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BEYOND *the*
FINAL
FRONTIER

UNOFFICIAL WEBZINE OF THE
STAR TREK ROLEPLAYING GAME

From the Editor

To the long-suffering faithful, and the new readers alike: Greetings!

To quote the Grateful Dead, “What a long, strange trip it’s been!”

Back in the day, when I first picked up the *Star Trek RPG Player’s Guide*, I never imagined that I’d be where I am now, that I’d be doing the things I’m doing, or that I’d get to know some of the people I know. I was just another fan of the show and of the game.

And now, here I am, helping to oversee the revival of *Beyond the Final Frontier*.

It didn’t happen in a vacuum, though. I probably couldn’t have done this without the help of Doug Joos, who did the layout for this issue. I know I couldn’t be doing it without Chris Huth, who for reasons surpassing understanding decided that I was the man who should be carrying this particular torch.

I certainly couldn’t be doing it, though, were it not for you, the fans of the game who just won’t let it die. I am both humbled and thrilled to be able to do this for people who love the game as much as I do.

Live long and prosper.

Patrick Goodman
Editor

BEYOND THE FINAL FRONTIER

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STAR TREK™
ROLEPLAYING GAME

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BEYOND the FINAL FRONTIER

Engineering Room

Rules Option: Alternate Stat Blocks

by Renny

Those of you familiar with D20-based games will no doubt have seen the stat block used for describing characters. It's essentially a shorthand character sheet, with all relevant stats included.

I've come up with a CODA *Star Trek* version of this, which I've found particularly useful as I can easily fit a character onto an index card.

It's important to remember that the skill levels listed are the effective skill levels, *including* skill rank, attribute modifier and any other modifiers from edges or abilities. The initiative value will only be listed if the character has any modifiers to initiative from abilities and so on. SA is Species Abilities, PA is Professional Abilities, ADV is Advancements, PersDev/ProfDev is Personal Development/Professional Development, CP is Courage Points and R is Renown. Professional Skills

and Favoured Abilities and reactions are italicized although you can also underline them, mark them in bold or whatever you prefer.

Species abilities, such as a Vulcan's Mind Meld or a Bajoran's *Pagh*, are handled in much the same way as they are in the *Player's Guide*. Some of these species abilities are learnable, while some are inherent parts of the species' genome. The player should choose all but one of his character's species abilities from the primary species, and the remaining ability from the secondary species. Typically, this is a learnable ability, such as the Human ability Skilled, but this isn't always the case, and there are no hard and fast rules for making this choice.

If the Narrator approves, and the player is willing to take a flaw in order to spend another Edge, he can take either the Stringent Upbringing or Genetic Quirk Edge during the Personal Development phase of character generation. These Edges allow the player to modify how species abilities are assigned to his character.

Lt Commander Jena Parker Female Human, Starship Officer, Command Officer; Defense 8; Health 9; Damage 1d6; Init +1; Agl 9 (+1), Int 11(+2), Per 8 (+1), Prs 8 (+1), Str 6, Vit 8 (+1); Quik +1, Savv +1, Stam +1, Will +4; SA Adaptable (Will +2), The Human Spirit, Skilled; PA Starship Duty, Commanding Presence, Starship/Starbase Protocol (Starfleet), Starship Tactics, Command; ADV 10; PersDev/ProfDev – Military Brat/Basic Commander; CP 4; R 0

Skills: Athletics (Climb, Swim, Run) +3, Enterprise: Administration (Starfleet) +5, Knowledge: Culture (Human) +6; Knowledge: Specific World (Mars) +6, Language: Federation Standard +7, Knowledge: History (Federation, Mars) +6, Knowledge: Politics (Federation) +6, Energy Weapons (Phaser) +5, Computer Use (Retrieve, Encryption) +5, Knowledge: Law (Starfleet Regulations) +7, System Operation (Command, Flight Control, Sensors) +7, Negotiate (Bargain, Mediate) +6, Repair +5, Tactics (Klingon, Space) +6, Unarmed Combat: Starfleet Martial Arts +1, Science: Social (Anthropology) +5, Influence (Charm) +3, Inquire (Interrogate) +3, Investigate +3

Edges: Promotion 3, Fit, Command, Coordinator; **Flaws:** None; **Equipment:** Starfleet Communicator, Starfleet Tricorder, Starfleet Phaser-Type II (5/20/50/100/+20 – Damage varies)

The Shipyards



Orion Scout Ship

by Doug 'tomcat' Joos
Image by Mike Okuda

Introduction

The Orion scout ship was a type of scout ship utilized by the Orions during the mid-23rd century.

