** Poseidonis **

*A Star Trek Adventures Mission for the Next Generation Era*

**By Tony Pi**

Contributor at Continuing Mission
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**Introduction**

*Poseidonis* is a mission for *Star Trek Adventures*, for a Gamemaster and 3-6 Players, and has been designed for a starship and its crew in The Next Generation Era in 2371 or later.

**Synopsis**

The *U.S.S. Poseidonis* (NCC-59202) is an Olympic class starship re-designed for aquatic members of Starfleet. Its current mission is to establish a cultural observation post (also known as a 'duck blind') on an oceanic planet called Quobor II. The anthropological team is to observe the sentient ray-like primitives that inhabit the seas. While the installation is proceeding smoothly, the crew is unaware of a dormant danger they have inadvertently awakened: microscopic Protocrystalline Nuclei that are responding to the electromagnetic field of their fusion reactor.

Undetected by the transporters' bio-filters, the threat has also spread to the *Poseidonis.*

The Protocrystalline Nuclei are related to the interstellar Crystalline Entity that had preyed upon planets to consume the entirety of their organic life. If the *U.S.S. Poseidonis* had not installed a fusion reactor on-planet, the Nuclei would have stayed dormant until the native sentient species developed advanced technology. However, the introduction of strong electromagnetic fields has sped up the Nuclei's lifecycle, and they are beginning to feed upon the life force of the crew and anthropological team. The situation has become dire as more and more of the *Poseidonis* crew become afflicted by some mysterious illness.

The Players' crew, already en route to a rendezvous with the *U.S.S. Poseidonis*, receives a distress call. It's a race against time to solve the mystery of the Protocrystalline Nuclei and neutralize them before it's too late for the *Poseidonis* crew and the native inhabitants of Quobor II.

**Directives**

In addition to the Prime Directive, the Directives for this mission are:

- Seek Out New Life And New Civilizations
- Save the Crew of the *U.S.S. Poseidonis*

The Gamemaster begins this mission with 2 points of Threat for every Player Character in the group.

**Adaptations**

The Gamemaster may choose to use the *U.S.S. Poseidonis* as the Players' ship for a campaign if they wish to play an aquatic crew, in which case new crew members can be created, and the adventure adjusted so that events happen while the crew is in the midst of the duck blind mission. They would have to use the *Poseidonis*’s resources. Sample Federation aquatic species are profiled on pages 15 and 16.

For the TOS era, the Daedalus-class may replace the Olympic-class. Scale down the stats of the ship by one in all categories. However, the crew will not have data on the Crystalline Entity to draw from. The same is true if the adventure takes place before 2364 (nothing at all on the Crystalline Entity), or before 2368 (no recorded use of graviton pulses).

**Background**

*Quobor II***

Quobor is a binary star system with three planets. Only the second planet in the Quobor system is capable of sustaining life, a Class O pelagic planet with more than ninety-five percent of the surface covered with water. The air is Class M breathable. Quobor I is a lifeless Class D planet, and Quobor III is a Class T gas giant with rings of ice.

Inhabitants of Quobor II, called Quoborites by Federation scientists, are sentient aquatic creatures that resemble Earth manta rays. They are not bipedal, but have four long prehensile cephalic lobes around their mouths that they use to manipulate their environment. They are at a Bronze Age level and have limited use of tools. They live in communities among shimmering coral reefs, and communicate with song.

Federation scientists have observed the Quoborites from afar for a year, and have decided that an aquatic anthropological team on-planet observing from a duck blind would yield very intriguing data on primitive non-bipedal cultures.
QUOBORITE [MINOR NPC]
As a peaceful, philosophical aquatic race, the Quoborites will not engage in combat if escape is possible. The leader of the Quoborite community under Federation observation is an elder named Narumas, who leads a group of two hundred at the reef.

TRAITS: Quoborite. Quoborites are a peaceful, sentient manta-rays with four prehensile cephalic lobes. They swim quickly in water and use song to communicate. Their level of technological development is low, but their sociological development is advanced. They are semi-transparent and bioluminescent.

ATTRIBUTES
CONTROL 08
FITNESS 10
PRESENCE 09
DARING 07
INSIGHT 10
REASON 07

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

STRESS: 11
RESISTANCE: 0

ATTACKS
- Tail Strike (Melee, 2A Knockdown, Size 1H, Non-lethal)

SPECIAL RULES
Communal Strength: If a Quoborite is attempting a Task within sight of another living Quoborite, it may ignore the first Complication rolled.

QUOBORITE ATTRIBUTES: +1 Fitness, +1 Insight, +1 Presence

Protocrystalline Entities
The Protocrystalline Entities are primitive compared to the Crystalline Entity, but have many similarities. Like their cosmic counterparts, they are electromagnetic collectors, and are able to transform organic matter into energy with a particle beam, although at a much smaller scale. Residue from their beams create filaments of bitrium, as well as depositing hydrocarbons, lanthanides, and nitrates. Their beams can be thwarted by kelbonite (although the worldkiller beams from the Crystalline Entity can only be blocked by rock laced with a combination of kelbonite and fistrium).

As they are electromagnetic collectors, many energy weapons will not affect them. However, the Nuclei are attracted to and respond to graviton pulses, but will a sustained graviton beam may cause their crystalline structure to shatter. While the Crystalline Entity was intelligent, the Protocrystalline Entities encountered on this mission will not have learned language.

Likely deposited on the planet via an extraterrestrial source, the silicon lifeforms currently exist in the earliest stage of their life cycle (Protocrystalline Nuclei, Stage 1), as microscopic silicon motes in the oceans. During this stage, they are dormant and only replicate themselves using material from particulates in the water. Current Federation technology cannot easily detect the microscopic Nuclei or filter them out of the water, allowing them to bypass transporter bio-filters.

They do not enter the second stage of their life cycle unless in the presence of a strong electromagnetic field (Protocrystalline Cloud, Stage 2). In such an environment, the Nuclei replicate themselves at an accelerated pace, consuming organic matter around them. This leads to Nuclei clustering to form larger crystals, which become stronger and more dangerous. These larger Protocrystalline Cores (Stage 3) are able levitate and survive the vacuum of space. If left to feed on the organic life on this planet, they will consume what they can in order to grow in size and reach the next stage of their life cycle: warp-capable Protocrystalline Entities (Stage 4) that may terrorize other living planets.

