

Cast Of Characters

THE PLAYER CHARACTERS

Name: Player decision

Rank/Title: Commander

Current Assignment: Terra Intelligence Network

Position: Undercover agent

Sex: Player decision

Race: Klingon/Human Fusion

Age: 42

Attributes

STR —64	CHA —40
END —68	LUC —28
INT —64	PSI —01
DEX —73	

Combat Statistics:

To-Hit; <i>Modern</i> :	67	Bare-Hand Damage:	1D10 + 8
HTH:	62	AP: —	11
Knife:	52		

Distinguishing Physical Characteristics:

The character has been surgically altered to look Human.

Brief Personal History:

This agent spent two years working as a junior clerk in the Office of Star Fleet Research and Exploration. He (or she) served as an interrogator and assassin for the Klingon spy network on Terra.

Significant Skills

Administration	31
Bribery	22
Carousing	29
Communications Systems Operation	36
Communications Systems Technology	18
Electronics Technology	21
Forgery	28
Interrogation	52
Language, Galacta	60
Leadership	32
Marksmanship, Modern	62
Negotiation/Diplomacy	12
Personal Combat, Knife	31
Personal Combat, Unarmed	53
Personal Weapons Technology	23
Security Procedures	37
Social Sciences	
Federation History	15
Federation Law	19

Personality: Player decision

Name: Player decision

Rank/Title: Lieutenant Commander

Current Assignment: Terra Intelligence Network

Position: Deep-cover Agent

Age: 43

Race: Klingon/Human Fusion

Sex: Player decision

Attributes

STR —71	CHA —37
END —52	LUC —36
INT —71	PSI —01
DEX —61	

Combat Statistics:

To-Hit; <i>Modern</i> :	—59	Bare-Hand Damage:	—1D10 + 7
HTH:	—53	AP:	—10

Distinguishing Physical Characteristics:

The character has been surgically altered to look Human.

Brief Personal History:

The character spent four years working as a computer operator in the Space Dock Cargo Handling section.

Significant Skills

Administration	28
Bribery	25
Carousing	27
Computer Operations	61
Computer Technology	22
Forgery	36
Interrogation	3
Language	
Galacta	67
Leadership	20
Marksmanship, Modern	58
Medical Sciences	
Psychology, Human	16
Negotiation/Diplomacy	10
Personal Combat, Unarmed	46
Security Procedures	39
Shuttlecraft Pilot	29
Social Sciences	
Federation History	17
Federation Law	26
Surveillance	22

Personality: Player decision

Name: Player decision

Rank/Title: Lieutenant Commander

Current Assignment: Terra Intelligence Network

Position: Deep-cover Agent

Age: 37

Race: Klingon/Human Fusion

Sex: Player decision

Attributes

STR —72	CHA —32
END —61	LUC —41
INT —76	PSI —10
DEX —64	

Combat Statistics:

To-Hit; <i>Modern</i> :	—58	Bare-Hand Damage:	—1D10 + 9
HTH:	—63	AP:	—10

Distinguishing Physical Characteristics:

The character has been surgically altered to look Human.

Brief Personal History:

Birthplace:

The character spent five years as a private security guard for an important corporation headquartered on the Space Dock.

Significant Skills

Administration	19
Bribery	36
Carousing	31
Computer Operations	41
Computer Technology	10
Forgery	42
Interrogation	33
Language, Galacta	71
Leadership	20
Marksmanship, Modern	51
Negotiation/Diplomacy	22
Personal Combat, Unarmed	62
Security Procedures	42
Shuttlecraft Pilot	20
Social Sciences	
Federation History	21
Federation Law	39
Surveillance	26

Personality: Player decision

Name: Player decision
Rank/Title: Lieutenant Commander
Current Assignment: Terra Intelligence Network
Position: Deep-cover Agent **Age:** 40
Race: Klingon/Human Fusion **Sex:** Player decision

Attributes

STR —68 CHA —35
 END —72 LUC —49
 INT —60 PSI —01
 DEX —66

Combat Statistics:

To-Hit; *Modern*: —59 Bare-Hand Damage: —1D10+8
 HTH: —58 AP: —10

Distinguishing Physical Characteristics:

The character has been surgically altered to look Human.