Design

The Orion scout ship had a unique design, previously unknown to Starfleet, consisting of an oblong primary hull attached by a central "spine" to a large vertical ring, perpendicular to the primary hull, which contained the ship's propulsion system. The propulsion system itself consisted of two four-spoke components, each containing four propulsion units. These two components spun independently of each other while the ship was in flight.

The scout ship's hull was composed of high density trititanium, which allowing the vessel to be "cloaked" against Federation sensor probes. This

technology was unlike the cloaking device used by the Romulans.

While moderately armed with standard phasers, the scout ship was capable on evading both phaser and photon torpedo fire, due to its incredible speed; indeed, capable of traveling at warp 10 in combat.

Background

While *en route* to Babel from Vulcan, in 2268, the *USS Enterprise* encountered an intruder vessel, later discovered to be an Orion scout ship. Due to the vessel's design, it was able to block the sensor probes of the *Enterprise*, allowing the ship to remain unidentified, and the size of its crew masked.

After making multiple strafing runs at the *Enterprise*, it was eventually defeated by the *Enterprise* in combat, after *Enterprise* Captain James T. Kirk allowed his ship to drift, baiting the Orion ship in to a range of about 75,000 kilometers, before disabling it with a few phaser shots. The

scout's crew chose to set their vessel to self-destruct rather than be captured. (TOS: "Journey to Babel")

Having originally appeared as "a simple spinning wheel of light," the original appearance of the Orion scout ship suffered from the series' budget limitations, but would ultimately be revised for the remastered episode that aired in 2007.

Having been given a certain amount of leeway in their design creativity, the digital artists managed to "remain faithful to the original effect, but embellished it by creating an ingenious ship design that used the spinning lights as a powerful alien propulsion system."

Orion Scout Ship

Raider-class Fast Frigate; Commissioned 2267

Game Statistics

Hull Data

Structure:	20
Size:	4/3 decks
Length:	130/30/30 meters
Complement:	15

Operational Data

Atmosphere Capable:	Yes
Transporters:	2 personnel, 2 cargo, 2 emergency
Cargo Units:	20
Shuttlebays:	No
Shuttles:	none
Tractor Beams:	1 fv
Separation System:	none

Sensor Systems:	Class 3a [+3/+2/+1/+0/+0] (CC)
Operations Systems:	Class 1 (B)
Life Support:	Class 1 (B)

Miscellaneous Data

Maneuver Modifiers:	+0 C, +1 H, +2 T
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Traits

Monotanium plating - gives a +4 TN defense bonus to any System Operation (Sensors) and Lock On maneuvers

Propulsion Data

Impulse Engines:	SBE (.5c) (D)
Warp Drive:	LN-64 mod 3 (7/9/10) (D)

Tactical

Phaser Banks:	Type IV (x4) (B)
Penetration:	4 / 4 / 4 / 0 / 0
Torpedoes:	none
Penetration:	n/a
Deflector Shields:	CIDDS-2 (C)
Protection/Threshold:	14/4

New Civilizations

Denobulans

by Patrick Goodman

Personality

The typical Denobulan is exceptionally friendly, even to strangers, and possesses a keen curiosity about the world around them. They cherish new experiences and find their lives, and those of life forms around them, exceptionally interesting. They are excellent listeners.

