

# DOOLEY'S doughnuts

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aming often involves contact with new civilizations, solving problems of diplomacy, outwitting Klingons and other enemies of the Federation. Seldom is attention paid to the matters of starship operation. For example, something any military person of today can relate to—the dreaded supply inspection!

## SHORE LEAVE BOUND

After three months of constant battle alert on the Klingon Neutral Zone, your starship is in need of repairs, and the crew is looking forward to a month dirtside on shore leave. A few hours away from Starbase 210, the communications officer receives an important message for the captain. If questioned, the communications officer will only confirm that it isn't an invasion alert or disaster call—though everyone may soon wish it was.

The captain eventually breaks the news—five days after your arrival at Starbase 210, your starship will receive a supply inspection by Commodore J. Bertram Dooley of Supply Corp. So far, six ships have failed inspection. All had their rest leaves canceled, and the crews were forced to work extra shifts to straighten out their administrative files.

The captain calls a briefing of department heads to review supply status. All PC and NPC department heads roll on Preparation for Inspection Table. Unless the department heads are extremely lucky, most have their work cut out for them.

Department heads should roll under their Administrative skill combined with their Department Branch skill. (For example, the chief engineer would add Astronautics and Administration). Success means they can reduce their Preparation for Inspection Table score by 5 points after one day. Failure adds 10 points (taking personnel fatigue and Murphy's Law into account).

On the second day in port, some department heads notice shortages of needed items. A number of starships are ready to deploy, and they have priority for materials. If the PCs haven't thought of it yet, an NPC senior enlisted character suggests using the Starbase "network." Maybe in addition to getting the needed supplies, they can get a handle on Commodore Dooley.

## A VISIT TO VICK'S

Those who pursue the network need to roll under the average of their Streetwise and Negotiation/Diplomacy skills. Success points them to Quartermaster T. Vick, an enlisted person who resembles a cross between a snake oil salesman, used-car dealer and general wheeler-dealer. Vick never accepts cash—if any Star Fleet officer is fool-

ish enough to offer a monetary bribe more than three times, all discussions end, and any chance for that particular department to pass the inspection vanishes. However, Vick is always on the lookout for exotic items from various planets a starship might visit. A successful roll under an average of Streetwise and Negotiation/Diplomacy gains either material or information. If a PC rolls under one-fourth of his average Streetwise and Negotiation/Diplomacy, he gains both materials and information.

In exchange for a bottle of Saurian brandy, Vick will tell the successful officer the following about Commodore Dooley:

- Dooley is from a family of Star Fleet officers who have distinguished line careers. He is the only staff officer in his family because of problems at Star Fleet Academy. Most think he over-compensates for what he sees as a failing by being the best bean counter in the fleet.

- Dooley is a fanatic for spit and polish "like the good old days!" The shinier the brass and stainless steel, the more minor items he tends to overlook. However:

- Dooley wants every issued item accounted for with proper paperwork for missing material.

- Dooley's one vice is real chocolate butternut doughnuts (not reproduced by replicators), washed down with Irish cream-laced coffee.

At the conclusion of the meeting with Vick, each department head rolls his Administrative/Department Branch skill. If the character was successful with Vick, he gets a —5 to his roll. If a character makes his Administrative/Department Branch roll, subtract 10 points from his Preparation for Inspection Table result. Failure, regardless of the encounter with Vick, adds 15 points to the Preparation for Inspection Table result.

## TO THE GALLEY

Word comes in on day three that the inspection has been moved up 24 hours. If the PCs try to contact the ships that failed their inspections, they'll learn that all six are out in the Oort belt, maintaining strict radio silence until Dooley is ready to reinspect them. Any characters who were successful with T. Vick may share their information with other department heads—but be advised, some captains take a dim view of such trickery.