Brief Personal History:

The character spent six years working in the Space Dock Repair Facility — specializing in EVA repair work.

Significant Skills

	Rating
Bribery	30
Carousing	24
Electronics Technology	32
Environmental Suit Operation	39
Forgery	23
Ground Vehicle Operations	19
Interrogation	30
Language, Galacta	55
Leadership	23
Marksmanship, Modern	51
Medical Sciences	
General Medicine, Human	17
Klingon	27
Personal Combat, Unarmed	50
Security procedures	35
Shuttlecraft Pilot	36
Social Sciences	
Federation History	15
Federation Law	20

Personality: Player decision

Name: Player decision
Rank/Title: Lieutenant Commander
Current Assignment: Terra Intelligence Network
Position: Deep-cover Agent **Age:** 38
Race: Klingon/Human Fusion **Sex:** Player decision

Attributes

STR —70 CHA —36
 END —59 LUC —31
 INT —62 PSI —01
 DEX —70

Combat Statistics:

To-Hit; *Modern*: —62 Bare-Hand Damage: —1D10+7
 HTH: —58 AP: —11

Distinguishing Physical Characteristics:

The character has been surgically altered to look Human.

Brief Personal History:

Spent four years as a civilian clerk in the Colonial Operations Command headquarters aboard the Space Dock.

Significant Skills

	Rating
Administration	51
Carousing	23
Computer Operations	32
Ground Vehicle Operations	12
Interrogation	38
Language, Galacta	59
Marksmanship, Modern	53
Medical Sciences	
Psychology, Human	19
Negotiation/Diplomacy	29
Personal Combat, Unarmed	45
Social Sciences	
Federation History	17
Federation Law	29
Surveillance	41

Personality: Player decision

KLINGON INTELLIGENCE OFFICER

Name: VALKRIS
Rank/Title: Commander
Current Assignment: Terra Intelligence Network
Position: Network Leader **Age:** 44
Race: Klingon, Imperial Race **Sex:** Female

Attributes:

STR —65 CHA —50
 END —62 LUC —50
 INT —80 PSI —35
 DEX —77

Combat Statistics:

To-Hit; *Modern*: 71 Bare-Hand Damage: 1D10+7
 HTH: 59 AP: —11
 Sword: 66

Distinguishing Physical Characteristics:

Valkris is 5'10" and, from the neck down, appears a beautifully proportioned Human female. As a member of the Imperial Race, she has the characteristic crest. She conceals it by wearing a number of elaborate veils or hoods. She has the dark complexion and dark brown eyes of all Klingons.

Brief Personal History:

Birthplace: The Imperial World

Valkris was born into a Family Line whose reputation had been disgraced by the incompetence and cowardice of two relatives. Determined to erase this stain, Valkris has climbed steadily upward through the ranks of Imperial Intelligence by using her wits, courage, and utter ruthlessness. For the last few years, she has served as the Empire's top agent on Terra. She and Kruge were once lovers.

Significant Skills

	Rating
Administration	48
Bribery	41
Carousing	46
Computer Operations	37
Forgery	34
Interrogation	47
Language, Galacta	68
Leadership	32
Marksmanship, Modern	64
Medical Sciences	
Psychology, Human	22
Personal Combat, Sword	55
Personal Combat, Unarmed	41
Social Sciences	
Federation History	23
Federation Law	32
Surveillance	51

Personality:

Motivations/Desires/Goals:

Valkris is interested only in the success of this mission. Although she knows that she will die, she also knows that success will restore her Line's honor throughout the Klingon Empire. She will sacrifice anything and anyone to complete the Genesis mission.

Manner:

Valkris is normally cold and arrogant. She is conscious of her complete superiority to all of her subordinates. However, when it is necessary to persuade rather than to order, she can use her comparative beauty and charm to great advantage.

Special Knowledge/Powers:

Valkris is fully aware that she, and all her companions, will be killed by Kruge after transmitting the information on the Genesis Project.

CREW OF THE SS EILEEN.