Physical Description

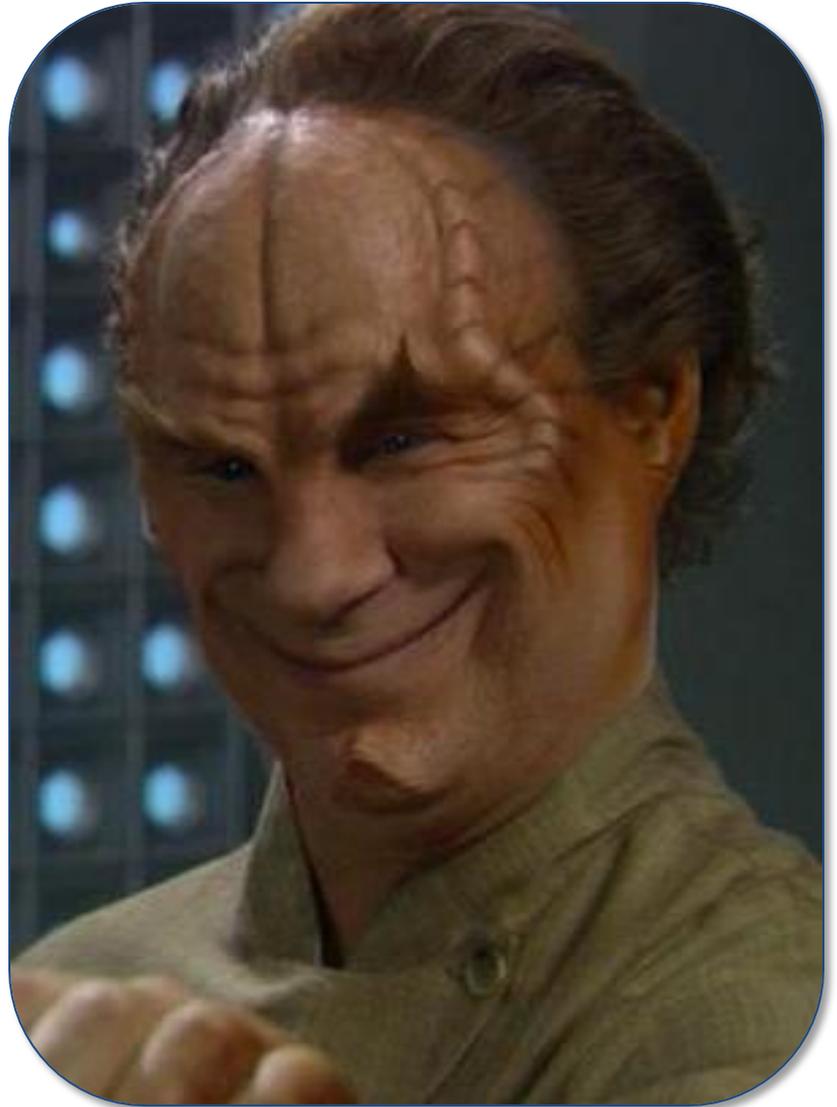
Denobulans have about the same range of height and build as Humans. Their skin tones range from pale pink to deep tan, with hair color sharing the same range as Humans. Both genders have a high hairline. As a species, they have a pair of cartilaginous ridges running up the sides of their faces, from the cheeks to their foreheads, with an additional ridge on their chins. Denobulan facial muscles are much more pronounced than most other humanoids, allowing them to more easily express a wide variety of emotions.

Homeworld

Denobula, a Class M planet orbiting the trinary star system Denobula Triaxa. Denobula is a crowded world with a population in excess of 12 billion people, all living on the planet's single continent.

Culture

Denobulan culture is similar to that of Humans in many regards. War and conflict have never been predominant in their history, but they haven't been



unknown, either. During their Age of Enlightenment, many Denobulans began an inward journey that served to strengthen Denobulan society as a whole. Instead of fracturing themselves as divided individuals, Denobulans came to embrace one another and learn from themselves.

Modern Denobulans are honest, open, and friendly—sometimes to a fault. They are quick to recover from their transgressions and can be

humble to excess. Some consider Denobulans to be pacifists, but they have, on occasion, been involved in wars. The most notable of these was their series of wars with the Antaran people, the last of which ended sometime in the 19th century.

Denobulan marriages are polygamous, with a husband having three wives, and each wife having three husbands. The marriages are also open, with spouses free to pursue casual encounters with other people as they please. While many non-Denobulans find this arrangement difficult to grasp, it's the social norm on Denobula. Most Denobulans are equally astonished by the exclusive and monogamous mating rituals of other species.