LIFECYCLE STAGE 1: Protocrystalline Nuclei
LIFECYCLE STAGE 2: Protocrystalline Cloud
LIFECYCLE STAGE 3: Protocrystalline Core
LIFECYCLE STAGE 4: Protocrystalline Entity
PROTOCRYSTALLINE NUCLEI [TRAIT]

STAGE 1
Protocrystalline Nuclei are barely detectable, so they do not have combat statistics. The Nuclei attack cells at a microscopic level, causing illness in living things. They replicate quickly as they consume living and dead cells. The Nuclei cannot be separated from the water unless special filtering methods are devised.

PROTOCRYSTALLINE CLOUD [MINOR NPC]

STAGE 2
Protocrystalline Clouds are swarms of crystallizing Nuclei, seeking organic matter to convert to energy. When they have fed enough, they will merge into a solid crystal core, the next stage of their lifecycle. They attack by enveloping their prey. They must remain in water.

TRAITS: Protocrystalline Entity

ATTRIBUTES

CONTROL 07  FITNENESS 07  PRESENCE 03
DARING 07  INSIGHT 02  REASON 02

DISCIPLINES

COMMAND --  SECURITY 02  SCIENCE --
CONN --  ENGINEERING --  MEDICINE --

STRESS: 8  RESISTANCE: 0 (but see Cloud Structure)

ATTACKS

- Particle Envelopment (Melee, 3A, Size 1H, Debilitating)

SPECIAL RULES

Immune to Cold, Disease, Heat, Poison, and Vacuum
Invulnerable (Specific Weakness, graviton pulse)
Night Vision
Protocrystalline Structure: All damage from energy weapons is reduced to zero (but note Specific Weakness above).
Organic ravager: Organic creatures and protections count as having Resistance 0 against the particle beam.

PROTOCRYSTALLINE CORE [NOTABLE NPC]

STAGE 3
Protocrystalline Cores are created when Protocrystalline Clouds have fed enough on energy to coalesce. They are not yet intelligent enough to communicate. They will continue to feed until they progress to the next stage of their lifecycle, the Protocrystalline Entity. They may leave the water and fly through the air.

TRAITS: Protocrystalline Entity

VALUE: Consume

ATTRIBUTES

CONTROL 09  FITNENESS 10  PRESENCE 06
DARING 09  INSIGHT 04  REASON 06

DISCIPLINES

COMMAND 01  SECURITY 03  SCIENCE --
CONN --  ENGINEERING --  MEDICINE --

FOCUSES: Bio-Scan, Flight

STRESS: 13  RESISTANCE: 3

ATTACKS

- Particle Beam (Ranged, 5A Intense, Size 1H, Debilitating)

SPECIAL RULES

Immune to Cold, Disease, Heat, Poison, and Vacuum
Invulnerable (Specific Weakness, graviton pulse)
Night Vision
Protocrystalline Structure: All damage from energy weapons is reduced to zero (but note Specific Weakness above).
Organic ravager: Organic creatures and protections count as having Resistance 0 against the particle beam.
**Protocrystalline Entity [Major NPC]**

**Stage 4**

Protocrystalline Entities are as large as a shuttlecraft, and should be dealt with as though it were a space-going vessel. It may travel in vacuum and at warp speed, although it will attempt to consume everything organic on a planet before doing so.

**Traits:** Protocrystalline Entity

**Systems**

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**Disciplines**

| Command 01 | Security -- | Science -- |
| Connect 02 | Engineering -- | Medicine -- |

**Scale:** 1

**Resistance:** 1

**Power:** 5

**Shields:** 8

**Crew:** Basic (Attribute 8, Discipline 1)

**Attacks**

- Particle Beam (Energy, Range Close, 3 Persistent 2)

**Special Rules**

**Protocrystalline Structure:** All damage from energy weapons is reduced to zero (except from graviton pulses)

**Organic Ravager:** Organic creatures and protections count as having Resistance 0 against the particle beam.

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**The ‘Duck Blind’**

The cultural observation post (a.k.a. the Duck Blind) is a submerged Starfleet installation. It can accommodate a team of twelve aquatic observers of humanoid size, plus one aquatic observer up to the size of a Takaya’s Whale. It is powered by a fusion reactor. There is a holographic projector which provides camouflage for those within. There is a main observation chamber, sleeping quarters, storage room, reactor room, and an archaeological laboratory that can be sealed off.

The Duck Blind is installed embedded in a coral reef near the Quoborite community led by Narumas, and is equipped with a variety of sensors. This particular installation was accomplished by a very delicate and time-consuming large-scale transport, to upset the least amount of ecology on-planet, and to also minimize being detected by the Quoborites.

The Chief Anthropologist aboard the U.S.S. Poseidonis, Lt. Chals, plans to remain here with six other handpicked scientists for a duration of six months, at which point the Poseidonis will return to assess the results of the observation and install a replacement team.

Unfortunately, the fusion reactor is generating such great amounts of electromagnetic power that it is encouraging the rapid maturation of the Protocrystalline lifeforms.
The U.S.S. Poseidonis is an experimental refit of an Olympic class starship re-designed to serve as an evacuation and hospital vessel for aquatic life. The top aquatic and amphibious Starfleet officers serve aboard the Poseidonis. The spherical primary hull of the Olympic class ship was reconfigured so that there is a well-lit, central water-filled atrium that spans a great number of decks, allowing aquatic species to swim freely. Most decks are submerged, and can be configured for specific levels of water pressure, salinity, and chemistry. Only twenty percent of the ship accommodates air-breathing species, and is located on the upper rear levels of the secondary engineering hull and includes Shuttlebay Two. The Poseidonis can accommodate a crew of 600 aquatics, but can accommodate up to 2,000 aquatic passengers and evacuate 6,000 aquatics in an emergency.

