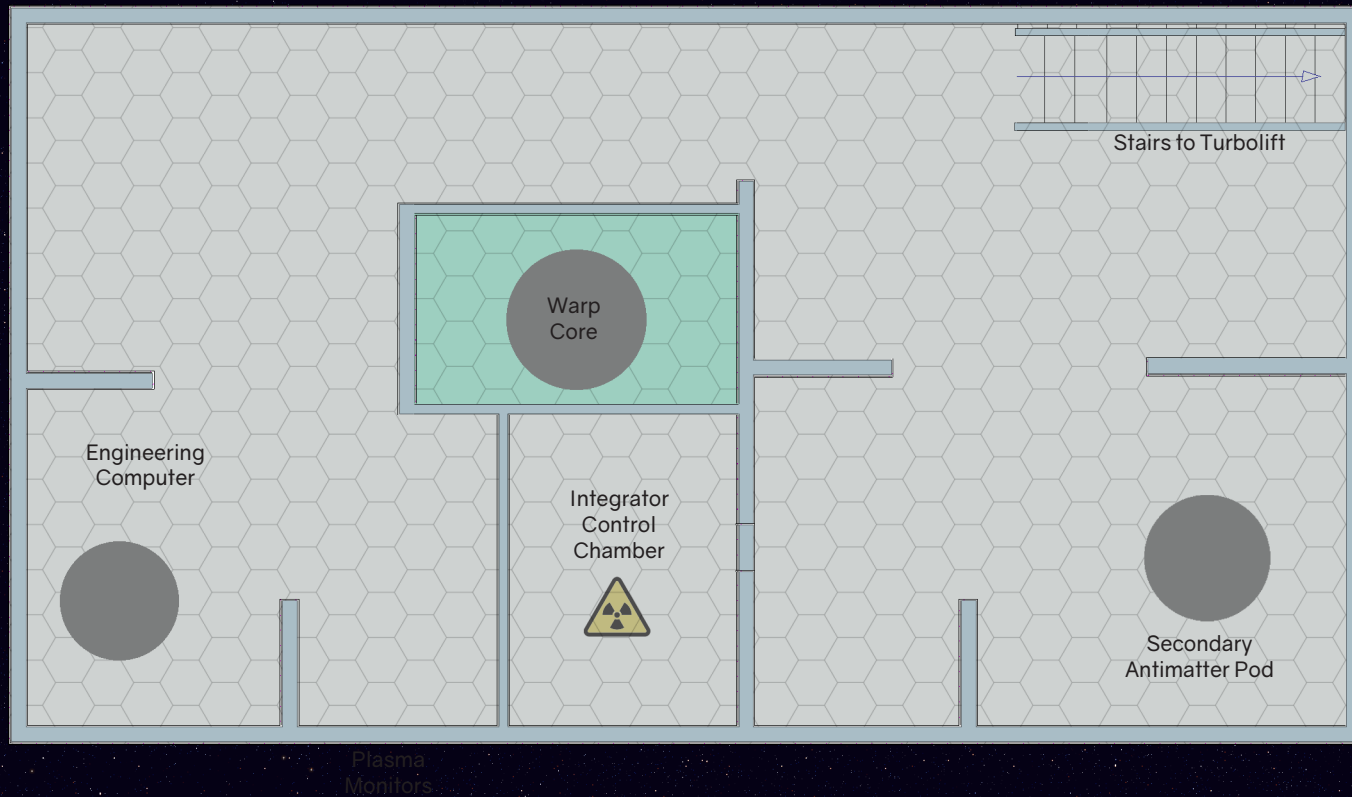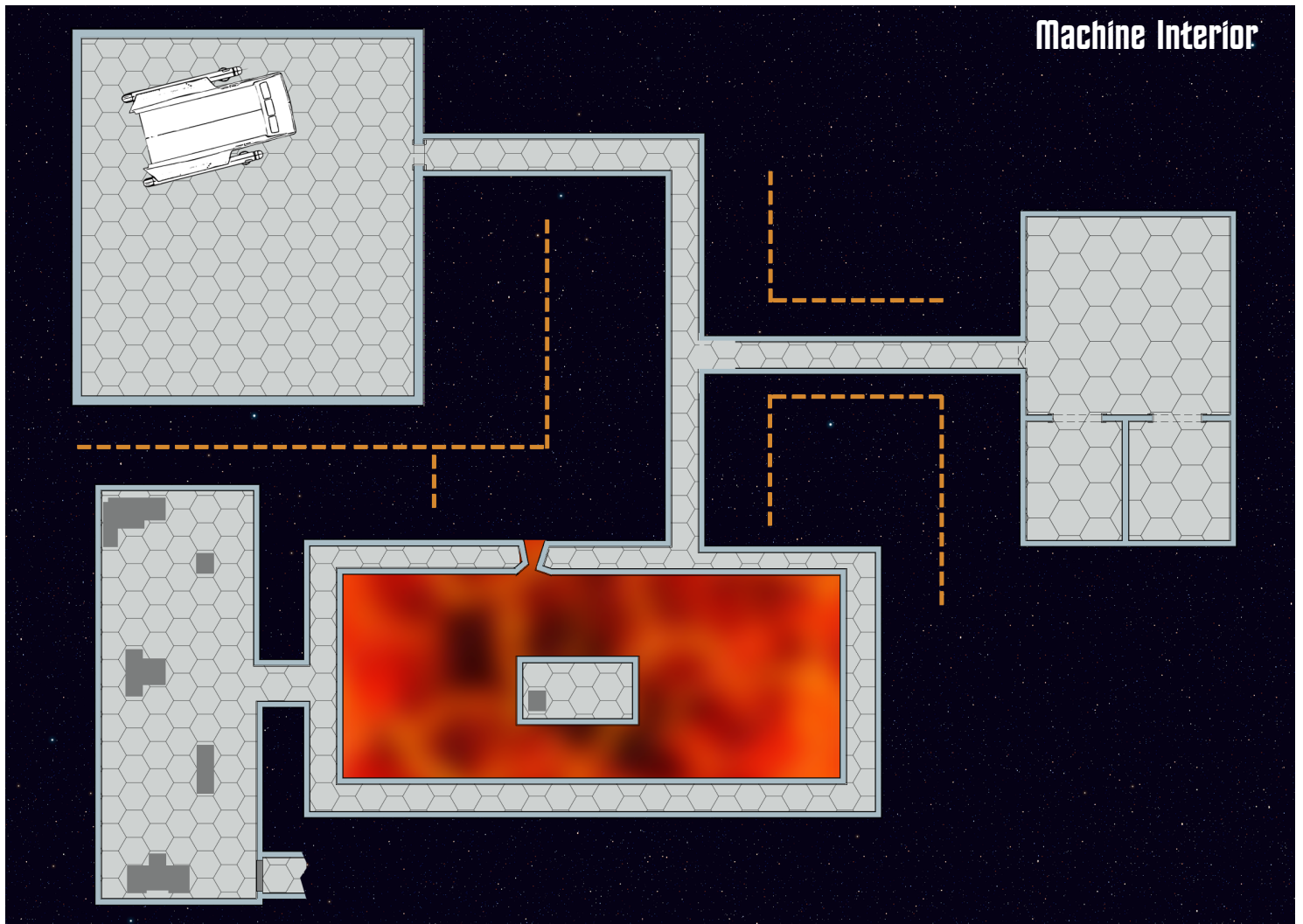
STAR TREK