Name: PRICE, Harry

Rank/Title: Captain

Current Assignment: SS Eileen
Deep Space Freighter

Position: Captain

Race: Human

Age: 54

Sex: Male

Attributes

STR —51	CHA 54
END —65	LUC —18
INT —59	PSI —03
DEX —45	

Combat Statistics:

To-Hit: <i>Modern:</i>	—29	Bare-Hand Damage:	—1D10 + 3
HTH:	—27	AP:	—8

Distinguishing Physical Characteristics:

Harry Price is a short (5'6"), fat (170 lbs.), unshaven man. His brown eyes are almost always bleary and bloodshot. He is balding and the little hair he has left is grey, tangled, and greasy.

Brief Personal History:

Birthplace: Terra United States of America

Price has had a tough life; a very tough life. After barely graduating from the Merchant Academy, he drifted from company to company compiling a record of unsurpassed mediocrity with an occasional side-trip to outright incompetence. Shortly after being fired by TransSolar for shipping a cargo of computer software in a non-temperature controlled hold, Price had the only lucky break he has ever had. In a poker game on Rolan III, he won the *SS Eileen* with a full house. (Unfortunately, the ship had ten years of payments left on its financing.) In the four years since, Price has wandered throughout the Federation, desperately trying to make ends meet. He has always been behind on his ship payments, but the bank is unwilling to foreclose on the *Eileen* knowing the difficulty that it would have in finding another buyer.

Significant Skills

	Rating
Administration	35
Bribery	33
Carousing	20
Computer Operations	16
Computer Technology	10
Deflector Shield Technology	10
Forgery	21
Marksmanship, Modern	13
Medical Sciences	
Psychology, Human	10
Personal Combat, Unarmed	09
Shuttlecraft Pilot	10
Small Vessel Pilot	36
Social Science	
Federation Law	20
Space Sciences, Astrogration	34
Starship Helm Operation	30
Starship Sensors	10
Streetwise	23
Trade and Commerce	34
Value Estimation	26
Warp Drive Technology	14

Personality:

Motivations Desires Goals:

Price is desperate. He is now 5 months behind on payments to the bank, and Valkris has promised him enough money to pay off all his debts with a substantial sum (1 million credits) left over. While he knows that Valkris and her associates are Klingons, he has convinced himself that they are no real threat to the Federation. That belief, however, will be strained by events as the adventure unfolds.

Price has also convinced himself that Hans Markheim, his First Mate, is actually his illegitimate son. Naturally, Markheim is nothing of the sort; Price's belief is merely an alcohol-stimulated illusion. The Captain has never told Markheim about their 'relationship,' but he looks after the 'boy' nonetheless. He will NOT willingly cooperate with the Klingons if Markheim is killed, though he can be tortured into piloting the *Eileen*.

Manner:

Price is a friendly slob who is usually drunk. The drunker he gets, the more sickeningly sentimental and affectionate he will become. At the same time, his nerves are not in good condition, and he cannot endure suspense or pressure without cracking.

Special Knowledge/Powers:

None.

Name: S'LITH

Rank/Title: Chief Engineer

Current Assignment: SS Eileen, Deep Space Freighter

Race: Sorvalo

Age: 58

Sex: Male

Attributes

STR —67	CHA —25
END —48	LUC —28
INT —59	PSI —05
DEX —63	

Combat Statistics:

To-Hit: <i>Modern:</i>	—38	Bare-Hand Damage	—1D10 + 3
HTH:	—32	AP:	—10

Distinguishing Physical Characteristics:

S'lith is roughly 5'8" tall and weighs approximately 135 lbs. He has a humanoid body and a greyish-white (?) bulbous head with protruding eyes.

Brief Personal History:

Birthplace: Sorvalo VI

S'lith was a scholarship candidate to the Merchant Marine Academy and the first of his race to live and work off-planet. His appearance made it difficult for him to find a position until he came to the *SS Eileen*, whose Captain is far too poor to be picky.