Currently, the U.S.S. Poseidonis is under the command of Captain Vaw Mimeer’non, a female Xindi-Aquatic. Serving under her is a predominantly Xindi-Aquatic, Arkenite, and Chelon crew, although there are a few other species, such as Selkies and Takaya’s whales. The current number of crew members is the full 600.

The ship's motto is: “Ocean is more ancient than the mountains, and freighted with the memories and dreams of Time.” – H.P. Lovecraft

The Poseidonis Crew

Captain Vaw Mimeer’non  Female Xindi-Aquatic
Executive Officer: Commander Adavu Kinif  Female Arkenite
Chief Engineer, Lt. Commander Renak nd’Osh  Male Arkenite
Chief Medical Office, Doctor Lutran  Chelon
Chief of Security, Lt. Sophet Aril  Female Xindi-Aquatic
Chief of Cetacean Operations, Lt. Iyliidy  Male Takaya’s Whale
Chief Anthropologist, Lt. Chais  Chelon

SERVICE DATE: 2361
SPACE FRAME: Olympic-Class
MISSION PROFILE: Technical Test Bed (Aquatic Refit)
REFIT: One, in 2370

TRAITS: Federation Starship, Aquatic Environment Prototype, Renowned

SYSTEMS

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SCALE: 4
CREW SUPPORT: 4
RESISTANCE: 5
POWER: 10
SHIELDS: 12

BREACHES

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ATTACKS

- Phaser Banks (Range Medium, 7A, Versatile 2)
- Photon Torpedoes (Torpedo, Range Long, 5A, High-Yield)
- Tractor Beam (Strength 2)

TALENTS

- Advanced Sickbay
- Extensive Shuttlebays
- Emergency Medical Hologram
- Improved Hull Integrity

LAUNCH BAY

1 Runabout, 4 Shuttles
**LT. IYLIDY [NOTABLE NPC]**

Lieutenant Iylidiy is a Takaya’s Whale, and Chief of Cetacean Operations aboard the Poseidonis overseeing eighteen dolphins. He specializes in astrometrics. Iylidiy has a special astrometrics lab aboard the Poseidonis, a cavernous underwater facility equipped with holoemitters. When Iylidiy requires manual precision in his lab, he employs the assistance of octopus holograms.

**TRAIT:** Takaya’s Whale. Takaya’s Whales possess traits common to Earth whales, such as size and physical capabilities.

**VALUE:** Aquatic Sentients Are Equals Of Any Landbound Species

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**FOCUSES:** Astrometrics, Navigation, Swimming

**STRESS:** 11  **RESISTANCE:** 0

**ATTACKS**
- Unarmed Slam (Melee, 3A Knockdown, Size 1H)
- Cybernetic Phaser, Type-1 (Ranged, 3A, Size 1H, Charge, Hidden)

**SPECIAL RULES**
- Aquatic Cybernetics: Cybernetic implants – Type 1 Phaser and Tricorder.
- Tough (Talent)

**TAKAYA’S WHALE ATTRIBUTES:** +1 Insight, +1 Presence, +1 Reason

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**DOCTOR LUTRAN [NOTABLE NPC]**

Doctor Lutran is a Chelon specializing in marine life and anaesthesia. He has done extensive research into the anaesthetic techniques across many species and worlds.

**TRAIT:** Chelon. Evolved from saber-toothed turtles, the Chelons are highly resistant to ultraviolet radiation. They are skilled swimmers, and prefer warm and humid weather. Some Chelons, in times of stress, may secrete a contact toxin through their skin, often delivered through a claw strike.

**VALUE:** Do No Harm

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**FOCUSES:** Surgery, Marine Biology, Anaesthesia

**STRESS:** 9  **RESISTANCE:** 0 (2 if armor worn)

**ATTACKS**
- Unarmed Attack (Melee, 2A Knockdown, Size 1H, Non-lethal)
- Chelarian Bite (Melee, 2A, Size 1H, Piercing 1)
- Phaser, Type-1 (Ranged, 3A, Size 1H, Charge, Hidden)

**SPECIAL RULES**
- Chelarian Bite: Lutran has trained to use his fanged bite in combat. The bite counts as: Melee weapon, 1A, Size 1H, Piercing 1.
- Ceremonial Armor: Lutran owns a set of Chelon ceremonial armor that only fits him or another Chelon. When worn, it provides 2 Resistance.

**CHELON ATTRIBUTES:** +1 Fitness, +1 Presence, +1 Reason
CAPTAIN VAW MIMEER'NON [MAJOR NPC]
Vaw Mimeer’non is a female Xindi-Aquatic. Originally in Engineering, she switched to the Command track when she realized her life’s ambition was to become captain of her own ship. Her dreams came true: the Poseidonis is her first starship command, and she does not intend to let her crew down. She hopes to show that more aquatic refits would serve the Federation well.

TRAIT: Xindi-Aquatic. The Xindi-Aquatics take a long time to make decisions. This prudence may frustrate others but makes the Xindi-Aquatics a voice of reason. They prefer visual cues and are suspicious of the spoken word, preferring courage and confidence in others. The Xindi-Aquatics are native to aquatic environments and can see well underwater with the slit-like irises in their eyes. They have three-fingered forelimbs with fingernail-like claws and webbing. Their hind limbs are fins and they are tailed. Their natural complexion is green with blotches of olive hue. Xindi-Aquatics communicate amongst themselves with complex songs using gills, and switched to sonar for past tense. However, they can easily learn humanoid languages. Females are larger, have more humanoid-looking faces and have rougher skin than males.