Mating season for Denobulans harkens back to their more primal history, where males and females would fight for the right to take another mate. While not fatal, the mating season does see a marked rise in injuries across Denobula. The pheromones of Denobulan females are quite intense and clearly signify their interest in another.

The Denobulans have a very clearly defined concept of “personal space.” In spite of their social nature, they don't generally like to be touched. Even spouses rarely touch each other except when mating. It is one of the few elements of privacy which life on such an overcrowded planet affords them, and they tend to guard it jealously.

Denobulans do not sleep nightly, as most other species do. Instead, they hibernate for a period of about a week, once every year. It is very difficult to rouse them from this hibernation, and a Denobulan awakened prematurely generally finds it extremely difficult to function. The hibernation cycle, with its accompanying lack of REM sleep, can sometimes lead to psychological stress, which can in turn lead to vivid hallucinations. Such hallucinations are considered normal and healthy in Denobulan society, where they are generally allowed to run their course, with friends and family taking care to ensure that the hallucinating party doesn't accidentally injure himself.



Language

Denobulan: After Denobula joins the Federation, they also learn Federation Standard.

Common Names

Denobulans generally use only their given names; their complex mating practices make it somewhat impractical to adopt a surname that would please everybody involved in the marriage. In social situations with some alien cultures, however, they tend to adopt one of their spouses' names as a sort of “surname” in order to make the other person comfortable; for instance, one of Dr. Phlox's wives introduced herself as “Feezal Phlox” while on board *Enterprise NX-01*.

Male Names: Biras, Bogga, Delix, Grolik, Groznik, Klaban, Mettus, Moga, Morox, Phlox, Rinix, Takis, Tropp, Tuglian, Vinku, Yolen, Zepht, Zinet.

Female Names: Anari, Andora, Asha, Daphina, Feezal, Forlisa, Kessil, Liera, Lusia, Miral, Natala, Ninsen, Phenna, Sabra, Secka, Symmé, Trevix, Vesena.



Favored Professions

Diplomat or Scientist. Because of their interest in other species and their social natures, Denobulans

excel at professions that provide them with new experiences. Many Denobulans participate in the Interspecies Cultural and Medical Exchange programs in an effort to learn more about other species. Denobulan diplomats tend to express an almost tireless patience in dealing with others while their friendly demeanor causes others to be at ease. For this same reason Denobulans also make excellent healers or doctors, although their holistic methods tend to be somewhat unconventional.

Species Adjustments

+1 Intellect, +1 Presence. Denobulans are enlightened and enjoy the study of the sciences and arts. They are also social creatures, and quite friendly and open to new experiences.

Species Abilities

Bonus Edge: Cultural Flexibility: Because of their willingness to experience new situations and cultures, Denobulans feel at ease when dealing with species other than their own, receiving the Cultural Flexibility edge for free.

Bonus Edge: Curious: Denobulans are eager to know how things around them work and are adept at unlocking life's mysteries. They receive the Curious edge at the start of play for free.

Bonus Edge: Excellent Metabolism: The Denobulans have a particularly robust immune system, enabling them to very effectively ward off almost any infection, up to and including Borg nanoprobes. They receive the Excellent Metabolism edge for free.

Patience: Denobulans live for a long time, and they are very patient as a result. They can go for years without seeing one of their spouses and think very little of it. This patience also enables them to excel at tasks that take time; they gain a +2 bonus when performing extended tests.

Social Creatures: The Denobulans are a social race not just by circumstance but by choice, and they do not function well without daily social interaction of some sort. For each day past the first where a Denobulan is forced to work alone, without any

social interaction, they suffer a cumulative -1 penalty to all tests they have to perform, up to -5 on the fifth day. This is in addition to any other penalties that may apply to those tests.

Species Flaw: Intolerant (Antarans)

Species Flaw: Species Enmity (Antarans): Centuries ago, the Denobulans and the Antarans were bitter enemies, taking part in a series of devastating wars. Even now, at least 300 years after the end of their last conflict, neither species can stand being in close proximity to the other.

