

Space.

The Final Frontier.

These are the voyages of
the Starship Concord.

Our continuing mission: to
take advantage of the new
opportunities presented by
peace with the Romulan
Empire.

And to boldly go where no
one has gone before...

The events of what has now been dubbed "The Nemesis Incident" have caused a number of political shifts within the Alpha and Beta quadrants. The Romulan Provisional Government, driven by the Federation's assistance in avenging the death of the Senate by the rogue agent known as "Shinzon," combined with the headway made during their alliance against the Dominion has made a number of unprecedented steps towards peace with the Federation. Though the Neutral Zone has not been officially dissolved, some Federation pundits believe it is only a matter of time. After centuries of hostilities, the conflict might finally end.

For the time being, the Romulan Government has agreed to let a certain number of Federation starships cross the Neutral Zone. Though the planets and systems close to the Neutral Zone have been known ever since the Neutral Zone was established, no Federation ship has been allowed to explore them without violating treaty.

You are the crew of the USS Concord, commanded by Captain Turin. The Concord's tour of duty will begin on Deep Space 4, and from there will cross over the Neutral Zone. The sector is known to be the former home of the ancient Iconian Empire, a galaxy spanning race with highly advanced technology. Though the Iconians are long extinct, the artifacts they left behind could change the balance of power forever.

Captain Turin's Speech

Recorded Stardate: 56884.931506

Begin Playback

"My name is Turin. As you may have heard, I am one-fourth Human, one-fourth Vulcan, and one-half Romulan. The higher-ups at Starfleet Command have decided that my unique experiences make me the ideal candidate for the following mission. Admiral Warren Cardin has personally selected me for this mission based on his evaluation of things to come and believes this to be the place for me. I am hoping to prove him right.

This mission will be unlike any that have come before in Starfleet. I believe that it will take us all from lowest that the galaxy has to offer to the highest that has ever existed. There will be many hard decisions ahead of all of you; ones that your orders and even the Prime Directive may not cover. You will be forced to question everything you believe in, but know this: As long as you hold true to your convictions, you are making the right decision, no matter who may oppose you.

Though the Concord may not be the most powerful ship in terms of weapons or armor or science labs, its greatest strength lies in its potential. Unlike an Akira or a Defiant that only knows war,

the Concord's greatest weapons will be the allies that it makes and the ability to adapt and change. If we wish to succeed in our ultimate goals, you must learn that the weakest ship is the one cut from the mold fresh out of spacedock, and the strongest ship is one that has been changed by a crew that understands it.

Nor must you ever think that you are alone. The work that we will accomplish here will have ramifications in every quadrant, and I do not doubt that you will meet important figures from many of the major powers. Though you might not meet every Chancellor or Praetor, you will encounter the true power bases behind the governments, and you must learn to make your own decisions on who your friends are.

In closing, I leave you with a Romulan proverb, taught to me by my mother: 'An ally's blade and a renegade's blade have equal potential to hit the heart.'

To your stations. Prepare to depart from Deep Space 4."

USS Concord
Steamrunner class Light Cruiser



Dimensions

Length : 244 m

Beam : 160 m

Height : 40 m

Decks : 9

Mass 375,000 metric tons

Crew 185

Armament

6 x Type VIII phaser arrays, total output
13,000 TeraWatts

2 x Pulse fire photon torpedo tube

2 x Standard photon torpedo tube + 155
torpedoes

Defense Systems

Standard shield system, total capacity
891,000 TeraJoules

Standard Duranium/Tritanium Double hull
plus 4.8 cm High density armour.

Standard level Structural Integrity Field

Warp Speeds

(TNG scale)

Normal Cruise : 6

Maximum Cruise : 8.8

Maximum Rated : 9.5

Notes from the Daystrom Institute's Library:

During the late 2340's Starfleet became increasingly worried about the average age of the ships in the fleet. Although vessels such as the Miranda and Excelsior class were performing adequately as mid sized cruisers and destroyers, these designs dated back between 50 and 100 years and were lagging behind the latest technology despite frequent refits. Rapid expansion of the Federation was also putting a great strain on both the exploratory and defense capacities of Starfleet, and although the Nebula class was under development Starfleet was predicting that it would be unable to meet all of its commitments by 2365.