VALUES:
- My Crew Before Me
- Mercy Before Violence
- Listen To What My Crewmembers Say
- Weigh All Options Carefully Before Acting

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DISCIPLINES
- COMMAND 05
- SECURITY 02
- SCIENCE 03
- CONN 02
- ENGINEERING 03
- MEDICINE 01

FOCUSES: Oceanic Sciences, Decorum, Team-Building, Aquatic Technology, Underwater Combat, Structural Engineering

STRESS: 10  RESISTANCE: 0

ATTACKS
- Unarmed Attack (Melee, 3A Knockdown, Size 1H, Non-lethal)
- Phaser, Type-2 (Ranged, 5A, Size 1H, Charge)

SPECIAL RULES
- Lengthy Deliberation: Mimeer’non makes fewer errors, given time. When she attempts a Task using Reason or Insight, and spends more than one Momentum to buy a bonus d20 for that Task, she may re-roll her dice pool. However, if this is a Timed Challenge, she cannot spend Momentum to reduce the length of the time involved.
- Sonar: Mimeer’non is able to use sonar to detect objects. When she is using sonar to perceive something through gaseous or liquid environments, she may re-roll any number of dice.
- Synchronized Underwater Assistance: When Mimeer’non assists someone while both are underwater, she may re-roll her d20.
- Aquatic Vessel Systems Familiarity: When Mimeer’non is aboard an aquatic vessel, any Engineering Task she performs has its Difficulty reduced by one.

XINDI-AQUATIC ATTRIBUTES: +1 Fitness, +1 Insight, +1 Reason

LT. CHALS [MINOR NPC]
Use the stats for a Starfleet Science Officer on page 315 in the Core Rulebook, but modified for Chelon Attributes (see p.15 of the adventure).

How To Use NPCs
The Gamemaster is free to use the NPCs aboard the U.S.S. Poseidonis to assist players or hinder them, as needed. Captain Mimeer’non may have very different ideas about what needs to be done in this situation, and her crew may side with her. Lt. Iylidiy and Lt. Chals are on the planet, and may become a Prime Directive issue if things go wrong. Or, if the players are finding the adventure too difficult, the NPCs could assist.

Alternatively, the NPCs could be sidelined by their exposure to the Protocrystalline Nuclei, and not be a significant factor in the adventure.

If the U.S.S. Poseidonis survives this adventure, they might be encountered again as recurring NPCs.
**Act One: Diving In**

**En Route To Poseidonis**

The crew is already on its way to the *U.S.S. Poseidonis*, as one of its aquatic crewmembers has been selected to be part of the observation team for Quobor II. They are to bring the scientist to the planet and provide any support that the *U.S.S. Poseidonis* might need.

The GM may allow the players to come up with the Supporting Character, or use the Arkenite in the adjacent column.

The observation team member will be excited about the duck blind mission, and can provide some basic information about the parameters of the mission and the uniqueness of the *U.S.S. Poseidonis*.

Assuming the players are travelling at Warp Factor 6, they are four hours away from Quobor II when they receive a message from the *Poseidonis*. Captain Mimeer’non isn’t looking well, and warns that many of her crew are falling ill, with no clear diagnosis of the cause. They warn that it may be a pathogen that bypassed the transporter biofilters.

The *Poseidonis* will also begin experiencing power fluctuations, though they do not know that the Protocrystallin Nuclei are the cause.

Time is an important factor, as the *Poseidonis* crew may fall ill and die as more and more time passes.

You can refer to the Warp Factor chart on p.205, or use the estimates below, depending on how fast the players decide to travel. The Intervals that are relevant to the adventure is 0.5 hours (30 minutes).

- **Warp 6**: 4 hours (8 intervals)
- **Warp 7**: 2.5 hours (5 intervals)
- **Warp 8**: 1.5 hours (3 intervals)
- **Warp 9+**: 1 hour (2 intervals minimum, due to navigational hazards)

While en route, during each interval the players must make Control+Engineering checks, assisted by the ship’s Communications + Engineering with a Difficulty of 1 to maintain communications with the *Poseidonis*.

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**AVISI ZOMOS (SUPPORTING CHARACTER)**

**SPECIES**: Arkenite  **RANK**: Lieutenant (junior grade)

**DEPARTMENT**: Science  **ROLE**: Archaeology and Anthropology Officer

**TRAITS**: Arkenite. Arkenites are aquatic humanoids that can also breathe air and function out of water. They have three cranial lobes and pointed ears. Their sensory organs permit them to detect changes in pressure, temperature, and magnetic fields. Arkenite eyes are green in hue and lack an iris. When in a non-aquatic environment, Arkenites wear an Anlac’ven device that helps them keep their balance. The repayment of debt is a concept ingrained in Arkenite culture. [+1 Fitness, +1 Insight, +1 Presence]

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**STRESS**: 11

**EQUIPMENT**

Uniform, Communicator, Tricorder, Phaser (Type-1)

**ATTACKS**

- Unarmed Strike (Melee, 4A Knockdown, Size 1H, Non-lethal)
- Phaser, Type-1 (Ranged, 5A, Size 1H, Charge, Hidden)

**FOCUSES**

- Aquatic Cultures, Ethnomusicology, Covert Operations

**BACKGROUND**

Lieutenant (j.g.) Avisi Zomos is an archaeology and anthropology officer specializing in ethnomusicology and aquatic cultures. He has been assigned previously to cultural observation missions where primitive cultures were observed by the Federation. He plays the guitar and is a member of the shipboard Tongo league.
**Status of the Poseidonis**

The situation on the *U.S.S. Poseidonis* will change every Interval, unless the players intervene. Use the accompanying diagram to track the *Poseidonis* crew and the status of the Protocrystalline Entities. A printable one available for player use is at the end of the module.

There are six general sections. A-D are affected by the Nuclei:

(A) **Upper Sphere**: includes bridge, sickbay, impulse engines
(B) **Lower Sphere**: includes crew quarters, laboratories
(C) **Upper Engineering Hull**: includes Shuttle Bay One (submerged)
(D) **Lower Engineering Hull**: includes Main Engineering

(E) **Unsubmerged Rear Decks (Unaffected)**: includes lounge and Shuttle Bay Two
(F) **Unsubmerged Nacelle Catwalks (Unaffected)**

(A-D) currently hold crewmembers affected by the Protocrystalline Nuclei. Sections (E-F) are free of the protocrystalline infestation and may be used as part of the players’ rescue attempt.

Each checkbox on the diagram represents 5 crewmembers in affected areas that must be rescued. There are 500 crew in jeopardy. The remaining 100 unaffected crew are scattered in sections E and F.

