STAR TREK™ ADVENTURES

KOBAYASHI MARU

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MODIPHIUS™ ENTERTAINMENT 2d20™

Published by Modiphius Entertainment Ltd.
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Modiphius Entertainment Product Number: MUH052131-PDF

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KOBAYASHI MARU

BY JO KREIL

CONTENTS

01.10	SYNOPSIS	002
01.20	ACT 1: BEGINNING THE TEST	003
01.30	ACT 2: THE *KOBAYASHI MARU*	004
01.40	ACT 3: THE TEST	006
01.50	CONCLUSION	008
02.10	PRE-GENERATED CHARACTERS	009

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01.10

KOBAYASHI MARU SYNOPSIS

The *Kobayashi Maru* is the most important test for those in Starfleet who seek to enter the command division and pursue a prized career as a Starfleet captain. This test introduces cadets to a no-win scenario, something that will often happen while in the field. Many a Starfleet captain will have to face difficult challenges, sometimes ones that have no correct solution.

This adventure assumes the Player Characters are cadets at Starfleet Academy, each of them a part of the command track of Starfleet in whatever division they have specialized in. Pre-generated characters have been included but this scenario can also be used as the beginning of a new campaign set in the Original Series era (2200s) where the new cadets are assigned to a starship.

Ideally there should be one cadet for each of the following departments: command, helm, tactical, engineering, and science. The most important roles to test in the training simulation are command, helm, and tactical. The rest are optional. Either way, groups missing any of the above can be filled in with various NPCs or any unused pre-generated characters. Also, NPCs included, such as the troublesome hacker cadet, can easily be switched to a different position. Bigger groups that include other departments (such as communications or medical) can easily be given things to do during the training scenario.

In Act One, the characters have a chance to meet their fellow cadets as well as the instructor for their exam. Perceptive cadets might notice that one of their own seems to be looking at schematics. Act Two and Three involve the actual *Kobayashi Maru* scenario, with the cadets encountering the classic no-win scenario presented by this test. However, during the test, they may find that one of the cadets is attempting to cheat by hacking the test. The cadets will have a second difficult decision to make: whether they will join in the cheating attempt or foil it. Throughout it all, their instructor will be watching. Either way, the cadets will need to make a good accounting of themselves. Their future careers with Starfleet depend on it.

DIRECTIVES

In addition to the Prime Directive, the Directives for this mission are simple. The characters must pass the *Kobayashi Maru* test. The test seems hard but straightforward enough: rescue the crew and passengers of a starship that has drifted into Klingon territory, all while avoiding a political incident.

In truth, the Directive of the test is to see how the cadets react in a no-win situation. There is no way to successfully rescue the *Kobayashi Maru*; the point is to see how the cadets react and run their starship in this difficult and stressful situation.

The Gamemaster begins this mission with 3 points of Threat for every Player Character in the group.

YESTERDAY'S ENTERPRISE

This mission is written as a stand-alone adventure but can also be used with campaigns set during the Original Series. However, it can be easily ported over to a different era with little work. Here are some options:

Setting the *Kobayashi Maru* scenario in the era of the Original Series films: The training scenario was shown in the film *Star Trek II: The Wrath of Khan* and gives a good representation of the *Kobayashi Maru* scenario. As the S.S. *Kobayashi Maru*, the actual starship the test is name after, was not lost until 2245, the test is not present in the *Enterprise* era. However, the actual events did take place which helped to design the test where the original *Enterprise* attempted to rescue the *Kobayashi Maru*, a cargo vessel. However, three Klingon birds-of-prey decloaked and destroyed the cargo ship, forcing the *Enterprise* to flee. This event was the basis for the no-win scenario, a situation where Captain Archer had to make a difficult decision that involved balancing the lives of all involved. As this is something a starship captain may often be forced to do, Starfleet decided this would be the perfect test of a cadet's skills. A simulation was quickly put together at the Academy, one that has been tweaked and altered as each cadet takes the test and tries to come up with their own unique solution. It is possible that the cadets in this adventure could be the first to take the new training simulation after the historical events.

In *The Next Generation* era, the scenario has not changed much at all, with a few exceptions. The technology is more up to date, using newer starship systems and even holograms at times but the Klingons in the training simulation have been converted to Romulans due to increased hostilities with the Romulan Star Empire and the newfound peace with the Klingon Empire. There has also been a push for more extensive use of holograms to fill in as the bridge crew or even using a holodeck entirely in place of the instructors. This practice received pushback from some of Starfleet Academy's older instructors who feel that the experience needs to be as real as possible as the cadets must think on their feet quickly while the instructors must react as well in a timely fashion to the whims of the captain in training.