Name _Captain Andrew Seong_ **Player** _____ **Point Total** _177_

Ht 6'0" **Wt** _180_ **Size Modifier** _0_ **Age** _38_ **Unspent Pts** _–_

Appearance _The "luckiest officer in Starfleet" – recently promoted to captain after being a hostage_

ST	10 [0]	**HP**	10	[0] CURRENT
DX	12 [40]	**Will**	13	[0]
IQ	13 [60]	**Per**	13	[0]
HT	11 [10]	**FP**	11	[0] CURRENT

MOVE 5

DR –

BASIC LIFT (ST × ST)/5 _20 lbs_ **DAMAGE Thr** _1d-2_ **Sw** _1d_

BASIC SPEED _5.75_ [0] **BASIC MOVE** _5_ [0]

ENCUMBRANCE

None (0) = BL ⊙ 20
Light (1) = 2 × BL 40
Medium (2) = 3 × BL 60
Heavy (3) = 6 × BL 120
X-Heavy (4) = 10 × BL 200

ACTIVE DEFENSES

Dodge	Parry	Block
9	10 (Karate)	–

REACTION MODIFIERS

Appearance +1
Status +2 (from Military Rank)
Reputation –1 (unlucky captain)
+1 from Charisma
+2 from Sense of Duty (in dangerous situations)
+1 from Born Spacer (navigators and space crew)

ADVANTAGES & PERKS

Appearance (Attractive) [4]
Born Spacer 1 [5]
Charisma +1 [5]
Combat Reflexes (+2 vs. Fright Checks, +6 vs. mental stun) [15]
Fit (+1 to all HT rolls) [5]
Luck (once per hour, reroll a roll twice more, take the best) [15]
Military Rank 5 (Captain, USS Renown) [25]

DISADVANTAGES & QUIRKS

Duty (Starfleet, almost always, hazardous) [–20]
Enemy (unknown, medium-sized alien confederacy, 6-) [–12]
Insomniac (Mild) [–10]
Pacifism (Cannot Harm Innocents) [–10]
Reputation –1 (unlucky captain, especially in first contacts) [–5]
Sense of Duty (Crew) [–5]

Always volunteers to help with manual labor — enjoys it! [–1]
Loves mysteries — in fiction and in real-life [–1]
Rarely gets along with his chief engineers [–1]
Knows he's lucky and pushes it, too [–1]
Doesn't like eating alone [–1]