Once the players receive the distress call, apply the following effects after each Interval of 30 minutes that passes:

- Crewmembers die in each affected section (cross off one checkbox in each affected location). Check off 1 additional checkbox if there is a Core in the section, or 2 if there is an Entity.
- Notable and Major NPCs suffer 1 Stress. This Stress cannot be healed until a method to deal with the Protocrystalline Nuclei is found.
- The *U.S.S. Poseidonis* loses 1 Power that cannot be replenished without player intervention.

**Time Track (30 Minute Intervals)**

```plaintext
            ❥       ❥       ❥       ❥       ❥       ❥       ❥       ❥       ❥       ❥
            ❥       ❥       ❥       ❥       ❥       ❥       ❥       ❥       ❥       ❥
            ❥       ❥       ❥       ❥       ❥       ❥       ❥       ❥       ❥       ❥
            ❥       ❥       ❥       ❥       ❥       ❥       ❥       ❥       ❥       ❥
            ❥       ❥       ❥       ❥       ❥       ❥       ❥       ❥       ❥       ❥
```
**Act Two: Immersion**

**Rescue Plans**

Once the players arrive at Quobor II, there are key problems to address, but allow the players to develop their own rescue plans. Here are the major issues:

- **The Protocrystalline Nuclei Are Difficult to Detect:** Biofilters and scanners must be able to recognize the Nuclei in order to detect and filter them out. This is a crucial step to prevent further infestation. Evacuations may not be effective until the Nuclei are detectable.

- **The Protocrystalline Lifeforms Are Gaining Strength:** Both aboard the Poseidonis and down at the duck blind, the Protocrystalline lifeforms are growing. Clouds, Cores, and eventually Entities will proliferate unless stopped.

- **Dying Crew:** The crew of the Poseidonis are afflicted by the Nuclei. Crewmembers in Main Engineering and those maintaining the impulse engines will encounter the deadlier Stage lifeforms first.

- **Power Loss:** The Poseidonis power systems are being drained to accelerate the growth of the lifeforms. If the ship loses power completely, its orbit may decay and send it crashing into the planet. On the other hand, cutting power completely might stop the further growth of the Protocrystalline lifeforms. Also, any use of Poseidonis ship assistance is affected by a Complication Range of 19-20, due to system outages.

- **Only Special Weapons Work Against the Protocrystalline Lifeforms:** The players must research and develop effective weapons against the protocrystalline lifeforms. Graviton pulses will work, but can they make portable units in time?

- **Protocrystalline Cores and Entities Resist Transporter Beams:** Players may want to beam the creatures off the ship, but will need pattern enhancers to affect Cores and Entities, bringing them into potential conflict with the creatures.

- **Aquatic Environment:** The players’ crew may find the Starship Trait, Aquatic Environment Prototype, working against them. Use the Trait as needed.

Act Two deals with events aboard the Poseidonis, and Act Three with events on Quobor II, but scenes may occur in whatever order that players decide to deal with these problems. Allow them to tackle multiple problems at the same time, as time is of the essence in this adventure.

**Detection**

If players work on the detection problem, they will need a sample of the water from aboard the Poseidonis, or from the planet. To identify the Protocrystalline Nuclei, use the Scientific Method on page 157 of the Core Rulebook. It is a Difficulty 1 Task to determine that the relevant category is Science. For Hypotheses, ‘The Right Way’ is a (silicon-based) lifeform. **Four successes** are needed to isolate the Nuclei and program the biofilters and sensors to recognize them.

Detection is needed before players can create effective weaponry, develop treatments, or attempt to beam crew safely to another area without bringing further contaminants with them.

**Medical Away Team**

Players may decide to deploy a medical away team to treat the Poseidonis crew aboard their ship. They will have to don Environmental Suits, which have an Escalation Cost of 2 for this mission only (instead of an Opportunity Cost, since boarding the ship will bring danger). As such, the cost needs only be paid once for all crew boarding the Poseidonis.

Also choose someone as the leader of the Medical Away Team, who will make the main rolls.

If detection is not yet complete, the medical teams may only treat the symptoms. As this is an emergency, the leader makes a Daring + Medicine roll, assisted by the Poseidonis’s Computers (11)+Medicine (4), with a Difficulty of 2 (but with a Complication Range of 19-20, due to system outages aboard the Poseidonis). The EMH aboard the Poseidonis may assist in this Task, as well as one other member on the away team. Success means the team leader may choose one section of the ship that is not affected by the attrition described on page 9. If successful, the leader may spend 1 Momentum (Repeatable) to designate another area safe from attrition.

If detection of the Nuclei is completed, the Difficulty of the medical away team’s Task is lowered to 1.
Confrontations
If players board the Poseidonis, there is a chance that they may encounter Protocrystalline lifeforms in the submerged areas. They will need Environmental Suits (as mentioned in the Medical Away Team section, and pay the Escalation Cost unless they already paid for the suits).

At the start, there will be a Protocrystalline Cloud in each submerged section of the Poseidonis (A-D), for a total of four. You may introduce a Cloud to intercept any teams dispatched to the ship at a suitably dramatic moment. But until the players develop an effective weapon against the entities, they are likely only able to evade the Clouds.

Additional Protocrystalline lifeforms may be introduced on the Poseidonis through Threat or the passage of time.

- Spend 2 Threat to introduce another Protocrystalline Cloud in a submerged area.
- Spend 3 Threat to introduce a Protocrystalline Core in any area (they can fly through air). This cost is reduced to 2 Threat if in an area of high electromagnetic activity, such as Main Engineering or near the Impulse Drive.
- A Protocrystalline Cloud may also evolve before the players’ eyes into a Protocrystalline Core. Spend 1 Threat to perform this transformation. A dramatic moment might be the Cloud killing a crewmember, gaining enough energy to transform.
- A Protocrystalline Entity will form on the Poseidonis from a Core when five hours (ten Intervals) have passed (unless player action has rendered its formation impossible). Add 3 Threat as it is meant to be a climactic encounter. It will most likely form inside the water-filled atrium in the spherical primary hull, but Main Engineering and Shuttlebay One are also excellent locations where it may appear.