The Steamrunner design was fielded in the early 40s along with the Saber as part of a major fleet wide program of modernization. Essentially the Steamrunner's serve a similar function to the modern day Intrepid class - a smaller, faster counterpart to the cruiser class ships which would be deployed in large numbers to augment the more capable designs. The first of the class was launched in 2342, and series production began after a six month flight test program.

The Steamrunner introduced several innovations into Starfleet; she was the first to be equipped with an isolar computer system rather than the duotronic system then in use. Her hull form was also rather unusual in appearance; the angular profile of the primary hull was claimed to be an inherently stronger shape than the traditional circular/elliptical shape, allowing a reduction in the thickness of the structural beams which decreased the overall vessel mass by some 12%. This made for greater acceleration at both impulse and warp. However, some flaws have surfaced in the design; Steamrunner class ships which engaged in extended periods of high warp speed found some cracking in the structural members of the primary hull. Several fixes were tried to correct this problem; Starfleet finally found that a combination of a modified Structural Integrity Field system and slight changes to the Warp drive itself eliminated the harmonic vibrations which were causing the problem. Those vessels already damaged had to have some of their main hull support structure replaced, a task which set construction of the class back some time.

Although the Steamrunner is relatively limited in its capabilities to perform scientific and exploratory functions compared to a larger ship, its real difficulties lie in the diplomatic area. Like the Intrepid class which is now replacing it, the Steamrunner is capable of holding only limited diplomatic venues. Despite this the Steamrunner's have proved their worth in diplomacy, helping to settle many matters in sparsely populated areas where Starfleets "big guns" rarely make an appearance.

Today the Steamrunner is beginning to take a more back seat as the Intrepid class becomes more common. The last few years have seen many units of this class moving from the outer territories to the core of the Federation. Thirty six of the class were recently been rebuilt as border patrol craft. This involves a reduction in Shuttle craft Facilities by approximately 50% in favor of a larger load of photon torpedoes and a refit to the shield generators. Serving with the Typhon Sector Fleet, these ships were heavily involved with the Borg attack of 2373 where they suffered severe casualties. More recently Steamrunner class ships have been serving as scouts during the war with the Dominion. Losses here have also been significant.

D20 Stats for the USS Concord

Colossal Sized

Tactical Speed

9 squares. With a move action, the Concord can move 9 squares on the map.

Full Attack:

- 4 Type VIII phaser arrays
 - Base Attack: +0 ranged
 - Damage: 10d8
 - Critical: 19-20
 - Range: 10 squares
- 3 Photon Torpedo Tubes
 - Base Attack: -6 ranged
 - Damage: 18d8
 - Critical: 18-20
 - Range: Unlimited

The gunner's ranged attack bonus adds to the base attack bonuses. An NPC crewman adds +4 to these attacks.

Point Defense Phasers

- Point Defense Phaser Array
 - Base Attack: +5 ranged
 - Damage: 3d12+10
 - Critical: 20
 - Range: Point Defense

Point Defense phasers are used to make attacks of opportunity against other ships. (pg. 135)

Tractor Beam

Tractor Beam +16 (pg. 144)

Defense: 6 (Flat-footed 6 NPC Piloted 11)

The pilot's class bonus to defense and dexterity modifier add to this number. (pg. 110) This defense takes into account magnetic and particle field systems. (pg 134-136)

Hit Dice (AKA Shield Strength): 200d20 (4,000 hp)

When a ship is down to 10% or less of its shield strength, the shields go down, and all damage will go directly to the hull. The ship is considered disabled and thus cannot take anything more than a move or

attack action each turn, and if it takes a strenuous action, takes an additional 1d10 points of damage. After a ship reaches 0 or less HP, it begins breaking apart. It can no longer be repaired by normal means, and loses 1d10 HP each round. It will explode when it reaches -60 hp. (pg 113, modified)

Hardness: 30

As long as the shields are up, the shields automatically regenerate (ignore) the first 30 damage from any attack.

Improved Damage Control

A starship must use a move action to perform Damage Control, and the Engineer must use a full round action and make a Repair check. Hit points are restored to the ship based on the following chart:

DC	HP
<15	None
15	3d10
20	4d10
25	5d10
30*	6d10

Other Systems

Self-Destruct System (pg. 135)

Radiation Shielding (pg. 135)

Class IV Sensor Array (pg. 137)

An Operations or Science officer can operate the sensors by making a Computer Use check.