Significant Skills

	Rating
Artistic Ability, Dance	11
Computer Operation	27
Computer Technology	15
Electronics Technology	22
Language, Galacta	23
Life Support Systems Technology	18
Marksmanship, Modern	12
Mechanical Engineering	21
Small Vessel Engineering	27
Transporter Operation Procedures	28
Transporter Systems Technology	37
Warp Drive Technology	43

Personality:

Motivations Desires Goals:

S'lith is an engineer who enjoys his job. Keeping the antiquated and decaying *Eileen* in running condition has become an obsession with him. He has no loyalty to the Federation, only to the ship. He will obey the orders given him by Captain Price or by anyone in authority over him — unless they will endanger the *Eileen*.

Manner:

S'lith speaks Galacta very poorly and with a thick accent. He is brusque and often rude when dealing with 'biological mechanisms.'

Special Knowledge/Powers:

None.

Name: MARKHEIM, HANS

Rank/Title: First Mate

Current Assignment: SS *Eileen*, Deep Space Freighter

Race: Human

Age: 27

Sex: Male

Attributes

STR	—80	CHA	—66
END	—66	LUC	—21
INT	—49	PSI	—27
DEX	—72		

Combat Statistics:

To-Hit; <i>Modern</i> :	—56	Bare-Hand Damage:	—2D10 + 4
HTH:	—58	AP:	—11
Knife:	—51		
Pistol:	—54		

Distinguishing Physical Characteristics:

Markheim is 6'3" tall and brawny, weighing roughly 215 pounds; he has blond hair and grey eyes. He always wears a tight-fitting black tunic and a shoulder holster with an archaic .45 caliber pistol. In addition, Markheim carries a knife in a boot sheath and owns a Phaser I in the *Eileen's* arms locker.

Brief Personal History:

Birthplace: Terra Germany

Markheim entered the Star Fleet Academy when he was 18 and choosing the Security Branch School. He had great difficulty at the Academy and was given a Section 08 Medical discharge while on his third cadet cruise. Fortunately, he met Captain Price shortly thereafter, and Price, for his own reasons, immediately hired him as the *Eileen's* First Mate.

Significant Skills

	Rating
Bribery	11
Carousing	19
Computer Operations	30
Damage Control Procedures	10
Environmental Suit Operation	20
Forgery	15
Language, Klingon	15
Life Sciences, Exobiology	10
Leadership	10
Marksmanship, Modern	40
Marksmanship, Archaic	37
Medical Sciences	
General Medicine, Human	10
Personal Combat, Knife	29
Personal Combat, Unarmed	40
Security Procedures	32
Shuttlecraft Pilot	25
Small Unit Tactics	20
Social Sciences	
Federation History	15
Federation Law	27
Space Sciences	
Astrogation	10
Astronautics	21
Starship Sensors	14
Zero-G Operations	18

Personality:

Motivations Desires Goals:

Markheim is a certified near-psychotic—a condition that prompted Star Fleet's Medical Review Board to recommend his immediate discharge. The *Eileen's* First Mate nurses a lasting sorrow at his ouster from Star Fleet. He loved his job as a Security Officer and has impossible dreams of regaining his position. He will seize any opportunity to thwart the plans of Valkris and her Klingon spies, unless it puts Captain Price's life in direct jeopardy.

Manner:

Markheim is always tense and on the edge of losing his temper. He detests 'civilians' and will be openly contemptuous of the *Eileen's* passengers. He regards Harry Price with a mixture of pity and affection.

Special Knowledge/Powers:

None.

Rank/Title: Standard-issue Crewman

Current Assignment: SS *Eileen*,
Deep Space Freighter

Race: Various, but no Humans or other major Federation races

Attributes

STR	—60	CHA	—40
END	—65	LUC	—25
INT	—45	PSI	—01
DEX	—55		

Combat Statistics:

To-Hit; <i>Modern</i> :	—33	Bare-Hand Damage:	—1D10 + 5
HTH:	—38	AP:	—9

Significant Skills

	Rating
Marksmanship, Modern	10
Personal Combat, Unarmed	20

TANAR IX STARPORT PERSONNEL

Name: DAVOREAUX, John

Rank/Title: Portmaster

Current Assignment: Tanar IX Starport

Race: Human

Age: 39

Sex: Male

Attributes

STR — 54	CHA — 53
END — 52	LUC — 43
INT — 68	PSI — 01
DEX — 46	

Combat Statistics:

To-Hit; Modern: — 38	Bare-Hand Damage: — 1D10 + 3
HTH: — 23	AP: — 8

Distinguishing Physical Characteristics:

Davoreaux is 5'10" tall, and he weighs more than 190 pounds. He sweats profusely in Tanar IX's hothouse climate, and his brown hair is usually matted down by the heat.