Evacuation
Players may decide to evacuate the Poseidonis crew to safe areas. As the more than half the crew are aquatic-only, this means creating a safe water-filled environment that are Nuclei-free. As almost all of the water aboard the ship is compromised, one immediate task is to determine where the water comes from. Since the oceans of Quobor II all have dormant Nuclei, the water must come from somewhere else or be properly biofiltered. Options they have include:

- Transporting seawater from the planet but running it through the biofilters. The Detection Task on page 10 must be successful before this plan will work. To transport enough water to sustain 250 aquatics is a Control+Engineering Task, assisted by the ship’s Sensors+Engineering, at Difficulty 1 with a Power Cost of 1 per attempt. Failure on this Task means the biofilters failed, and the contaminated water must be purged with the same Task. Each attempt takes one Interval (30 minutes).
- The rings of Quobor III are made of ice. They may provide the safe water source necessary, but it will take time to travel there and collect the water. The distance between the planets is currently 200 million miles. At full impulse, it would take two Intervals (60 minutes) each way, and three Tasks:
  (i) To get there, a Control+Conn Task, Difficulty 0, assisted by the Ship’s Engines+Conn;
  (ii) To transport ice and converting it to water is a Control+Science Task, Difficulty 0, assisted by the Ship’s Sensors+Science;
  (iii) To return is the same Task as (i). The crew may Succeed At Cost, which adds one Interval per fail.

A crew that decides to use warp speed within the system to save time (taking only one Interval to complete). Replace (i) and (iii) above with (iv) a Daring+Conn Task, Difficulty 2, assisted by the ship’s Engines+Conn. However, the Complication Range is 19-20. The crew may still Succeed at Cost, adding one Interval per fail.

- Alternatively, the crew may realize that the electromagnetic activity is the cause for the accelerated evolution of the Protocrystalline lifeforms. Transporting the crew into the seas of Quobor II is a viable solution, but the players should consider potential discovery by the native sentient lifeforms and violation of the Prime Directive.

Using the transporters to perform site-to-site evacuations of all Poseidonis crew will take no more than one interval (30 minutes), but the evacuation of each section (A-D) requires 1 Power each and a Task of their own. Complications include but are not restricted to transporter failures (possibly crew deaths), burnout of transporter systems, and contamination.

At least one group of ill crewmembers will be trapped in an area where transporter locks are difficult, likely due to radiation or forcefields. Someone will need to use pattern enhancers on those crewmembers physically, which is a good way to have the players confront the Protocrystalline lifeforms directly, or move them some place else.
**Weapon Development**

Since the Protocrystalline lifeforms have few vulnerabilities, the players will need to research ways of affecting the creatures. Detection (p. 10) must be successful before a weapon may be developed.

Players may attempt to find similar phenomena in the Federation databases, which is a Difficulty 2 Task using **Reason + Science**, assisted by the Ship’s **Computers + Science**. Success means data on the Crystalline Entity has been located, pointing to the graviton pulse as a possible weapon. This takes 1 Interval (30 minutes).

Alternatively, the players may perform their own experiments to isolate the correct weapon. This is an Extended Task, a **Reason + Science** roll, assisted by the Ship’s **Sensors + Science**. Each Interval (30 minutes) that passes will result in deaths (see page 9 of this adventure), so it’s essential that they complete this Extended Task quickly. Success means the graviton pulse is determined to be effective. Spending an additional 1 Momentum will reveal to them that the creatures are consuming electromagnetic and life energy.

**Work Track**: 8  
**Magnitude**: 2  
**Resistance**: 2  
**Base Difficulty**: 3

As for actual development of a graviton pulse weapon, a starship’s deflector could generate a graviton pulse, but that is hardly portable for use within a ship. They can develop portable versions of a graviton pulse weapon with a Difficulty 3 Task using **Reason + Security**, assisted by the Ship's **Computers + Security**. This is a two Interval Task, but 1 Momentum may be spent to reduce the Interval to one.

A portable **graviton pulse weapon** has the following stats:

- **Ranged, 4A, 2H, Intense, Cumbersome**

Once developed, there is an **Opportunity Cost of 2** and an **Escalation Cost of 1** to obtain a graviton pulse weapon. To adapt a shuttlecraft to emit a graviton pulse, it is cost of an **Opportunity Cost of 2** and an **Escalation Cost of 2**. (See page 185 of the Core Rulebook for the differences between Opportunity Costs and Escalation Costs when it comes to multiple items; Opportunity Costs are paid for each item, but Escalation Costs are paid only once regardless of the number of items).

Starship and shuttle versions of the **graviton pulse** are:

- **Energy, Phaser Bank, Medium Range, Calibration**

**Pattern Enhancers**

To affect Protocrystalline Cores and Entities with transporters, pattern enhancers (p. 199 of the Core Rulebook) must be used. This requires a team of three people to deploy the enhancers in concert. This may be complicated by the fact that they need to be deployed underwater.

The GM should allow uncontrolled characters to assist Main Characters or Supporting Characters in this Task. The main Task is Difficulty 4 **Daring + Command**, assisted by the Ship’s **Sensors + Science** (transporters). Assistance rolls are **Daring + Security**, as the devices must be deployed quickly and in the right strategic place following the lead’s commands. There must be a team of three to pull this off.

**Turning Off The Power**

Players may decide to shut off power to the ship to starve the lifeforms. They will have to eject the *Poseidonis* warp core and shut off secondary reactors. This will prevent further Cores and Entities from developing. The GM may request appropriate rolls as their plans demand. They may have to deal with the pitfalls of a powerless starship, like a decaying orbit, however.

**Protocrystalline Entity**

A Protocrystalline Entity will form when five hours (ten Intervals) have passed. The Entity is large enough that only a large-scale graviton pulse weapon will affect it. This may create an interesting problem: how do you get a shuttlecraft fitted with a graviton pulse weapon inside the U.S.S. *Poseidonis*, to fight the Protocrystalline Entity? Allow the players to come up with a viable plan.