SKILLS

Name	Level	
Administration	13	[2]
Astronomy	12	[2]
Beam Weapons (Pistols)	14	[4]
Computer Operation	14	[2]
Crewman (Starship) (includes +1 from Born Spacer)	14	[2]
Diplomacy (+1 from Charisma during influence rolls)	12	[2]
Electronics Ops (Communications+Sensors+Shields)	13	[6]
First Aid	13	[1]
Free Fall (includes +1 from Born Spacer)	12	[2]
Geology (Gas Giants)	11	[1]
Gesture	13	[1]
Gunner (Phasers + Photon Torpedoes)	13	[4]
History (Earth)	11	[1]
Intelligence Analysis	11	[1]
Karate	12	[4]
Law (Federation)	13	[4]
Leadership (includes +1 from Charisma)	15	[4]
Mathematics (Applied)	11	[1]
Mechanic (Shuttles)	12	[1]
Navigation (Space) (includes +1 from Born Spacer)	14	[2]
Piloting (Shuttle)	12	[1]
Politics	12	[1]
Shiphandling (Starship)	14	[8]
Tactics	12	[2]
Survival (Woodlands)	12	[1]
Vacc Suit (includes +1 from Born Spacer)	13	[1]

STAR TREK

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Karate punch	1d–2 cr	C	9	Skill 12	–	–
Karate kick	1d–1 cr	C, 1		Skill 10		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
Type 2 Phaser Pistol		3	300/900	3	125	–2	1	*1 sec to switch setting*	–	1.5 lb.
Stun setting	HT–4 or unconscious				(4)			*DR/3 adds to HT roll*		
Kill settings	1d–4d (5) burn				(1–4)					
Vaporize setting	6dx6 (∞) cor			1	(4)					

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

POSSESSIONS

Item	Location	Cost	Weight
Communicator		–	– lbs.

Totals: $ –   2 Lbs.

CHARACTER NOTES

Just two years ago, you were the first officer on the USS *Exeter*. Shortly before entering the Omega system, you were abducted by a mysterious, unidentified alien confederacy. An entire year fast-forwarded in an instant for you, and your memory is still fuzzy. You awoke aboard a shuttle, alone and drifting in space. You were picked up by a Vulcan transport, and were informed that the *Exeter* crew had all been lost in action. But your new situation wasn't much better. A day later, the transport was disabled by a Klingon D7 cruiser. You were taken hostage, but escaped the brig, and beamed down to a Class J planetoid. By pure luck, you were picked up days later by the USS *Korolev*, who had just lost their own first officer, and you gave the captain the information he needed to track down and destroy the Klingon cruiser. A quiet year later, you were promoted to captain.

STAR TREK

Name Dr. Michael Westinghouse **Player** _____ **Point Total** 165

Ht 5'10" **Wt** 175 **Size Modifier** 0 **Age** 40 **Unspent Pts** -

Appearance Always optimistic, genial chief medical officer – and unofficial chief morale officer

ST 12 [20]	**HP** 12 [CURRENT] [0]	**MOVE** 5	
DX 11 [20]	**Will** 14 [0]		
IQ 14 [80]	**Per** 14 [0]	**DR** 0	
HT 11 [10]	**FP** 11 [CURRENT] [0]		
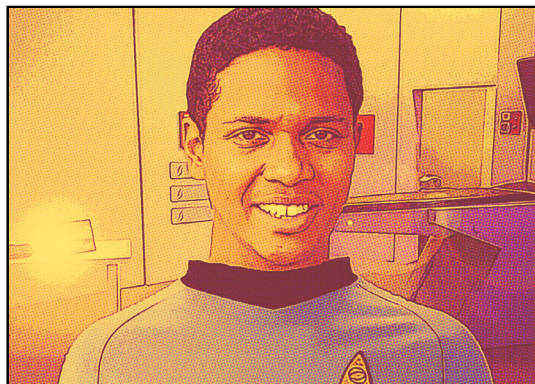
BASIC LIFT (ST × ST)/5 _29 lbs_ **DAMAGE Thr** _1d-1_ **Sw** _1d+2_

BASIC SPEED ___5.5___ [0] **BASIC MOVE** ___5___ [0]

ENCUMBRANCE

None (0) = BL (29)
Light (1) = 2 × BL 58
Medium (2) = 3 × BL 87
Heavy (3) = 6 × BL 174
X-Heavy (4) = 10 × BL 290

ACTIVE DEFENSES

Dodge 8 **Parry** 9 (Boxing) **Block** -

REACTION MODIFIERS

Appearance +0
Status +1 (from Military Rank)
Reputation +0
+1 from Healer (Patients)
-1 from Stubbornness
+1 from C. Carousing (like-minded), -1 from sober folk
+1 from Honest Face (first impressions)

ADVANTAGES & PERKS

Ambidexterity	[5]
Fit (+1 to all HT rolls)	[5]
Healer 1	[10]
Military Rank 4 (Starfleet Dept. Officer)	[20]
	[ ]
Honest Face	[1]

DISADVANTAGES & QUIRKS

Code of Honor (Hippocratic Oath)	[-10]
Chummy (-1 to IQ skills when alone)	[-5]
Compulsive Carousing	[-10]
Duty (Starfleet, almost always, hazardous)	[-20]
Stubbornness	[-5]
Truthfulness	[-5]
Collects fine whiskey – always shares	[-1]
Incompetent at piloting (cheated on his academy piloting	[-1]
Terrified that he'll lose another friend in surgery	[-1]
Voracious reader, especially memoirs	[-1]
Loves old-fashioned cooking - especially Japanese dishes	[-1]