Brief Personal History:

Birthplace: Terra/United States of America

Davoreaux graduated from the Merchant Marine Academy by the skin of his teeth. His poor test scores and grades made it impossible for him to find a more prestigious post, and, as a result, he has been Tanar's Portmaster for nearly 16 years now.

Significant Skills

	Rating
Administration	40
Bribery	20
Carousing	42
Communications Systems Operation	18
Ground Vehicle Operations	14
Language, Orion	41
Marksmanship, Modern	29
Negotiation/Diplomacy	30
Social Sciences	
Federation Law	45
Streetwise	28
Trade and Commerce	33
Value Estimation	30

Personality:

Motivations/Desires/Goals:

Any ambitions that Davoreaux once had have been sublimated by a fondness for food, fun, and drink. He still tries to outbargain visitors to Tanor, but he does it more out of habit than anything else. He is a firm believer in discretion as the better part of valor, and he will vanish into the surrounding jungle the moment any firing starts.

Manner:

Davoreaux is a bluff, open, friendly man. He likes to be liked, and he will welcome any visitor to this lonely Federation colony with an outstretched hand and an open refrigerator.

Special Knowledge/Powers:

None.

Name: RIGG, Simon

Rank/Title: Assistant Portmaster

Current Assignment: Tanar IX Starport

Race: Human

Age: 34

Sex: Male

Attributes

STR — 44	CHA — 42
END — 58	LUC — 37
INT — 72	PSI — 24
DEX — 66	

Combat Statistics:

To-Hit; Modern: — 52	Bare-Hand Damage: — 1D10
HTH: — 33	AP: — 10

Distinguishing Physical Characteristics:

Rigg is a tall (6'2"), thin man. He has an awkward stride and might almost be taken for an 'Ichabod Crane' figure-of-fun, were it not for the cold, forbidding expression he always wears and his icy blue eyes. His whitish blond hair is cropped close to his skull.

Brief Personal History:

Birthplace: Terra Great Britain

Rigg grew up in a founding home and won a scholarship appointment to the Merchant Marine Academy. Despite his obvious talent, his utter inability to make friends resulted in an assignment to Tanar IX.

Significant Skills

	Rating
Administration	70
Carousing	04
Computer Operations	34
Language, Vulcan	40
Marksmanship, Modern	37
Medical Sciences	
Psychology, Vulcan	10
Negotiation/Diplomacy	30
Social Science	
Federation Law	53
Value Estimation	40

Personality:

Motivations/Desires/Goals:

Rigg is determined to get off Tanar IX and to obtain a more suitable posting. He has set out to be even more efficient than he already is, with predictably irritating results. If Markheim makes an escape attempt, Rigg will jump at the opportunity to win a name for himself by foiling the Eileen's 'criminal plot.' First, he will try to get to the nearest communicator in order to summon police assistance and he will then use his personal sidearm, a Phaser I, to help fight off the Klingon spies.

Manner:

Rigg's prim efficiency is obvious and it is obviously annoying to Davoreaux, his superior. He does not smile, laugh, or show any emotion. In fact, Rigg appears to be trying very hard to emulate the Vulcans, whose language and psychology are virtually his only hobbies.

Special Knowledge/Powers:

None.