**Other Plans**

The players may come up with ideas and plans not covered here. As long as they seem like reasonable plans, allow them. A few things might not work, such as trying to communicate with the Protocrystalline lifeforms (they are too primitive compared to the Crystalline Entity).
Act Three: Crystallization

The Duck Blind Problem
A similar crisis is brewing on the planet surface as well. As the reactor is currently active in the Duck Blind, the electromagnetic activity is also speeding up the lifecycle of the Protocrystalline Nuclei.

As there were only a handful of scientists in the Duck Blind, most are dead by the time the players arrive on Quobor II. However, Lt. Iylidy (p.6) and Lt. Chals were on the planet at the time, and realized the danger. They fled the area and are hiding from the Quoborites. They will need rescuing.

The players may realize that electromagnetic energy from the reactor must be shut off, or they risk unleashing a Protocrystalline Entities on the populace of Quobor II. However, the Duck Blind is currently shielded from view by holographic projectors. If they turn off the reactor, they risk exposing the lab and violating the Prime Directive.

Allow them to think up a solution for dealing with the Duck Blind. For example, they might destroy the lab to erase all traces of Federation presence. Or, they may try boosting the capacity of their transporters to remove the entire Duck Blind (however, the reactor must be off before this can be attempted, risking exposure). The Difficulty should be 3, but the Attributes and Disciplines depend on their plan.

However, the crew must also deal with the Protocrystalline Entity that has been growing in the coral reef under the Duck Blind.

The Entity In The Reef
A Protocrystalline Entity is forming in the coral reef directly below the Duck Blind, draining electromagnetic energy and growing. It will reveal itself in a dramatic moment towards the end of the adventure, and may be the climactic battle.

Unlike other Protocrystalline lifeforms so far, the shimmering coral reef already has incorporated protocrystals into its structure. When the Protocrystalline Entity animates, it will look like a crystalline coral creature. It will begin firing its beam at local fauna and flora, beginning to convert them into sustenance for itself.

Players will detect this from their ship, and be forced into a situation where they have to decide whether or not to interfere. The accelerated growth of the lifeform was inadvertently caused by Federation action, so they may feel obliged to correct the situation.

However, there are a few considerations. The creature is mainly attacking underwater. Would they risk using their starship’s deflector to fire a visible beam into the ocean to stop the Entity? That may violate the Prime Directive if seen by the Quoborites. Likewise, a shuttlecraft may be adapted to have a graviton pulse weapon (see p.12 of the adventure), and the shuttle sent to hunt the Entity, but it might be seen.

Depending on their plan, they may need to fly a shuttle underwater to catch the Entity. A regular shuttlecraft may suffer a Disadvantage from flying underwater, but ones from the U.S.S. Poseidonis are adapted to aquatic operations and would not suffer this penalty.

Threat may be spent to increase the difficulty of this battle.

- Spend 3 Threat to have the Entity break into two Entities. The new Entity is at full strength.
- Spend 2 Threat to introduce an underwater navigational hazard, such as a coral reef or underwater canyon. The Helmsman must succeed at a Daring+Conn Task at Difficulty 2, assisted by the shuttle’s Sensors+Conn, or suffer 3D damage.
- Spend 1 Threat to introduce a Quoborite at risk.

Aftermath
Once the threats aboard the U.S.S. Poseidonis and on the planet have been dealt with, there may be Prime Directive fallout from any sightings of Federation technology or personnel. Feel free to play through the implications if your players wish to do so, or allow the U.S.S. Poseidonis crew to deal with it instead.

The Federation will realize that the presence of advanced technology on Quobor II is likely to accelerate the growth of the Protocrystalline Entities, which may lead to mass extinction. They will abandon the surveillance project and forbid further travel to the planet, reasoning that if the Quoborites is free to develop at their own pace, it may be thousands of years before their technology is advanced enough to trigger the growth of Protocrystalline Entities.

Appendix
A player handout of the U.S.S. Poseidonis evacuation is on page 14. Playable species profiles for Arkenite, Chelon, Takaya’s Whale, and Xindi-Aquatic are on pages 15-16.
There are six general sections.

(A) Upper Sphere: includes bridge, sickbay, impulse engines
(B) Lower Sphere: includes crew quarters, laboratories
(C) Upper Engineering Hull: includes Shuttle Bay One (submerged)
(D) Lower Engineering Hull: includes Main Engineering
(E) Unsubmerged Rear Decks: includes lounge and Shuttle Bay Two
(F) Unsubmerged Nacelle Catwalks

The *U.S.S. Poseidonis* is an experimental refit of an *Olympic* class starship re-designed to serve as an evacuation and hospital vessel for aquatic life. The top aquatic and amphibious Starfleet officers serve aboard the *Poseidonis*. The spherical primary hull of the *Olympic* class ship was reconfigured so that there is a well-lit, central water-filled atrium that spans a great number of decks, allowing aquatic species to swim freely. Most decks are submerged, and can be configured for specific levels of water pressure, salinity, and chemistry.

The *U.S.S. Poseidonis* is located on the upper rear levels of the secondary engineering hull and includes Shuttlebay Two. The *Poseidonis* can accommodate a crew of 600 aquatics, but can accommodate up to 2,000 aquatic passengers and evacuate 6,000 aquatics in an emergency.
**Arkenite**

**THE ORIGINAL SERIES AND THE NEXT GENERATION ERAS ONLY**

Arkenites are a humanoid species native to Arken II, members of the Federation. They are an aquatic race with the ability to function outside of a marine environment. They have complex sensory organs that are able to detect magnetic fields and changes in pressure and temperature. Their culture is based around a group mentality called the Sia Lenthar. The more diverse their Sia Lenthar group, the more pride an Arkenite pack member feels. Arkenites are gifted in the fields of geology, astronomy, and physics.

*EXAMPLE VALUE:* No One Is A Strong Swimmer When Lashed To A Heavy Stone.