Aboard the PCs' starship is an unsung hero nicknamed Cookie. Cookie is the senior mess specialist—an enlisted person responsible for the dietary health of the crew in coordination with the Medical Department. Cookie and his specialists prepare meals from raw materials to be transported to various mess or lounge locations on a starship or base. Much more than "just cooks," Star Fleet mess specialists are skilled in any special dietary requirements

for the various non-human races serving on starships or bases. Trained in Star Fleet protocols for diplomatic events, they can make the difference between a successful meeting or treaty-disrupting disaster. Oh, and Cookie is known far and wide for his delectable chocolate butternut doughnuts.

Because Cookie never gets much appreciation from officers and crew, a PC approaching him to prepare the chocolate butternut doughnuts must roll against one-half of his Negotiation/Diplomacy skill. Threats will not work on Cookie or his people, and will only make the negotiations that much harder to win. If a PC rolls less than 20% of his Negotiation/Diplomacy skill, Cookie will not only bake the doughnuts but will admit that he was Commodore Dooley's personal chef 10 years ago (and hence was responsible for Dooley's chocolate butternut doughnut fetish). If the PC just makes a saving roll, Cookie makes the doughnuts, but keeps silent about his knowledge of Dooley.

## GUESS WHAT WE'RE OUT OF

All department heads should roll for how prepared their people are for the inspection. On a successful roll, subtract 20 points from the Preparation for Inspection Table result. A failure adds 35 points. After the results are in, Cookie calls the PC who dealt with him earlier, demanding to know where all the microwave heater elements are for the coffee makers. Without heaters, he can't make the coffee the way Dooley likes it. PCs may feel free to conduct an unofficial search of the ship, though that will be easier said than done.

The referee should throw every possible obstacle into the searchers' paths. Everyone from enlisted to junior officers are scrubbing, polishing, cataloging and storing, and all are apt to tear off the heads of any senior officers other than the captain or first officer who happen to wander through.

If the characters try to go ashore to pick up the elements, the referee should point out that to requisition the heaters would mean paperwork, and paperwork would lead Dooley to ask what happened to the old heaters.

However, if a deal could be worked out with another starship to borrow the heaters for a few days....

To succeed on their search, the characters should roll Character Luck averaged with Negotiation/Diplomacy and Streetwise. Once the characters have returned with the elements, they will discover that the old elements were removed by someone in Engineering to replace converter units on a phaser coupling. The parts have been returned and are accounted for, and the new elements are also on-board without documentation.

## SURPRISE, SURPRISE!

Commodore Dooley decides to stop by early for his inspection.

He's so disgusted with the ships operating out of Starbase 210 that he's salivating at the prospect of flunking seven out of seven starships.

If no one was able to appropriate new heating elements, Dooley will begin his inspection with a random department. If the player characters did manage to get new elements, they arrive on-board at the same time as Dooley, and the player characters have no opportunity to dispose of the incriminating evidence. Worse, the player character carrying the heaters is chosen to escort Dooley through the ship. Of course, if the elements are covered or in a box, Dooley has no way of knowing what they are—he just wants to get on with flunking another starship.

But this could make for a nervous player character.

At each department visited, have the player characters roll on the Preparation for Inspection Table, with a -40, and grade accordingly.

When Dooley gets to the gallery and meets Cookie, he becomes pleasant for the first time since coming aboard.

If the player characters were able to get Cookie his heating elements, Cookie makes a point of offering the chocolate butternut doughnuts—just the way Dooley liked them. Dooley picks one up and says to the player character, "This looks suspiciously like a bribe." If the player character flounders and can't talk his way out of the accusation, permit him to save against an average of the player character's Luck, Charisma and Carousing.

If this is successful, Dooley requests a personal inspection of the mess manager's office, where he finds the coffee and Irish cream, and decides to suspend the tour for awhile.

## RESULTS

The ship passes inspection—marginally (no matter how perfect the department heads get their sections, Dooley can always find flaws). The ship won't be sentenced to orbit in the Oort belt for a month. As soon as Dooley departs, the shore leave watch bill goes into effect.