Rank/Title: Standard-issue Colonial Policeman

Current Assignment: Tanar IX Starport

Race: Human

Attributes

STR — 65	CHA — 50
END — 65	LUC — 50
INT — 50	PSI — 20
DEX — 65	

Combat Statistics:

To-Hit; Modern: — 58	Bare-Hand Damage: — 1D10 + 7
HTH: — 55	AP: — 10

Significant Skills

	Rating
Marksmanship, Modern	50
Personal Combat, Unarmed	45
Security Procedures	25

STAR FLEET PERSONNEL

Name: PHILLIPS, Randolph

Rank/Title: Commander

Current Assignment: Space Dock
Communications Center

Position: Duty Officer

Age: 46

Race: Human

Sex: Male

Attributes

STR — 61 CHA — 48
END — 65 LUC — 58
INT — 67 PSI — 02
DEX — 64

Combat Statistics:

To-Hit; *Modern*: — 48 Bare-Hand Damage: — 1D10 + 5
HTH: — 46 AP: — 10

Distinguishing Physical Characteristics:

Phillips is a short, wiry man. He is only 5'5" tall and weighs just over 125 lbs. His curly black hair is now more than half grey.

Brief Personal History:

Birthplace: Terra Canada

Significant Skills

Communications Systems Operation	72
Communication Systems Technology	43
Computer Operations	39
Marksmanship, Modern	32
Personal Combat, Unarmed	28

Personality:

Motivations/Desires/Goals:

Phillips is bored by life aboard the Space Dock, and he longs for an assignment with the Military Operations Command, hopefully facing the Klingons.

Manner:

Phillips dislikes Klingons and will seize any opportunity to tell a ribald Klingon joke. He is also a curious man filled with great energy, and he finds it difficult to sit or stand still.

Special Knowledge/Powers:

None.

Name: MAYNARD, Jerome

Rank/Title: Lieutenant

Current Assignment: *USS Anderson*,

Position: Captain

Age: 34

Race: Human

Sex: Male

Attributes

STR — 56 CHA — 71
END — 63 LUC — 59
INT — 60 PSI — 40
DEX — 61

Combat Statistics:

To-Hit; *Modern*: — 53 Bare-Hand Damage: — 1D10 + 6
HTH: — 46 AP: — 10

Distinguishing Physical Characteristics:

Maynard is 6' tall and weighs 180 lbs. He is square-jawed and keeps his dark brown hair cut short.

Brief Personal History:

Birthplace: Terra United States of America

Maynard has been unlucky throughout his Star Fleet career. He has long dreamed of serving as a dashing officer aboard a large warship or exploration cruiser, but he's never gotten closer than the Merchant Marine Division. He has been the *Anderson's* commanding officer for almost two years.

Significant Skills

Computer Operations	20
Language, Klingon	29
Leadership	32
Marksmanship, Modern	44
Medical Sciences	
General Medicine, Human	11
Negotiation/Diplomacy	14
Personal Combat, Unarmed	30
Social Science	
Federation Law	41
Space Sciences	
Astrogation	27
Astronautics	24
Astronomy	10
Starship Combat Strategy Tactics	28

Personality:

Motivations/Desires/Goals:

Maynard is extremely ambitious and extremely zealous in the pursuit of his duty. His loyalty to Star Fleet and to the Federation is almost fanatical. Maynard has become so bored with tending navigation buoys aboard the *Anderson* that he will leap at any chance for action and the SS *Eileen's* suspicious appearance will provide him with that opportunity. If he is captured by the characters, he will not betray his ship or crew into their hands.

Manner:

Maynard always attempts to act like the hard-bitten, experienced naval officer that he would like to be. His voice is harsh, and its arrogant tone makes everything he says sound like an order.

Special Knowledge/Powers:

None.

Name: SMITHFIELD, Bartholomew

Rank/Title: Lieutenant

Current Assignment: *USS Anderson*,

Position: First Officer

Age: 31

Race: Human

Sex: Male

Attributes

STR — 71 CHA — 59
END — 56 LUC — 64
INT — 65 PSI — 12
DEX — 61

Combat Statistics:

To-Hit; *Modern*: — 48 Bare-Hand Damage: — 1D10 + 6
HTH: — 47 AP: — 10

Distinguishing Physical Characteristics:

Smithfield is just over 5'10" tall and weighs 160 pounds. He is red-haired and has a freckled complexion.