**ATTRIBUTES:** +1 Fitness, +1 Insight, +1 Presence

**TRAIT:** Arkenite. Arkenites are aquatic humanoids that can also breathe air and function out of water. They have three cranial lobes and pointed ears. Their sensory organs permit them to detect changes in pressure, temperature, and magnetic fields. Arkenite eyes are green in hue and lack an iris. When in a non-aquatic environment, Arkenites wear an Anlac’ven device that helps them keep their balance. The repayment of debt is a concept ingrained in Arkenite culture.

**TALENTS:** The character receives access to the following talents:

**SENSORY EXCELLENCE**

**REQUIREMENT:** Arkenite, or Gamemaster’s permission.

Your sensory organs allow you to detect more about your environment than other species. When you succeed at a Task to perceive or analyze your immediate environment, you will gain one bonus Momentum, which may only be spent on the Obtain Information Momentum Spend.

**PRIDE IN DIVERSITY**

**REQUIREMENT:** Arkenite, or Gamemaster’s permission.

Your efforts are bolstered by pride when you work in tandem with a diverse group. When attempting or assisting a Task, and two or more other characters are involved in the Task, you may re-roll one d20.

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**Chelon**

**THE ORIGINAL SERIES AND THE NEXT GENERATION ERAS ONLY**

The Chelons, sometimes also called Chelarians and Rigellians, are a peaceful race that resemble bipedal saber-toothed turtles. They come from Rigel III in the Beta Quadrant, and belong to the Federation. They have only one sex, reproducing by egg-laying. Some may adopt male or female gender roles, but traditionalists scorn the practice. Their fangs are highly effective in combat, though few have been trained in the art. They no longer have shells to support their bodies, but some wear ceremonial armor to compensate. Being the egg-layers the larger Chelon lords have attendants who care for them. The smaller Chelon attendants are the ones with true power in their society.

*EXAMPLE VALUE:* Judge By Deed, Not Appearance.

**ATTRIBUTES:** +1 Fitness, +1 Presence, +1 Reason

**TRAIT:** Chelon. Evolved from saber-toothed turtles, the Chelons are highly resistant to ultraviolet radiation. They are skilled swimmers, and prefer warm and humid weather. Some Chelons, in times of stress, may secrete a contact toxin through their skin, often delivered through a claw strike.

**TALENTS:** The character receives access to the following talents:

**CHELARIAN BITE**

**REQUIREMENT:** Chelon.

You have trained to use your fanged bite in combat. The bite counts as: Melee weapon, 1A, Size 1H, Piercing 1.

**CEREMONIAL ARMOR**

**REQUIREMENT:** Chelon.

You own a set of Chelon ceremonial armor that only fits you or another Chelon. When worn, it provides 2 Resistance.

**CHELON TOXIN**

**REQUIREMENT:** Chelon.

In times of stress, you secrete a toxin that may be delivered on contact. In combat, if your current Stress is at half your maximum Stress or lower, your Unarmed Strikes become Intense.
Takaya’s Whale
THE NEXT GENERATION ONLY
Takaya’s Whales serve aboard Federation starships, generally in charge of Cetacean Operations. Cetaceans are experts in astrometrics and navigation. While they need aquatic environments, certain starships (such as the Galaxy-class) have Cetacean Labs, and they also work on starbases. For detailed work, they may enlist the use of hologram assistants.

EXAMPLE VALUE: The stars are my ocean.

ATTRIBUTES: +1 Insight, +1 Presence, +1 Reason

TRAIT: Takaya’s Whale. Takaya’s Whales possess traits common to Earth whales, such as size and physical capabilities.

TALENTS: The character receives access to the following talents:

AQUATIC CYBERNETICS
REQUIREMENT: Takaya’s Whale, or Gamemaster’s permission.
You may install aquatic cybernetics to assist you. Choose two Standard Issue (No Cost) items to convert into aquatic cybernetic implants.

ECHOLOCATION
REQUIREMENT: Takaya’s Whale, or Gamemaster’s permission.
You are able to use echolocation to detect objects. When you are using echolocation to perceive something through liquid environments, you may re-roll any number of dice.

NAVIGATIONAL INSTINCT
REQUIREMENT: Takaya’s Whale, or Gamemaster’s permission.
You may substitute Instinct in place of other Attributes when performing or assisting with Plot Course or Chart Hazard Tasks.

Xindi-Aquatic
ALL ERAS OF PLAY
The Xindi-Aquatics are one of the five surviving species from Xindus in the Delphic Expanse. Their homeworld was destroyed in the Xindi Civil War. Like all Xindi, the Aquatics have a ridge-like fold at the top of their cheekbone. Xindi families pass down initiation medals to their progeny. They are experts in biometric hologram technology, and have a reputation for being efficient and level-headed.

EXAMPLE VALUE: Better To Deliberate Slowly Than To Rush A Decision.

ATTRIBUTES: +1 Fitness, +1 Insight, +1 Reason

TRAIT: Xindi-Aquatic. The Xindi-Aquatics take a long time to make decisions. This prudence may frustrate others but makes the Xindi-Aquatics a voice of reason. They prefer visual cues and are suspicious of the spoken word, preferring courage and confidence in others. The Xindi-Aquatics are native to aquatic environments and can see well underwater with the slit-like irises in their eyes. They have three-fingered forelimbs with fingernail-like claws and webbing. Their hind limbs are fins and they are tailed. Their natural complexion is green with blotches of olive hue. Xindi-Aquatics communicate amongst themselves with complex songs using gills, and switched to sonar for past tense. However, they can easily learn humanoid languages. Females are larger, have more humanoid-looking faces and have rougher skin than males.

TALENTS: The character receives access to the following talents:

LONG DELIBERATION
REQUIREMENT: Xindi-Aquatic, or Gamemaster’s permission.
You make fewer errors, given time. When you attempt a Task using Reason or Insight, and spend Determination to buy a bonus d20 for that Task, you may re-roll your dice pool. However, if this is a Timed Challenge, you cannot spend Momentum to reduce the length of the time involved.

SONAR
REQUIREMENT: Xindi-Aquatic, or Gamemaster’s permission.
You are able to use sonar to detect objects. When you are using sonar to perceive something through gaseous or liquid environments, you may re-roll any number of dice.