01.20

KOBAYASHI MARU
ACT 1: BEGINNING THE TEST

> *Cadet's Log, Stardate 7856.5. Today begins the moment that my years of Academy training have been leading up to: the* Kobayashi Maru *test. This is the test that will determine if I am able and competent enough to one day command a starship of my own. I am, in a word, terrified, but I know that I need to show a strong front. Many before me have taken this test and now it is my moment. Hopefully I can make history today.*

SCENE 1: SETTING THE STAGE

The Player Characters gather in the lobby of Starfleet Academy, preparing to take the biggest test of their educational careers, the *Kobayashi Maru* scenario. It is this test that will determine if they are fit to serve on the bridge crew of a starship or on a deep space station. This is the characters' chance to get to know each other, meet their instructor, and also meet Cadet Stoleman. Cadet Stoleman serves as not only a potential antagonist for the cadets but also as part of a moral choice to be made, one that may very well affect their Starfleet careers.

The cadets should be given a chance to introduce themselves and get to know one another if they aren't already acquainted. While they chat amongst themselves, Cadet Stoleman appears. A lanky, shy-looking individual, Stoleman explains that he is also taking the test, and will be serving as the ship's communications officer during the training scenario.

Stoleman seems nervous about something, not unusual considering the circumstances. He keeps conversation to a minimum, attempting to keep to himself. Success at an **Insight + Security Task** with a Difficulty of 1 is required to determine that something else beyond the immediate test has him nervous. Even while talking, he looks down at the datapad in his hand and, when he is by himself and thinking no one is looking, he seems to be studying its contents. Cadets can try and confront him about why he seems so nervous but before they can do so, the instructor for the test arrives.

The instructor is a Vulcan by the name of Lieutenant Saurk. A strict no-nonsense instructor, Saurk will serve as a silent observer as he lets the cadets make their own decisions for better or worse, doing nothing more than jotting notes on his datapad. The characters may find this frustrating, but he is who they must get past to earn their positions aboard a starship. Lt. Saurk takes his place at the entrance to the exam area. He waits for a few seconds for the cadets to settle before speaking.

"My name is Lieutenant Saurk and I will be your instructor on the *Kobayashi Maru* test. If you should pass, you will be allowed to graduate and serve as a member of Starfleet's elite command track. Not everyone possesses the merits needed to be a captain in Starfleet, but this is your first step in a very long journey. You have ten minutes to prepare, then follow me inside and we will begin."

Without another word, Lt. Saurk steps through the doors into the main training area.

GAMEMASTER NOTE: If you are running this scenario in an ongoing game and the communications position is occupied by a Player Character, move Stoleman to any other bridge position. All that is required is that he is present to try and hack the system.

CADET ERIC STOLEMAN [NOTABLE]

Cadet Eric Stoleman is a weaselly young man. He has thick red hair, the kind that stands out in a crowd. He often keeps to himself, though anyone who has classes with him knows he is good with computers. His parents are diplomats, stationed in San Francisco, though they are rarely seen. One gets the impression Stoleman may have largely raised himself.

TRAITS: Human

ATTRIBUTES

CONTROL 09	FITNESS 09	PRESENCE 07
DARING 11	INSIGHT 09	REASON 09

DISCIPLINES

COMMAND 01	SECURITY 03	SCIENCE 02
CONN 01	ENGINEERING 02	MEDICINE 00

FOCUSES: Espionage, Hacking

STRESS: 12 **RESISTANCE:** 0

ATTACK:

- Unarmed Strike (Melee, 4▲, Knockdown, Size 1H, Non-lethal)

KOBAYASHI MARU
ACT 2: THE *KOBAYASHI MARU*

> *"Captain's Log, supplemental. We have begun the* Kobayashi Maru *scenario. I am nervous; this will be my first, but hopefully not last, time in the captain's chair. We don't know what to expect, but I suppose we are as ready as we can be."*

SCENE 1: TO THE RESCUE!

Lt. Saurk allows the cadets to get settled in at their various stations. The training scenario begins the moment the cadets enter the room. Saurk lets the cadets get familiar with the controls and tools they have been training with over the past few weeks. The training area is designed to look and act almost exactly like a real starship, though the viewing screen is in actuality a monitor which shows programmed images, the entire simulation being run by a massive and powerful computer programmed to respond to whatever ploy the cadets may use to try and beat the scenario. Also unseen are a small group of technicians at consoles. It is their job to monitor the test and adjust the scenario to adapt to the cadets' actions.

Once the cadets have settled in, the familiar whistle of an incoming transmission can be heard. Stoleman answers it, checking some readings before relaying the following message: "Captain, we have received an emergency communication from the *Kobayashi Maru*. They have lost power and are stranded on the edge of the Neutral Zone. They are drifting into Klingon territory and request immediate assistance."