Notable Denobulans

Doctor Phlox, a participant in the 22nd century Interspecies Medical Exchange program, is one of the more notable Denobulans in recent history, one of only two non-humans serving aboard the Earth Starfleet vessel *Enterprise NX-01*. His ability to meet and interact with new and alien species marked him as something of a celebrity within the Denobulan medical community, and his reports were awaited with great eagerness. His extensive medical background proved invaluable to the ship's crew on more than one occasion. Of note were some of the Doctor's unconventional methods of treatment, such as kinji spores and wessa root extract for mild sprains.



Edosians

by Patrick Goodman

Physical Description

Edosians average about the same height as Humans, though they have a somewhat slighter build. Their body mass is about the same due to their extra limbs. Their skin ranges in color from pale orange to brick red. They have bony faces, yellow eyes, and no noticeable body hair. Their most striking feature, however, is the fact that they are tripod. They have three legs and three arms; the third arm emerges from their chest. Each arm ends in a three-fingered hand.

Homeworld

Edos (Epsilon Minora III), a planet in the constellation Triangulum, near the energy barrier at the edge of the galaxy. It is a small class M world with a relatively small inhabitable land mass (approximately 83% of the surface is water).

While just within Federation space, Edos is not a member of the Federation, choosing to remain an independent protectorate. They have signed trade, science, and mutual aid treaties with the Federation, however. Their system is popular as a stopover point for science teams seeking to explore and investigate the barrier.

Culture

The Edosian people are a quiet, peaceful race hailing from the watery planet Edos. They are very modest about, seemingly almost ashamed of, their own accomplishments; this lends to their not-wholly-undeserved reputation as secretive. Since their world has never been involved directly in a war, the Edosians are a peaceful species with a great reverence for life.

Edosian history goes back some 24,000 years. It was then, their religious records say, that



their many gods crafted the first Edosian people out of the rich soil of their world. They molded them, and then breathed some of their own life into them, and wrote down the Laws for them.

Over those millennia, the people of Edos heeded the Laws, and this has been the backbone of their society. All of their social mores stem from it. The Laws dictate, for example, that all the people are equal in standing to one another. This lack of class levels has served to eliminate strife on their world, and is the primary reason that there has never been a war in 24 millennia of recorded history on Edos.

Edosians are long-lived, living at least as long as Vulcans, which is another gift from their gods. This longevity, combined with the relatively small inhabitable surface area of Edos, has prompted the Edosians to practice their own form

of population control. It is quite rare, though not unheard of, for there to be more than one child per family on their world. This is a conscious choice; there is nothing biological preventing an Edosian couple from having more than one child, and multiple births, while comparatively rare, do occur.

A side-effect of their low birth rate is that all children are considered precious, not just to the family, but to their community at large. Families tend to be quite close, and ancestral records are kept in great detail and date back for centuries, and in some cases even millennia.

Languages

Edosian and Federation Standard.

Common Names

Edosians typically use only their given name; though they do have a surname, it is used only in very formal situations, such as during religious ceremonies. This surname consists of the given names of the Edosian's parents, preceded by the word "nal" (roughly meaning "child of") and joined by the word "mi" (Edosian for "and"). Traditionally, a male places his mother's name first while a female places her father's name first. For example, a male Edosian called Bilar, whose father was Krex and whose mother was Erlan, would be Bilar nal Erlan mi Krex.

As might be expected with their cultural philosophy of complete equality, Edosians do not have any gender distinctions in their names.

Edosian Names: Ailix, Anex, Arex, Bilar, Deritan, Erlan, Huj, Jak, Kando, Krex, Maldek, Moblix, Pilan, Preej, Rollex, Triffa, Xen.