Brief Personal History:

Birthplace: Terra New Zealand

Smithfield has been in the Merchant Marine Division since leaving the academy, and, in fact, he has always requested reassignment within that Division.

Significant Skills

Marksmanship, Modern	35
Personal Combat, Unarmed	33
Starship Combat Strategy Tactics	23

Personality:

Motivations/Desires/Goals:

Smithfield is content to be a serving Star Fleet officer. He actually enjoys the slow, quiet routine involved in maintaining and repairing the Federation's navigation buoys.

Manner:

Smithfield is a cautious, slow-moving officer. Although he is of slightly above-average intelligence, he will seem to ponder every decision for a very LONG time, a habit that should prove nerve-wracking to any Klingons preparing to beam aboard the *Anderson*.

Special Knowledge/Powers:

None.

Rank/Title: Standard-issue Security Guard

Current Assignment: *USS Anderson*,

Race: Human

Attributes

STR —70	CHA —45
END —65	LUC —50
INT —50	PSI —15
DEX —65	

Combat Statistics:

To-Hit; <i>Modern</i> :	—55	Bare-Hand Damage:	—1D10 + 8
HTH:	—55	AP:	—10

Significant Skills

Marksmanship, <i>Modern</i>	Rating
Personal Combat, Unarmed	50
Security Procedures	30

Rank/Title: Standard-issue Crewman

Current Assignment: *USS Anderson*,

Race: Human

Attributes

STR —60	CHA —55
END —60	LUC —50
INT —60	PSI —20
DEX —60	

Combat Statistics:

To-Hit; <i>Modern</i> :	—45	Bare-Hand Damage:	—1D10 + 5
HTH:	—43	AP:	—10

Significant Skills

Marksmanship, <i>Modern</i>	Rating
Personal Combat, Unarmed	30
	25

Background Information

PLAYER CHARACTER KNOWLEDGE

CHARACTER BACKGROUNDS

All of the player characters are Klingon 'agents-in-place,' planted on Terra years ago. They have been surgically altered to enable them to pass for Humans, and they have been placed in ordinary jobs in strategically important Federation installations. In wartime, their missions would include everything from industrial sabotage to assassination. Their activities in peacetime, however, have been restricted to routine intelligence-gathering.

Although they are all part of the same intelligence network, they have never met each other. Before the meeting in San Francisco, their only contact with Valkris has been by message drop. None of them has spoken with a fellow Klingon for years.

PLAYER CHARACTER EQUIPMENT

Valkris will give each character an easily-concealed Phaser I to use as a personal sidearm. Furthermore, she keeps a case containing high-powered Phaser IIs inside her cabin.

She will give each character 1500 credits 'for contingencies.' Valkris, herself, has another case with 50,000 credits inside for use along the way.

In addition, the gamemaster should allow the players to carry small common articles with them when they board the *Eileen*.

THE GENESIS PROJECT

None of the characters knows exactly what the Genesis Project is, and they will not know even if the data theft is successful, since the memory transfer will take place in microseconds. However, they have heard certain rumors that indicate that the project is biological in nature and that it has a vast military potential. Valkris will NOT brief them on the nature of the Project unless it appears likely that she will not make it alive to the rendezvous point.

VALKRIS

The characters know that Valkris is the Empire's top secret agent on Terra. Since each of them has worked for her, however indirectly for a number of years, they are well aware of her complete ruthlessness and competence. Whereas the characters know that she will not hesitate to sacrifice their lives, they also know that she will only do so if it is absolutely necessary. They have also heard that she is regarded as one of the top duellists in the Klingon Empire.

TANAR IX

WORLD LOG

System Name	Tantar		
Number of Class M Present (D10 Roll)	1		
World Name	Tantar X		
Position in System (D10 Roll)	9		
Number of Satellites (D10 Roll)	3		
Planetary Gravity ($\frac{1D10+5}{10}$)	1.1 G		
Planetary Size:			
Diameter	14,300	km	
Equatorial Circumference	44,000	km	
Total Surface Area	561,000	km ²	
Percent Land Mass (D100 Roll)	22	%	
Total Land Area	112,200,000	km ²	
Planetary Conditions:			
Length of Day (14 + 2D10)	27	hours	
Atmospheric Density (D10 Roll)	Terrestrial		
General Climate (D100 Roll)	Tropical		
Mineral Content (D100 Roll):			
Normal Metals	48%		
Special Metals	None		
Radioactives	07%		
Gemstones	None		
Industrial Crystals	None		

Tanar IX is a small Human colony, established 46 years ago and located near the Federation's border with the Klingon Empire. The colonial government is headquartered in New Bougainville and maintains a small police force used primarily to keep the peace inside the town.