The cadets have little time to act. The proper thing to do is to set course and get there as fast as possible at the highest warp speed. Lt. Saurk does not give suggestions to the cadets on this or any other part of this test – it is up to them to make their own decisions. A course will need to be immediately set to arrive on the scene safely. The navigation officer may attempt a **Reason + Conn Task** with a Difficulty of 1 (if navigation is not being controlled by a Player, the officer at conn can make the check). Failing the Task means the cadet ended up placing the ship just inside the Neutral Zone, which will cause the Klingons to arrive sooner than expected.

As soon as the ship drops out of warp, the cadets can see the *Kobayashi Maru* dead in space. The ship does not respond to communications. A scan of the ship will be necessary to determine its current status.

Whether the cadet uses short or long range sensors will determine both the Difficulty and what might be discovered. If using short range sensors, a successful **Insight + Science Task** with a Difficulty of 0 will determine that the *Kobayashi Maru* has drifted into the Neutral Zone. No skill check is required to know what that means; the ship cannot enter into the Neutral Zone without breaking the current fragile treaty between the Federation and the Klingon Empire. This could mean war. Furthermore, the sensors determine that the ship is without power. Fifteen living people are detected but they will not have life support for long as it is fading fast without power.

If the cadet uses long range sensors, with an **Insight + Science Task** at a Difficulty of 3, they also can determine something more important. The scans determine that there are energy signatures coming from three Klingon birds-of-prey. Their location is unknown but they are obviously shadowing the *Kobayashi Maru*. What happens next is up to the cadets (see Chapter 3).

SCENE 2: TRAITOR ONBOARD

While the cadets are scanning the region, have them make a **Control + Engineering or Security Task** with a Difficulty of 1. If successful, they notice that certain backup systems are being accessed with functions being transferred over to communications. If they look into it, they can see that the basic program of the scenario is being rewritten before their eyes! If they look over at communications, they don't see Cadet Stoleman doing anything unusual at his console. However, this is because he has a microtape he entered into his terminal's reader. The program being run is on the microtape. A cadet may attempt a **Security + Insight Task** with a Difficulty of 0 (there is little he can do to hide it) to notice a strange microtape in the communications console reader.

The program on the tape seems rather basic but its purpose is obvious: if completed, it will change the code of the Klingon birds-of-prey lying in wait, weakening their programmed capabilities. In effect, this will make the scenario beatable as the Klingon birds-of-prey will be unable to raise their shields or power up their weapons.

The cadets have a choice to make here and it is purely one of morals. They can either say nothing and take advantage of this program, easily taking out the Klingon ships and claiming victory, or they can turn Stoleman in. If they confront Stoleman, he will at first deny any wrong-doing.

This can quickly be proven by taking the microtape out of the communications console. If caught, he will not say anything. The cadet serving as captain can notify Lt. Saurk. If the cadet does so, Lt. Saurk calls in security officers and has Cadet Stoleman taken away. The remaining cadets may resume the test as depicted in Act 3.

Alternatively, the cadets can try to quickly jury-rig a firewall to stop Stoleman's program from working. This will require a **Science + Daring Task** with a Difficulty of 2. If successful, they will be able to render Stoleman's program useless. They can proceed with the remainder of the test as depicted in Act 3.

Throughout all of this, Lt. Saurk watches silently. He waits to see what the cadets do. If they turn Stoleman in, they pass this stage of their exam. If they decide to not say anything but stop Stoleman's computer program, they also pass this part of the exam. If they decide to side with Stoleman and participate in cheating, they are asked to explain themselves afterwards. This also very likely fails them out of the Academy, depending on their answers.

A player may point out that Captain Kirk also cheated, in which case Saurk makes the point that while Kirk cheated, he did not drag everyone else into it. Cadet Stoleman went behind the back of his fellow cadets in an effort to gain glory for himself.

"U.S.S. ENTERPRISE"

TRAITS: Cadet Training Ship, Constitution Class [Multirole Explorer]

SYSTEMS

COMMS 07	ENGINES 08	STRUCTURE 08
COMPUTERS 07	SENSORS 08	WEAPONS 08

DEPARTMENTS

COMMAND 03	SECURITY 03	SCIENCE 03
CONN 02	ENGINEERING 02	MEDICINE 02

POWER: 8 **SCALE:** 4
SHIELDS: 11 **RESISTANCE:** 4

ATTACKS:

- Phaser Banks (Energy, Medium range, 8▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long range, 6▲, High Yield)
- Tractor Beam (Strength 3)

SPECIAL RULES:

- **Rugged Design:** This ship is of durable construction and easy to repair. The Difficulty for all Tasks to repair the ship is reduced by 1, to a minimum of 1.
- **Modular Laboratories:** This ship has a large amount of empty multi-purpose rooms. At the start of an adventure, the crew can decide what sort of laboratories are set up which gives an Advantage that applies to any work performed within the laboratories.