SKILLS

Name	Level	
Administration	13	[1]
Artist (Drawing)	12	[1]
Carousing	12	[2]
Cooking (Sushi)	14	[1]
Crewman (Starship)	14	[1]
Beam Weapons (Pistol)	11	[1]
Bioengineering	12	[1]
Biology (Earth-like)	13	[4]
Boxing	12	[4]
Chemistry	12	[1]
Computer Operation	14	[1]
Diagnosis (includes +1 from Healer)	15	[4]
Electronics Operation (Medical + Scientific)	14	[4]
Epidemiology	12	[1]
Free Fall	10	[1]
Leadership	14	[2]
Naturalist (Earth)	13	[2]
Navigation (Space)	13	[1]
Pharmacy (Synthetic) (includes +1 from Healer)	14	[2]
Physician (includes +1 from Healer)	16	[8]
Physiology (includes +1 from Healer)	14	[2]
Psychology (includes +1 from Healer)	14	[2]
Research	14	[2]
Shiphandling (Starship)	12	[1]
Surgery (includes +1 from Healer, sick bay gives +4)	14	[8]
Xenobiology	12	[1]

STAR TREK

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Boxing punch	1d-1 cr	C	9	Skill 12	–	–

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
Type 2 Phaser Pistol		3	300/900	3	125	-2	1	*1 sec to switch setting*	–	1.5 lb.
Stun setting	HT-4 or unconscious				(4)			*DR/3 adds to HT roll*		
Kill settings	1d-4d (5) burn				(1-4)					
Vaporize setting	6dx6 (∞) cor			1	(4)					

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

POSSESSIONS

Item	Location	Cost	Weight
Medical Tricorder	–	–	1 lb.
Canvas carrier bag	–	–	- lbs.
Communicator	Satchel	–	- lb.
Robert L. Stevenson's *The Black Arrow*	Satchel	–	- lbs.

Totals:		$	3 **Lbs.**

CHARACTER NOTES

Sick Bay gives +4 to Surgery skill.

You were a surgeon onboard the USS *Korolev* when first officer George Yale was horrifically assaulted by an M-129 creature on Andevian IV. You were unable to save him, and he died in your sickbay that day. You were depressed for weeks, until the *Korolev* rescued a young officer named Andy Seong. While you treated his insomnia and nightmares, the two of you bonded. He helped you realize that life is about comraderie, friendship, and celebrations.

A year later, Andy Seong was promoted to captain of the *Renown*, and he asked you to come along to become his chief medical officer. It was the easiest decision you've ever made.

STAR TREK

Name _Lt. Ethreti Zh'ress_ **Player** _____ **Point Total** _179_

Ht _5'10"_ **Wt** _150_ **Size Modifier** _0_ **Age** _28_ **Unspent Pts** _-_

Appearance _Ill-tempered head of security, known for her bluntness and blue-collar tastes_

ST	11	[10]	**HP**	12	**CURRENT** [2]
DX	12	[40]	**Will**	12	[0]
IQ	12	[40]	**Per**	14	[10]
HT	12	[20]	**FP**	12	**CURRENT** [0]

MOVE 6

DR 0/60

BASIC LIFT (ST × ST)/5 _24 lbs_ **DAMAGE Thr** _1d-1_ **Sw** _1d+1_

BASIC SPEED _6.0_ [0] **BASIC MOVE** _6_ [0]

REACTION MODIFIERS

Appearance _+1_

Status _+1 (from Military Rank)_

Reputation _+0_

+1 from Born Tactician (fellow officers)

ENCUMBRANCE

None (0) = BL — 24 (circled)
Light (1) = 2 × BL — 48
Medium (2) = 3 × BL — 72
Heavy (3) = 6 × BL — 144
X-Heavy (4) = 10 × BL — 240

ACTIVE DEFENSES

Dodge 9

Parry 9 (Karate)

Block –

ADVANTAGES & PERKS

Appearance (Attractive)	[4]
Born Tactician 1	[10]
Fit _(+1 to all HT rolls)_	[5]
Military Rank 4 (Lieutenant, Head of Security)	[20]
	[ ]
Andorian	[ ]
Discriminatory Smell _(+4 to smell-based Perception rolls)_	[15]
Subsonic Hearing	[5]
Ultrahearing	[5]
Vibration Sense _(Perception rolls detect motion)_	[15]
Code of Honor (Honor is vital; Never forget a slight)	[–10]
Alcohol Intolerance	[–1]

DISADVANTAGES & QUIRKS

Bad Temper	[–10]
Dependent (Daughter Izythi, loved one, 6 or less)	[–10]
Duty (Starfleet, almost always, hazardous)	[–20]
Impulsiveness	[–10]
Intolerance (non-Federation species)	[–5]
	[ ]
Picky about her food	[–1]
Brutally honest, but controls it when she's with close friends	[–1]
Loves following sports - and can be an obnoxious fan	[–1]
Reputation for planning wild shore leaves	[–1]
Suspicious of anyone higher ranked than a captain	[–1]
	[ ]