Although several thousand people live in New Bougainville, most of Tanar's 50,000 settlers live on plantations scat-

tered across the single continent. These labor-intensive plantations are its main industry, provide its only export crop, and provide its only source of off-world income. The planters cultivate and harvest the sap of the Trinchos plant, which is used to make several important antibiotics after off-world processing.

Gamemaster's Notes

THE CARD GAME

Although the game system given below should be used to help flesh out the poker game in Captain Price's crowded cabin, it cannot provide all of the intricacies and suspense of a real card game. The gamemaster should describe the die rolls used in the system as if they were authentic poker hands ("a pair of Jacks, three 10s, a Full House!" and so on).

INITIAL STAKES

Captain Price has 1000 credits in ready money available to him. Each of the player characters should still have the 1500 credits of contingency money given to him by Valkris.

THE GAME

Ante Up!

Each character who desires to play antes up by placing 50 credits in the pot.

The Deal

To simulate the cards dealt in the game, each player rolls D100, keeping the result secret. To this roll, modifiers for luck or skill are added, as shown in the table below. The gamemaster rolls for Captain Price, who is also the dealer.

POKER GAME MODIFIERS

For Skill In Carousing:

Add Skill Rating

For Luck:

LUC Score	Modifier
01 - 10	-30
11 - 20	-20
21 - 40	-10
41 - 60	No Modifier
61 - 80	+10
81 +	+20

Place Your Bets, Gentlemen

Starting with Captain Price and moving clockwise around the table, the poker players announce their decision either to fold (not bet on this hand) or to bet. When it is his turn to bet or fold, each player may add 50 credits to the total amount bet before him, he may match the current bet, or he may fold. The maximum bet on any hand is 250 credits. As players bet, they should subtract the amount bet from their initial stakes.

Price is a pathetic gambler and he will follow a predictable betting pattern, as shown in the table below. His skill and his bad luck cancel one another out, and so his dice rolls are unmodified. If one of the characters raises Price's bet, he will fold his cards in disgust unless he has a 61+.

CAPTAIN PRICE'S BETTING PATTERN

Dice Roll	Bet
30 or less	Fold.
31 - 50	Bet 50 credits more.
51 - 70	Bet 100 credits more, total.
71 - 90	Bet 150 credits more, total.
91 +	Bet maximum.

Winning The Pot

If a player folds, he loses his ante and whatever money he has bet. After all betting is complete, or after the 250-credit limit is reached, all players reveal their hands (modified dice roll). The highest modified roll takes the pot.

Play Another Hand?

If Price still has money left, repeat the entire process. If he doesn't he will angrily close the game down.

VALKRIS' ACTIONS

Valkris is a tough character, and the gamemaster should make sure that the players don't rely too heavily on her to get them out of tight situations. Because she plans to stay in her cabin guarding the stolen copy of Kirk's Genesis Project report, she will expect the characters to deal with the Captain and crew of the *SS Eileen* and any outsiders they might encounter on the way to the border. Remember, Valkris will not have any patience with incompetents and shiftless layabouts who cannot deal with simple situations. She does not suffer fools gladly; she makes them suffer.

If, however, the players are unable to come up with a plan when confronted by a hostile *USS Anderson*, the gamemaster could use Valkris to feed the players hints about the only workable plan of action. Since she must survive to reach the rendezvous point with the stolen tape, she will not join the player characters in any assault on the *Anderson*. Instead, she will remain behind to insure Captain Price's continued cooperation.

At the gamemaster's discretion, Valkris may tell the ranking player character that all are on a suicide mission.