B'REL CLASS BIRD-OF-PREY

SYSTEMS

COMMS 09	ENGINES 07	STRUCTURE 07
COMPUTERS 08	SENSORS 09	WEAPONS 08

DEPARTMENTS

COMMAND 01	SECURITY 02	SCIENCE 02
CONN 04	ENGINEERING 02	MEDICINE 02

POWER: 7 **SCALE:** 3
SHIELDS: 9 **RESISTANCE:** 3

CREW: Talented (Attripbutes 10, Disciplines 3)

ATTACKS:

- Disruptor Cannons (Energy, Close range, 7▲, Vicious 1)
- Photon Torpedoes (Torpedo, Long range, 5▲, High Yield)
- Tractor Beam (Strength 2)

SPECIAL RULES:

- **Cloaking Device:** Allows the ship to vanish from view. Operating the device requires a **Control + Engineering Task** with a Difficulty of 2, assisted by the ship's **Engines + Security**.
- **Improved Reaction Control System:** If a task to move and maneuver is increased in Difficulty, reduce it by 1 (to a minimum of the Task's normal Difficulty).

01.40

KOBAYASHI MARU
ACT 3: THE TEST

SCENE 1: THE NO-WIN SCENARIO

The captain and bridge crew have a tough decision to make. The *Kobayashi Maru* is stranded without power in the Neutral Zone. Entering the zone will mean an interstellar incident: war between the Federation and the Klingon Empire. The crew of the *Kobayashi Maru* does not have long to survive, and if the Klingons are not here already, they very well could be on their way.

There are several options available to the cadets on how to approach this. The most obvious solutions and actions are presented below with the outcome as to what will happen. If the cadets' plan is not covered below, the Gamemaster should develop a reaction on their own. However, there is one thing to keep in mind: regardless of what the cadets attempt, their plan should ultimately fail. This may seem rough, especially for a tabletop game, but the point of the *Kobayashi Maru* training scenario is to test the characters in a no-win scenario, something that a starship captain may encounter in the field. It also tests their ability to think outside the box. The trick is for the Gamemaster to still make it fun for the Players to experience it.

ENCOUNTER: RESCUING THE *KOBAYASHI MARU*

While the cadets are in no real danger, the bridge is set up to respond to "battle damage" using future technology and traditional stage work. Consoles will explode and spark, seats will rattle and throw people off. Despite being a simulation, feel free to play up any sort of damage to the simulator as if it were a real space battle.

Options: Saving the *Kobyashi Maru*

Below are several possible actions the cadets may take in an effort to save the *Kobayashi Maru* and thereby "win" the test. The test is fairly open, making it impossible to list every option the cadets might try, but the most obvious choices are included below. Several future Starfleet captains have been commended for thinking outside the box, and there is little reason the cadets cannot make decisions that lead to the same result.

- **Diplomacy:** The cadet captain may decide to open communications with the Klingons asking for permission to rescue the *Kobayashi Maru*'s stranded crew. There will be silence for some time before the Klingons respond. Their response is short and to the point: "This ship and all aboard have drifted into Klingon space. They are now the property of the Klingon Empire. Your request is denied, captain."

- **Transporter:** The captain cadet may order an engineering team to attempt to beam the crew aboard. Scanning the *Kobayashi Maru* determines that it would be impossible to get a lock on the crew due to the damage within the ship. Using the transporter may be possible if they get closer to the ship, but that would mean crossing into the Neutral Zone.

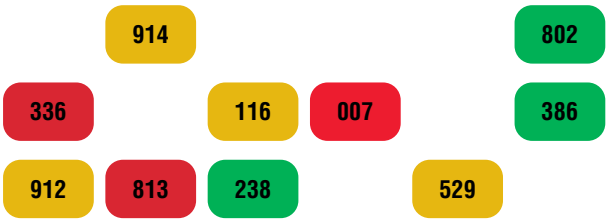
- **Tractor Beam:** The crew may decide to lock on with tractor beams to pull the *Kobayashi Maru* across the border and back into Federation space. However, as soon as they make the attempt, Klingon warships decloak and attack the damaged *Kobayashi Maru*, destroying it in a single volley. The characters are then hailed by a Klingon captain. "You have stolen from Klingon space. We consider this an act of piracy and in violation of treaty. Surrender at once or face the consequences." If the captain surrenders, any NPC crew members threaten mutiny. "We cannot allow a Federation starship to fall into the hands of the Klingons." The cadets will have to calm any potential mutiny or decide on another course of action. If they refuse, the Klingons attack.