As the PCs start to congratulate themselves, point out there is still one small problem. Now that Dooley has found a supply of his favorite doughnuts, he will find every excuse to come aboard the starship—and it wouldn't look good to put the crew on leave with discrepancies to clear up.

Maybe it would have been better to sit in the Oort belt after all.

## Preparation for Inspection

Roll	Result
05 or less	Outstanding.
06-10	Good, but with minor discrepancies.
11-15	Passing, but with serious discrepancies (to be corrected before the next inspection).
16-30	Will pass once discrepancies are cleared up.
31-99	Cancel all shore leave! Discrepancies to be cleared up ASAP!
00+	Utter failure. Department head relieved of duty.

## NPCS

The following section details important nonplayer characters the PCs will encounter in this adventure.

### J. Bertram Dooley

**Rank:** Commodore-supply  
**Position:** Inspector general office-supply corp  
**Age:** 51  
**Race:** Human  
**Sex:** Male  
**Birthplace:** Faulconbridge, New South Wales, Earth  
**Stats:** STR 61, END 50, DEX 62, INT 69, CHA 49, LUC 59, PSI 08  
**Significant Skills:**  
Administration: 95  
Computer Operation: 81  
Value & Estimation: 89  
Negotiation/Diplomacy: 38  
Federation Law: 60  
Streetwise: 15  
Federation Protocol: 45

### T. Vick

**Rank:** Quartermaster first class  
**Position:** Supply Department manager, Starbase 210  
**Age:** 39  
**Race:** Human  
**Sex:** Male  
**Birthplace:** Rigel 12  
**Stats:** STR 59, END 59, INT 52, DEX 63, CHA 57, LUC 96, PSI 17  
**Significant Skills:**  
Administration: 25  
Value & Estimation: 37  
Computer Operation: 40  
Streetwise: 49  
Mathematics: 20  
Carousing: 46  
Economics: 30  
Federation Law: 54  
Barter: 60

### Cookie

**Rank:** Chief mess specialist  
**Position:** Mess manager (PCs' starship)  
**Age:** 31

**Race:** Human

**Sex:** Male

**Birthplace:** Brooklyn, Earth

**Stats:** STR 52, END 58, INT 56, DEX 54, CHA 51, LUC 66, PSI 11

### Significant Skills:

Dietary Science (Human): 40  
Dietary Science (Vulcan): 18  
Dietary Science (Caitian): 19  
Meal Preparation: 30  
Administration: 25  
Computer Operation: 20  
Federation Protocol: 35  
Carousing: 25  
First Aid: 20

### Culinary Specialties:

Pastries: 43  
Pasta: 36

## SUPPLY CORP RANKS

To generate supply branch NPCs, refer to the charts below.

### Mess Specialist (Enlisted)

Dietary Science (Human): 30  
Dietary Science: 15 each (choose two races)  
Meal Preparation: 25  
Administration: 15 (petty officer and above)  
Computer Operation: 10  
Federation Protocol: 20  
Carousing: 15  
First Aid: 10  
Culinary Specialty: ([INT+2]+10) 3D10+5 each  
Add D100 skill points to be distributed as desired.

### Quartermasters (Enlisted)

Administration: 15  
Value and Estimation: 1D10+10  
Negotiation and Diplomacy: 15  
Computer Operation: 10  
Streetwise: 1D10+15  
Mathematics: 10  
Carousing 2D10+2  
Economics: 10  
Federation Law: 1D10+5  
Barter: 2D10+10  
Add D100 skill points where desired.

### Supply Officer

After completing a standard Star Fleet Academy education, when it comes to the branch skill selection, use the following:

Administration: 40  
Computer Operation 30  
Value & Estimation: 25  
Negotiation & Diplomacy: 10  
Federation Law: 25  
Streetwise: 1D10+10  
Federation Protocol: 20

Proceed with officer generation with the exception that supply officers are ineligible for command school. Ω