SKILLS

Name	Level	
Administration	11	[1]
Armoury (Beam Weapons)	11	[1]
Beam Weapons (Pistol)	14	[4]
Beam Weapons (Rifle)	14	[4]
Climbing	11	[1]
Crewman (Starship)	12	[1]
Electronics Operation (Communications + Sensors)	11	[2]
Electronics Operation (Security)	13	[4]
First Aid	12	[1]
Free Fall	11	[1]
Gunner (Phasers + Photon Torpedoes)	13	[4]
Intelligence Analysis _(includes +1 from Born Tactician)_	11	[1]
Interrogation	11	[1]
Karate	13	[8]
Law (Federation)	10	[1]
Leadership _(includes +1 from Born Tactician)_	12	[1]
Lockpicking	11	[1]
Piloting (Shuttles)	11	[1]
Sex Appeal _(includes +1 from Appearance)_	12	[1]
Soldier	12	[1]
Stealth	13	[4]
Survival (Mountains)	14	[1]
Tactics _(includes +1 from Born Tactician)_	12	[2]
Tracking _(+4 if scent involved, +1 if quarry is on land)_	14	[1]
Traps	12	[2]
Vacc Suit	12	[2]

STAR TREK

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Karate punch	1d cr	C	9	Skill 13	–	–
Karate kick	1d+1 cr	C, 1		Skill 11		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
Type 2 Phaser Pistol		3	300/900	3	125	-2	1	*1 sec to switch setting*	–	1.5 lb.
Stun setting	HT-4 or unconscious				(4)			*DR/3 adds to HT roll*		
Kill settings	1d–4d (5) burn				(1–4)					
Vaporize setting	6dx6 (∞) cor			1	(4)					
Phaser Rifle		10+2	700/2100	3	200	-4	1	*1 sec to switch setting*		10 lbs.
Stun setting	HT-4 or unconscious				(4)			*DR/3 adds to HT roll*		
Kill settings	1d–6d (5) burn				(1–6)					
Vaporize setting	6dx7 (∞) cor			1	(6)					

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

POSSESSIONS

Item	Location	Cost	Weight
Communicator		–	– lbs.
Experimental life support belt	belt	–	2.5 lbs.
Provides oxygen and DR 60 conformal force screen for 15 minutes			

Totals: $ –   14 Lbs.

CHARACTER NOTES

The hardest decision you ever made was leaving your preschool daughter Izythi in the care of your father on Deep Space 2. You knew she'd be safe. Not only does Deep Space 2 barely qualify as a deep space station anymore, your father is the decorated chief of security there. No, the decision was hard because you know that you were the one in danger all the time, and one wrong away team incident and you might never see Izythi again.

But you try not the think about that. The *Renown*'s security team is young and inexperienced. Fortunately, the diplomatic mission to Ectair IV is not likely to be eventful, although you're mindful that the Klingons and Gorn are just a few lightyears away. The best thing you can do is use the downtime teach your team how to be better.

STAR TREK

Name _Lt. Mara Capella_   **Player** _____   **Point Total** _161_

Ht _5'10"_   **Wt** _120_   **Size Modifier** _0_   **Age** _29_   **Unspent Pts** _-_

Appearance _Confident helmswoman, prone to getting into trouble but deeply loves her ship_

ST	11 [10]	**HP**	11 CURRENT [0]	**MOVE** 6
DX	12 [40]	**Will**	12 [0]	
IQ	12 [40]	**Per**	13 [5]	**DR** 0
HT	12 [20]	**FP**	12 CURRENT [0]	
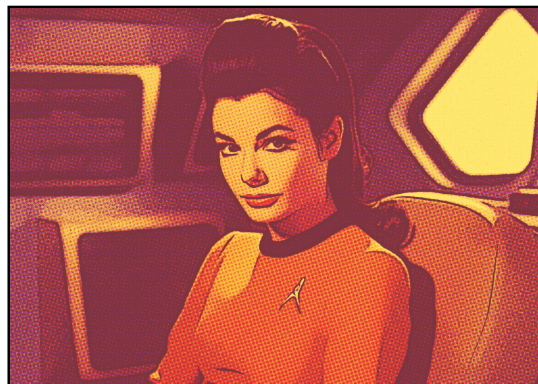
BASIC LIFT (ST × ST)/5 _24 lbs_   **DAMAGE Thr** _1d-1_   **Sw** _1d+1_

BASIC SPEED _6.0_ [0]   **BASIC MOVE** _6_ [0]

ENCUMBRANCE

- None (0) = BL — ⟨24⟩
- Light (1) = 2 × BL — 48
- Medium (2) = 3 × BL — 72
- Heavy (3) = 6 × BL — 144
- X-Heavy (4) = 10 × BL — 240

ACTIVE DEFENSES

Dodge	Parry	Block
9	9	–
	(Karate)	