- **Enter the Neutral Zone:** As soon as they enter the Neutral Zone, The Klingons attack. For every Klingon ship destroyed, two more immediately warp in. Eventually the cadets will be overwhelmed and defeated.

- **The Tough Decision:** The hard choice is to leave the crew of the *Kobayashi Maru* to die. This is perhaps the toughest decision a starship captain would ever have to make and it is one that may also earn them the highest regard for making such a difficult decision. However, to truly test their mettle, a NPC bridge crew member may issue a protest. They will threaten a mutiny, refusing to leave the crew of the *Kobayashi Maru* to die. The captain will have to try and argue for their decision, something that will not be easy.

- **The Ultimate Sacrifice:** The last option, and another very difficult decision for a Starfleet captain, is to sacrifice their ship itself. The captain could set the ship to self-destruct and fly it right into the Klingon ships. They may still need to find a way to rescue the crew of the *Kobayashi Maru*, perhaps sending shuttlecraft, before they activate the self-destruct procedure. If they do not do so, the ship is destroyed but so is the *Kobayashi Maru*.

These are the most common solutions to the *Kobayashi Maru* test, but there are always stories of Starfleet captains who come through the *Kobayashi Maru* with a creative solution. The Gamemaster should not discourage any plan the Players might devise. However, keep in mind the odds are stacked against them and the Gamemaster should not be afraid to spend all Threat generated throughout the adventure to make the scenario as tense and as exciting as possible.



KOBAYASHI MARU CONCLUSION

CONCLUSIONS

At the end of the scenario, Lt. Saurk calls a halt to the simulation. If the cadets found out Stoleman cheated but did nothing, he mentions this to the cadets. He knew the entire time. The cadets will have to be tried by their superiors at the Academy. They have not only failed the *Kobayashi Maru* test but they may likely end up expelled from the Academy. Otherwise, if they were not failed, then Lt. Saurk reveals what happened, with two security officers appearing to escort Cadet Stoleman away. If none of the cadets were aware, he scolds them and tells them they need to always be aware when commanding a starship – but they do not immediately fail.

Whether the cadets fail or pass relies on how they reacted to the events of the test itself. Passing assumes a few things: coming up with a creative solution to deal with the *Kobayashi Maru* (whether their solution succeeded or failed) and how they handled the no-win situation. Starting an interstellar incident and handling their defeat poorly are all things that may cause them to fail. However, they may be allowed to retake the test as long as they didn't do too poorly (such as by cheating).

CONTINUING VOYAGES...

The events of the *Kobayashi Maru* scenario could be the start of a campaign in which the cadets continue their Starfleet careers. Where the campaign goes is up to the Gamemaster, but a few options include: If the cadets acted shamefully, or tried to assist Cadet Stoleman, they may potentially fail or be kicked out of the Academy. Perhaps they find themselves falling in with those of the roguish persuasion, such as Harry Mudd or Orion pirates.

Assuming they pass, the cadets could be assigned to serve aboard the same starship or deep space station. Perhaps they start as ensigns, serving on various landing parties or on lower decks. They may be aware of the low life expectancy of security personnel and should be extra careful every time they beam down to a planet. Perhaps some sort of emergency means they find themselves fast-tracked onto the bridge crew of a starship, inexperienced recruits put in charge of one of the most powerful pieces of technology in Starfleet!

Depending on the events of the test, Cadet Stoleman is either kicked out of the Academy or goes on to eventually graduate, though with a tarnished record. Perhaps he is assigned to a Player Character's department or shows up later in the campaign as an antagonist. Whether he turns out to be a selfish and spineless toady, an arrogant starship captain, or even worse is up to you. Maybe he becomes a sympathetic recurring character that gives the characters an opportunity to redeem him.

02.10

KOBAYASHI MARU
PRE-GENERATED CHARACTERS

Included are five pre-generated characters for use in this scenario to run at conventions or for a one-shot adventure. One character for each key bridge station is included. This adventure can easily be run with characters created by your Players, an interesting start to a Starfleet Academy campaign, or a campaign in which the characters are just starting their careers. This scenario can also be run as a flashback to show how the Player Characters met each other. Keep in mind that none of these characters have ranged attacks listed as no weapons are given out during the *Kobayashi Maru* scenario.

Each character has been built per the character creation guidelines laid out in the ***Star Trek Adventures*** core rulebook with each having Step Five: Career be the same: each is a young officer. Full names and gender of each character have been left undetermined to best fit Players' preferences.

1670 5670 8132 1370
1076 386 501
470 4723 984
101 8412 386
1034 8132 789

CADET BERRETT [COMMAND]

Cadet Berrett grew up on starships their entire life as both parents were members of Starfleet: their father was a helmsman and mother served as a science officer. Berrett seeks to do their family proud by joining Starfleet with the dream being to someday sit in the captain's chair of a starship.