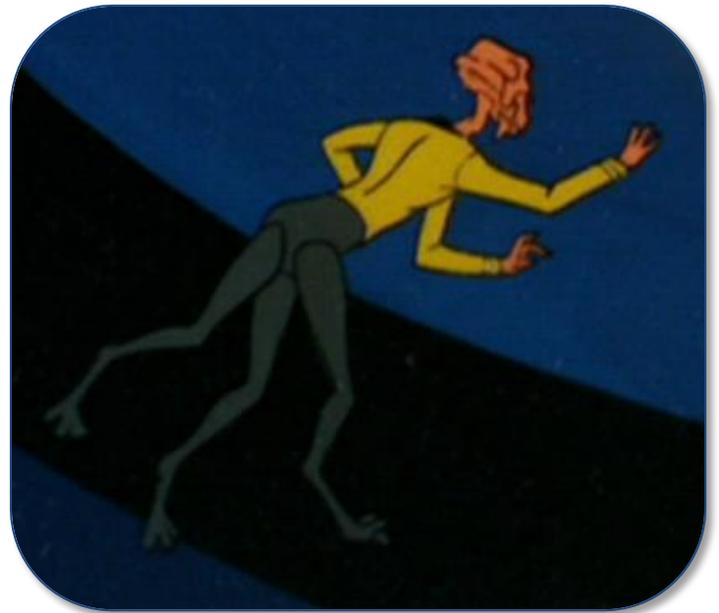
Favored Professions

Scientist, Mystic, and Starship Officer (Navigator). The Edosians are curious about the mysteries of the universe around them; the best way to satisfy that curiosity is through the hard sciences. The social sciences are, for the most part, anathema to them because they are seen as a breach of privacy. Their deeply held religious convictions and the fact that

they're a polytheistic culture mean that more than a few of them become mystics, as well. While their notable sense of direction doesn't really help them navigate the cosmos, their love of sea travel translates easily to a love of space travel, and Edosian navigators are valued members of many starship crews.

Species Adjustments

+2 Agility, -1 Presence, -1 Strength. While they appear ungainly, the Edosians are actually remarkably quick and graceful, though their slight build renders them slightly weaker than other species. Their intense need for privacy is somewhat off-putting to many other races.



Species Abilities

Artisan: Edosians are skilled craftsmen and tool-makers, whose wares are sought after throughout the Federation. They receive a +2 bonus to all Craft rolls.

Bonus Edge – Ambidextrous 2: Edosians can use all three of their hands with equal grace.

Bonus Edge – Multitasking: The same brain structure that allows the Edosians to effectively control their extra limbs allows them to perform many tasks at once without noticeable effort.



Bonus Edge – Sense of Direction: Raised on a watery world covered with islands, Edosians quickly developed a knack for knowing which way is which. This helps them enormously when navigating the oceans of their homeworld, and comes in extremely handy at other times, as well.

Extra Limbs: The Edosian race is tripedal, having three legs and three arms. The extra arm gives them the advantage of +1 standard action per round (for a total of 3).

Extremely Private: The greatest virtue of the Edosian people is to respect the privacy of others, and they expect the same courtesy in return. As a result, they are not the most social of creatures. Edosians suffer a –2 penalty to all social tests made against any non-Edosian.

Notable Edosians

Lieutenant Arex served as a navigator aboard the *U.S.S. Enterprise* in 2269. Sometime before that, he taught space navigation at Starfleet Academy, where one of his star pupils was a young Human named Pavel Chekov. A long-time Starfleet veteran, he was not a product of Starfleet Academy. Rather, after a ten-year stint in the merchant marine, he enlisted in Starfleet as a technician and worked his way into the officer ranks by way of a field commission during a battle with the Klingons.

He was considered by many to be the best navigator in the fleet in his time. He was also decorated several times for bravery in the line of duty, even earning a Starfleet Citation for Conspicuous Valor. With typical Edosian modesty, however, he never speaks of these things.



BEYOND the FINAL FRONTIER

Hailing Frequencies

Where No Man has Gone Before

What's out there?

Here you will find a list of the many sites out on the internet that support Star Trek in all its myriad of incarnations. If you know of a site you would like to add to the list, please let us know so that we can update this resource.

Beyond the Final Frontier

<http://strpg.patrickgoodman.org/>

Trek-RPG.Net

<http://forum.trek-rpg.net/index.php>

RPG.avioc.org

<http://rpg.avioc.org>

Character Profiler

<http://rpg.avioc.org/profiles/>

Star Trek – Memory Alpha

<http://memory-alpha.org/wiki/Portal:Main>

Ex Astris Scientia

<http://www.ex-astris-scientia.org/>

Star Trek LCARS Blueprints

<http://www.cygnus-x1.net/links/lcars/blueprints-main2.php>

Star Base 10

<http://www.starbase10.com/trek/>

Star Trek CCG Continuing Committee

<http://www.trekcc.org/>