REACTION MODIFIERS

Appearance _+1_

Status _____

Reputation _+1 from other pilots_
+2 from young/naive folk, -2 from veterans

ADVANTAGES & PERKS

Acute Vision +1	[2]
Appearance (Attractive)	[4]
Fit _(+1 to all HT rolls)_	[5]
Higher Purpose _(+1 to rolls when "getting ships out of danger")_	[10]
Military Rank 3 (Lieutenant)	[5]
Night Vision 2	[2]
Talent - Hotshot Pilot 1	[5]
Talent - Musical Ability 1	[5]
	[ ]
English - Accented speech, Native writing	[5]
Italian - Native speech and writing	[0]
Klingon - Broken speech and writing	[2]

DISADVANTAGES & QUIRKS

Duty (Starfleet, almost always, hazardous)	[-20]
Odious Personal Habit (Overly argumentative)	[-5]
Overconfidence	[-5]
Skinny	[-5]
Squeamish	[-10]
Stubbornness	[-5]
	[ ]
Loves performing for her friends	[-1]
Nasty scar on her ribs from a Klingon knife wound	[-1]
Needs to go on a run every day or else gets grumpy	[-1]
Obsessed with starship design	[-1]
Reads the classics to relax	[-1]
	[ ]
	[ ]

SKILLS

Name	Level	
Astronomy	11	[2]
Beam Weapons (Pistol)	12	[1]
Climbing	12	[2]
Connoisseur (Dance)	12	[1]
Computer Operation	12	[1]
Crewman (Starship)	12	[1]
Dancing	12	[2]
Electronics Operation (Comms + Sensors)	11	[2]
Engineer (Starships)	11	[2]
Fast-Talk	12	[2]
Free Fall	12	[2]
Geology (Rock Worlds)	10	[1]
Gunner (Phasers) _includes +1 from Hot Pilot_	13	[2]
Karate	12	[4]
Leadership	11	[1]
Literature	10	[1]
Mathematics (Applied)	10	[1]
Mechanic (Shuttles)	12	[2]
Musical Instrument (Violin)	12	[2]
Navigation (Space) _includes +1 from Hot Pilot_	13	[2]
Parachuting	13	[2]
Piloting (Starship + Shuttles) _includes +1 from Hot Pilot_	14	[8]
Running	12	[2]
Shiphandling (Starship)	10	[1]
Stealth	12	[2]
Vacc Suit	12	[2]

STAR TREK

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes		Cost	Weight
Boxing punch	1d-2 cr	C	9	Skill 12		–	–

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
Type 2 Phaser Pistol		3	300/900	3	125	-2	1	*1 sec to switch setting*	–	1.5 lb.
Stun setting	HT-4 or unconscious				(4)			*DR/3 adds to HT roll*		
Kill settings	1d-4d (5) burn				(1-4)					
Vaporize setting	6dx6 (∞) cor			1	(4)					

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

POSSESSIONS

Item	Location	Cost	Weight
Communicator	–	–	– lbs.
Totals:		$ –	2 **Lbs.**

CHARACTER NOTES

Your Academy friends sometimes called you "Stellar," a moniker not just from your unparalleled piloting skills but also from your star-studded reputation as a flamboyant helmswoman. Raised in the musically-rich Betazed moon colonies, you were a child prodigy with both the violin and the starship console, blending your passion for rhythm and flight into a dance between the stars. But your overconfidence once got the better of you during a diplomatic mission near Klingon space. Instead of sticking to protocol, you got into an intense hand-to-hand combat wager with a Klingon warrior over a difference in musical tastes. The scuffle culminated with your battle scar—a dagger wound on her left ribcage. It is a mark you wear with pride, a testament to your fiery spirit, determination, and a continual reminder that sometimes, even stars can burn.

STAR TREK

Name _Lt. Commander Kirshex_   **Player** _____   **Point Total** _229_

Ht _6'3"_   **Wt** _165_   **Size Modifier** _0_   **Age** _62_   **Unspent Pts** _-_

Appearance _Meticulous, silver-tongued Edosian science officer and first officer_

ST	12 [20]	**HP**	12 [0]	
DX	12 [40]	**Will**	12 [0]	
IQ	14 [80]	**Per**	12 [-10]	
HT	11 [10]	**FP**	11 [0]	

MOVE 5

DR 0

BASIC LIFT (ST × ST)/5 _29 lbs_   **DAMAGE Thr** _1d-1_   **Sw** _1d+2_

BASIC SPEED _5.75_ [0]   **BASIC MOVE** _5_ [0]

ENCUMBRANCE

None (0) = BL (29)
Light (1) = 2 × BL _58_
Medium (2) = 3 × BL _87_
Heavy (3) = 6 × BL _174_
X-Heavy (4) = 10 × BL _290_

ACTIVE DEFENSES

Dodge 8

Parry 8 (Karate)

Block –

REACTION MODIFIERS

Appearance -

Status +1 (Military Rank)

Reputation +1 from Academic (students, teachers)
+2 from Sense of Duty (crew, dangerous situations)
+1 from Honesty (if known), +3 (questions of honor)