TRAITS: Human

VALUES:
- A Starship Is a Home, Its Crew Family
- I Must Do the Family Proud
- I Miss Life Aboard a Starship
- I Can Be a Great Captain If I Follow Protocol

ATTRIBUTES

CONTROL 10	FITNESS 09	PRESENCE 09
DARING 10	INSIGHT 09	REASON 09

DISCIPLINES

COMMAND 04	SECURITY 03	SCIENCE 02
CONN 03	ENGINEERING 03	MEDICINE 01

FOCUSES: Astronavigation, Inspiration, Leadership, Starfleet Protocol, Starship Recognition, Team Dynamics

STRESS: ☐☐☐☐☐☐☐☐☐☐☐☐

RESISTANCE: 0

ATTACKS:
- **Unarmed Strike** (Melee, 4⮝, Knockdown, Size 1H, Non-lethal)

TALENTS:
- **Spirit of Discovery:** Berrett may spend one Determination to add 3 points to the group's Momentum pool.
- **Cautious (Command):** Whenever Berrett attempts a Command Task and buys one or more d20s by spending Momentum, they may re-roll a single d20.
- **Defuse the Tension:** Whenever Berrett attempts a Task to persuade someone to not resort to violence, they may add a bonus d20.
- **Untapped Potential:** Due to their inexperience, Berrett may not have an Attribute over 11 or any Discipline above 4. Whenever Berrett succeeds at a Task for which they have bought one or more extra dice with Momentum or Threat, they may roll 1⮝. Berrett receives bonus Momentum equal to the roll of the die and adds one point to Threat if an Effect is rolled.

CADET T'SAI [HELM]

Cadet T'Sai grew up on Vulcan where they learned sciences and Vulcan culture. However, T'Sai eventually discovered their true love was piloting. While piloting a ship or vehicle, T'Sai feels a thrill and passion that Vulcans often suppress. While T'Sai remains logical and controlled under most circumstances, T'Sai feels free to safely experience emotions while flying.

TRAITS: Vulcan

VALUES:

- The Needs of the Many Outweigh the Needs of the Few
- When Piloting, I Can Be Safely Illogical and Trust My Feelings
- Piloting a Starship is of Utmost Importance to the Success of a Starship
- Science Is Important but Piloting is What I Truly Enjoy

ATTRIBUTES

CONTROL 11	FITNESS 10	PRESENCE 08
DARING 09	INSIGHT 09	REASON 09

DISCIPLINES

COMMAND 03	SECURITY 02	SCIENCE 03
CONN 04	ENGINEERING 02	MEDICINE 02

FOCUSES: Astrophysics, Barnstorming, Composure, Helm Operations, Propulsion Systems, Small Craft

STRESS: ☐☐☐☐☐☐☐☐☐☐☐☐

RESISTANCE: 0

ATTACKS:

- **Unarmed Strike** (Melee, 3⮝, Knockdown, Size 1H, Non-lethal)
- **Vulcan Nerve Pinch** (Melee, 4⮝, Intense, Size 1H, Non-lethal)

TALENTS:

- **Nerve Pinch:** May use Science or Medicine instead of Security. May increase damage by T'sai's Science or Medicine Discipline instead of Security.
- **Fly-by:** When T'Sai uses the *Swift Task* Momentum Spend, do not increase the Difficulty of the second Task if the second task involves piloting a vessel or vehicle.
- **Precise Evasion:** If T'Sai succeeds at an *Evasion* Task, they may spend two Momentum. If so, the ship does not suffer increased Difficulty.
- **Untapped Potential:** Due to their inexperience, T'Sai may not have an Attribute over 11 or any Discipline above 4. Whenever T'Sai succeeds at a Task for which they have bought one or more extra dice with Momentum or Threat, they may roll 1⮝. T'Sai receives bonus Momentum equal to the roll of the die and adds one point to Threat if an Effect is rolled.

CADET SASUR [ENGINEERING]

Cadet Sasur grew up on Vulcan, the child of diplomats. It was here that Sasur learned the illogicality that inflicted other races. Sasur is far more comfortable with the logical style of machines; emotions are a weakness and one that Sasur wants nothing to do with. They have gone through the Kolinahr rite to be logical like their beloved machines.

TRAITS: Vulcan

VALUES:

- Emotion Is a Weaknessin Both Humans and Vulcans
- Machines Are Logical in Their Functions, a Puzzle to Solve
- Humans Are Illogical and Make No Sense
- Machines Are Superior to Most Species in Many Ways

ATTRIBUTES

CONTROL 10	FITNESS 09	PRESENCE 08
DARING 08	INSIGHT 10	REASON 11

DISCIPLINES

COMMAND 02	SECURITY 02	SCIENCE 04
CONN 02	ENGINEERING 04	MEDICINE 02

FOCUSES: Astrophysics, Composure, Computers, Field Repairs, Transporters & Replicators, Warp Technology

STRESS: ☐☐☐☐☐☐☐☐☐☐☐☐

RESISTANCE: 0

ATTACKS:

- **Unarmed Strike** (Melee, 3⮝, Knockdown, Size 1H, Non-lethal)

TALENTS:

- **A Little More Power:** When Sasur succeeds at an Engineering Task aboard the ship, they may spend Momentum to regain one spent Power.
- **Kolinahr:** Reduces the Difficulty of all Tasks to resist any sort of mental attacks or duress by 2 as they have undergone the ritual to purge all emotion.
- **Technical Expertise:** When Sasur attempts a Task with the ship's computer or sensors, they may re-roll one d20.
- **Untapped Potential:** Due to their inexperience, Sasur may not have an Attribute over 11 or any Discipline above 4. Whenever Sasur succeeds at a Task for which they have bought one or more extra dice with Momentum or Threat, they may roll 1⮝. Sasur receives bonus Momentum equal to the roll of the die and adds one point to Threat if an Effect is rolled.

CADET SKAV [SCIENCE]

Cadet Skav, like most Tellarites, loves a good argument. From an early age, Skav learned to ask questions. Endless and insistent questions. At a young age Skav lost some family members to an earthquake. This only increased the young Tellarite's anger. It also propelled them to greater scientific discovery. Skav is fuelled by one simple need: a need to understand. This has made Skav many enemies, but also many friends.

TRAITS: Tellarite

VALUES:

- Understanding the Universe Is a Challenge I Must Overcome
- It Is Infuriating How Much I Don't Know
- Science Is the Greatest Argument
- I Will Do Anything to Understand

ATTRIBUTES

CONTROL 08	FITNESS 10	PRESENCE 09
DARING 10	INSIGHT 09	REASON 10

DISCIPLINES

COMMAND 02	SECURITY 02	SCIENCE 04
CONN 02	ENGINEERING 04	MEDICINE 02

FOCUSES: Botany, Computers, Debatre, Geology, Investigation, Xenobiology

STRESS: ☐☐☐☐☐☐☐☐☐☐☐☐

RESISTANCE: 0

ATTACKS:

- **Unarmed Strike** (Melee, 3⮝, Knockdown, Size 1H, Non-lethal)

TALENTS:

- **Computer Expertise:** When Skav attempts a Task that involves programming or computers, they get a bonus D20.
- **Incisive Scrutiny:** When Skav succeeds at a task using Control or Insight, they gain one bonus Momentum which can only be used for the *Obtain Information* Momentum Spend.
- **Studious:** When Skav spends one or more Momentum to *Obtain Information*, they may ask an additional question.
- **Untapped Potential:** Due to their inexperience, Skav may not have an Attribute over 11 or any Discipline above 4. Whenever Skav succeeds at a Task for which they have bought one or more extra dice with Momentum or Threat, they may roll 1⮝. Skav receives bonus Momentum equal to the roll of the die and adds one point to Threat if an Effect is rolled.

CADET MCGUILLE [TACTICAL]

Cadet McGuille grew up on the family ranch in Texas, Earth. Desiring more, and a need for adventure, McGuille enlisted in Starfleet.

TRAITS: Human

VALUES:

- Exploration Is at the Heart of Mankind
- Space Is the True Final Frontier
- One Must Take Risks to Get Results
- Always a Cowboy at Heart

ATTRIBUTES

CONTROL 08	FITNESS 11	PRESENCE 09
DARING 10	INSIGHT 09	REASON 09

DISCIPLINES

COMMAND 03	SECURITY 04	SCIENCE 02
CONN 03	ENGINEERING 02	MEDICINE 02

FOCUSES: Animal Handling, Hand Phasers, Hand-to-Hand Combat, Investigation, Shipboard Tactical Systems, Tactics

STRESS: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

RESISTANCE: 0

ATTACKS:

- **Unarmed Strike** (Melee, 5⮝, Knockdown, Size 1H, Non-lethal)

TALENTS:

- **Bold:** Whenever McGuille performs a Security Task, and buys one or more d20s by adding to Threat, they may re-roll one d20.
- **Mean Right Hook:** Unarmed Attack has the Vicious trait.
- **Resolute:** McGuille has +3 Stress.
- **Untapped Potential:** Due to their inexperience, McGuille may not have an Attribute over 11 or any Discipline above 4. Whenever McGuille succeeds at a Task for which they have bought one or more extra dice with Momentum or Threat, they may roll 1⮝. McGuille receives bonus Momentum equal to the roll of the die and adds one point to Threat if an Effect is rolled.