ADVANTAGES & PERKS

Academic 1	[5]
Military Rank 4 (Lt. Commander, First Officer)	[20]
	[ ]
Edosian	[ ]
Compartmentalized Mind *(your mind can do two tasks)*	[50]
DR 1 (skull)	[2]
Extended Lifespan *(starts aging at 150, molts every 25 years)*	[4]
Extra Arm *(+2 to grapples, +3 to pins)*	[10]
Extra Leg	[5]
High Manual Dexterity +1 *(+1 to "delicate touch" rolls)*	[5]
Musical Ability 1	[5]
Shyness (Mild)	[-5]

DISADVANTAGES & QUIRKS

Duty (Starfleet, almost always, hazardous)	[-20]
Honesty (never breaks laws or regulations)	[-10]
Pacifism (Self-Defense Only)	[-15]
Selfless	[-5]
Sense of Duty (his crew)	[-5]
	[ ]
	[ ]
Meticulous in his duty, expects the same of others	[-1]
Advocate for privacy	[-1]
Enjoys giving inspirational speeches (but not in person)	[-1]
Doesn't drink, not even synthehol	[-1]
Spiritual, enjoys his daily meditations	[-1]
	[ ]

SKILLS

Name	Level	
Administration	13	[1]
Archaeology	12	[1]
Astronomy	14	[4]
Beam Weapons (Pistol)	12	[1]
Biology (Earthlike + Rock Worlds)	12	[4]
Chemistry	13	[2]
Computer Operation	14	[1]
Electronics Operation (Scientific)	15	[4]
Electronics Repair (Scientific)	13	[1]
Karate	11	[2]
Law (Starfleet Rules & Regulations)	12	[1]
Leadership *(includes -1 from Shyness)*	12	[1]
Mathematics (Applied)	12	[1]
Musical Instrument (Lute) *(incl. +1 from Musical Ability)*	14	[2]
Navigation (Space)	13	[1]
Physics	14	[8]
Piloting (Shuttlecraft)	11	[1]
Public Speaking (Oratory)	14	[2]
Research *(includes +1 from Academic)*	15	[2]
Savoir-Faire (Starfleet and military)	13	[1]
Search	11	[1]
Shiphandling (Starship)	12	[1]
Sociology	12	[1]
Tactics	12	[1]
Teaching *(includes -1 from Shyness, +1 from Academic)*	13	[1]
		[ ]

STAR TREK

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Karate punch	1d-1 cr	C	8	Skill 11	–	–
Karate kick	1d cr	C, 1		Skill 9		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
Type 2 Phaser Pistol		3	300/900	3	125	-2	1	*1 sec to switch setting*	–	1.5 lb.
Stun setting	HT-4 or unconscious				(4)			*DR/3 adds to HT roll*		
Kill settings	1d-4d (5) burn				(1-4)					
Vaporize setting	6dx6 (∞) cor			1	(4)					

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

POSSESSIONS

Item	Location	Cost	Weight
Science Tricorder	–	–	1 lb.
Communicator		–	– lbs.

Totals: $ –   3 Lbs.

CHARACTER NOTES

It was disappointing when Captain Apeloko retired. You had spent years building a rapport with her, and the two of you even enjoyed doing the lecture circuit together when you could arrange an extended leave. You do not think Captain Seong will be joining you on the lecture circuit, nor do you think he'll enjoy the all-night debates on Starfleet rules and regulations like you and Captain Apeloko did.

Nevertheless, you like the *Renown*'s eager new captain. He listens to his crew and enjoys their company. He does not appear to want to break any rules, nor does he seem to want to pick fights needlessly. You do know, however, he is still haunted with sleepless nights from his strange abduction years ago... and you do so desperately want to help him solve that mystery.

STAR TREK

Name _Ensign RF5 Green_   **Player** _____   **Point Total** 173

Ht 5'3"   **Wt** 165   **Size Modifier** 0   **Age** 41   **Unspent Pts** –

Appearance _Nasat junior xenobiologist, proud to be the first of her species in Starfleet_

ST 10 [0]	**HP** 10	**CURRENT** [0]
DX 11 [20]	**Will** 12	[0]
IQ 13 [60]	**Per** 13	[0]
HT 12 [20]	**FP** 12	**CURRENT** [0]

MOVE 5

DR 0

BASIC LIFT (ST × ST)/5 _20 lbs_   **DAMAGE Thr** _1d-2_   **Sw** _1d_

BASIC SPEED _5.75_ [0]   **BASIC MOVE** _5_ [0]

REACTION MODIFIERS

Appearance –
Status +1 (Military Rank)
Reputation _____
+1 from scientists

ENCUMBRANCE

None (0) = BL   (20)
Light (1) = 2 × BL   40
Medium (2) = 3 × BL   60
Heavy (3) = 6 × BL   120
X-Heavy (4) = 10 × BL 200

ACTIVE DEFENSES

Dodge 8

Parry 8 (Unarmed)

Block –

ADVANTAGES & PERKS

Fit _(+1 to all HT rolls)_	[5]
Military Rank 2 (Ensign)	[5]
	[ ]
	[ ]
Nasat	[94]
Acute Vision +2	[ ]
DR 4	[ ]
Extra Arms 4, Ambidexterity, Blunt Claws, Sensitive Touch	[ ]
Nicititating Membrane 1	[ ]
Pressure Support, Vacuum Support	[ ]
Super Climbing (Trees)	[ ]
Romantic love is alien to her	[ ]