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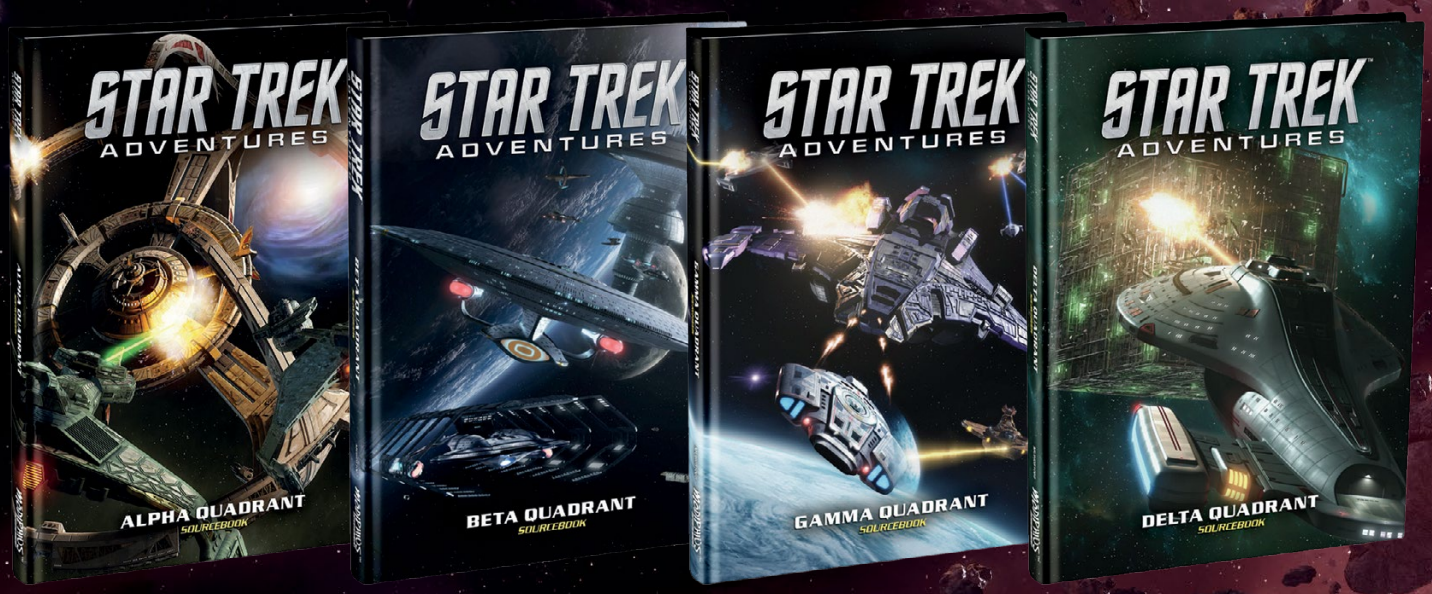

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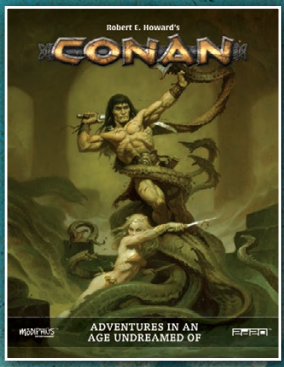

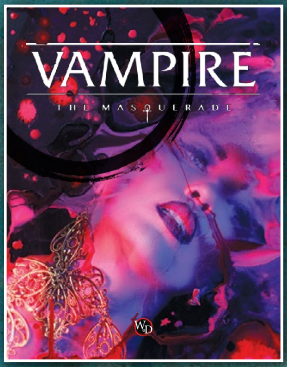

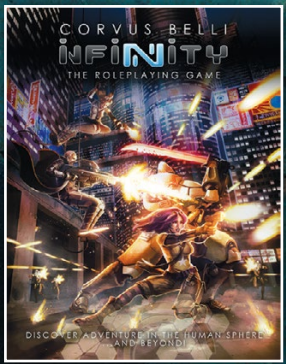

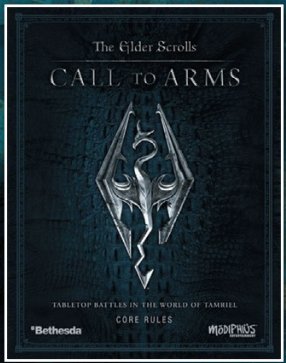

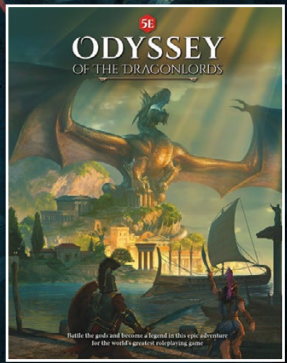

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