DISADVANTAGES & QUIRKS

Charitable	[-15]
Chummy _(-1 to IQ based rolls when alone)_	[-5]
Curious	[-5]
Duty (Starfleet, almost always, hazardous)	[-10]
Scotophobia (Darkness, resisted on a 15 or less)	[-7]
	[ ]
	[ ]
Dislikes being rushed	[-1]
Uncomfortable handling weapons	[-1]
Expression – "Peculiarities are my specialties"	[-1]
Rural areas relax her	[-1]
Settled and staid	[-1]
	[ ]
	[ ]

SKILLS

Name	Level	
Beam Weapons (Pistol)	11	[1]
Biology (Botany + Earthlike)	11	[4]
Chemistry	12	[2]
Climbing	10	[1]
Computer Operation	13	[1]
Crewman (Starship)	13	[1]
Diplomacy	11	[1]
Electronics Operation (Scientific)	13	[2]
Electronics Operation (Transporters)	12	[1]
First Aid (Insectoid)	13	[1]
Hazardous Materials (Chemical)	12	[1]
Linguistics	11	[1]
Naturalist (Earthlike)	11	[1]
Navigation (Land)	12	[1]
Piloting (Shuttle)	10	[1]
Research	12	[1]
Survival (Woodlands)	12	[1]
Vacc Suit	10	[1]
Xenology	13	[4]

STAR TREK

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-1 cr	C	8	Skill 11	-	-

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
Type 2 Phaser Pistol		3	300/900	3	125	-2	1	*1 sec to switch setting*	-	1.5 lb.
Stun setting	HT-4 or unconscious				(4)			*DR/3 adds to HT roll*		
Kill settings	1d-4d (5) burn				(1-4)					
Vaporize setting	6dx6 (∞) cor			1	(4)					

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

POSSESSIONS

Item	Location	Cost	Weight
Science Tricorder	-	-	1 lb.
Communicator		-	- lbs.

Totals:		$ -	5 Lbs.

CHARACTER NOTES

You hail from the verdant canopies of Nasat IV, a world teeming with colossal sentient trees and labyrinthine foliage. You are a creature of deep contemplation, forever curious and always seeking knowledge. Your serene demeanor and pacifistic beliefs stemmed from the tranquil nature of your friends, who believed in living harmoniously with their environment. While your inquisitiveness often lead you into the heart of the unknown, your charitable spirit was manifest in your unyielding dedication to sharing acquired, alien knowledge for the betterment of all species. The crew always counts on your steady presence, and staid counsel amidst the vast and unpredictable expanse of space.

Capt. Andrew Seong

Captain of the Renown

Per 13 • Enemy (6-)

Lt. Cmdr Kirshex

Edosian First Officer

Per 12

Lt. Ethreti Zh'ress

Andorian Head of Security

Per 14

Dr. Michael Westinghouse

Chief Medical Officer

Per 14

Lt. Marta Capella

Ship's Helmswoman

Per 13

Ens. RFS Green

Nasat Xenobiologist

Per 13 • Chummy

STAR TREK
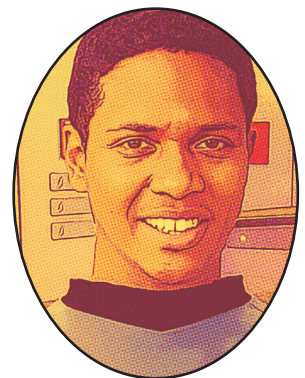
Name _____ Player _____ Point Total _____
Ht _____ Wt _____ Size Modifier _____ Age _____ Unspent Pts _____
Appearance _____

ST [ ] [ ]   HP [ ] [ ]   **CURRENT**   MOVE

DX [ ] [ ]   Will [ ] [ ]

IQ [ ] [ ]   Per [ ] [ ]   DR

HT [ ] [ ]   FP [ ] [ ]   **CURRENT**

BASIC LIFT (ST × ST)/5 _____   **DAMAGE Thr** _____ **Sw** _____
BASIC SPEED _____ [   ] **BASIC MOVE** _____ [   ]

ENCUMBRANCE

None (0) = BL _____
Light (1) = 2 × BL _____
Medium (2) = 3 × BL _____
Heavy (3) = 6 × BL _____
X-Heavy (4) = 10 × BL _____

ACTIVE DEFENSES

Dodge	**Parry**	**Block**

REACTION MODIFIERS

Appearance _____
Status _____
Reputation _____
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ADVANTAGES & PERKS

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DISADVANTAGES & QUIRKS

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SKILLS

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STAR TREK

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
Type 2 Phaser Pistol		3	300/900	3	125	-2	1	1 sec to switch	–	1.5 lb.
Stun setting	HT–4 or uncon–				(4)			1/3 DR adds to HT roll		
Kill settings	1d–4d (5) burn				(1–					
Vaporize setting	6dx6 (∞) cor				(4)					

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

POSSESSIONS

Item	Location	Cost	Weight
Communicator		–	– lbs.

Totals: | $ – | Lbs.

CHARACTER NOTES