Standard Starfleet Com System

Emergency Medical Hologram Mark 2 (Smart Ordinary 3/Dedicated 3, MM pg 107)



Races

(Remember, all non-Human races receive one less feat at first level and -1 skill points each level)

Vulcans

- +2 Int, -2 Cha. Vulcans are renowned for their analytical skills, but their strict devotion to logic makes them very aloof.
- Vulcans receive the Great Fortitude feat for free. The Vulcan immune system is highly developed and enables them to resist most known forms of infection or illness, and additional traits like their inner eyelid give them a high degree of protection.
- Planetary Adaptation (High-G World.) The high gravity of Vulcan have given them increased strength.
- +2 to Listen Checks. Vulcans have acute hearing.
- Level Adjustment: +1

Romulans

- +2 Int, -2 Wis. Romulans are very cunning and duplicitous, but also have been known to be fairly impulsive.
- Planetary Adaptation (High-G World.) Though they may have gained some differences from their ancestral cousins, Romulans remain strong from their time on the high gravity Vulcan.
- Romulans gain either the Deceptive or Archaic Weapons Proficiency feat at 1st level.
- +2 to Listen Checks. Romulans have acute hearing.
- Level Adjustment: +1

Klingons

- +4 Str, +2 Con, -2 Wis. Klingons are born with high natural strength and their bodies contain a number of redundant organs to assist their constitution. However, they are known to be hotheaded by other races.
- Iron Will
- A Klingon with the Archaic Weapons Proficiency also is considered proficient in all Klingon melee weapons, such as the Bat'leth.
- Level Adjustment: +1.

Ferengi

- -2 Str, +2 Dex. Ferengi are quick and weasely.
- +4 racial bonus on saving throws against all telepathic abilities. Ferengi's multilobed brain structure makes reading them telepathically difficult.
- +4 to Listen checks. Ferengi's ears are highly acute and (ahem) sensitive.
- +2 racial bonus to Diplomacy and Gather Information checks. While Ferengi are far from trusted by the galaxy at large, the art of deal making is paramount in Ferengi culture.

Cardassian

- +2 Con, -2 Wis. Cardassians live on a resource deprived world that has made them a bit tougher than most. However, they are not known for their perceptiveness.
- Planetary Adaptation: Hot World

Bajoran

- +2 Wis, -2 Int. Bajorans are a spiritual, strong-willed people but their reliance on the Prophets have left them behind in technological pursuits.
- Bajorans receive either the Creative or Educated feat at 1st level.

Betazoid

- +2 Wis, +2 Cha, -2 Int. Betazoids are known for their excellent interpersonal skills thanks to their telepathic talents, but as a result they are not as drawn to internal studies.
- Betazoids receive the Wild Talent feat for free. (Core pg 362)
- Empathic:
- Level Adjustment: +1

Suggested Advanced Classes

Ambassador (d20 Future)

Obviously suited to Ambassadors from other worlds, attaches have been known to serve on starships as part of the ship's crew.

Dogfighter (d20 Future)

While most larger starships eschew "hotshot" pilots, more risky starships maneuvers have become more popular since the Dominion War, especially aboard ships the size of Defiants.

Dreadnought (d20 Future)

Starfleet Security occasionally trains units such as the Dreadnought, though they are more common in the Starfleet Marine Corps.

Engineer (d20 Future)

One of the more important roles aboard a starship, this advanced class is only one way to represent a member of a starship's engineering team.

Explorer (d20 Future)

Generally a member of the ship's away teams, the explorer can be a specialist or someone from an alien culture.

Field Officer (d20 Future)

A commander with a more heavy combat background, like a security forces leader, Starfleet Marine Corps NCO, or even a starship captain with a hardedged background could take this advanced class.

Space Monkey (d20 Future)

The backbone of a good engineering team, the Space Monkeys perform the day to day operations of a starship.

Swindler (d20 Future)

Of course, no self respecting member of Starfleet would be called a swindler. However, there are many with these talents, especially among the Ferengi.

Technosavant (d20 Future)

Whether part of the engineering team, or the science department, or R&D, technosavants fill a very specific niche. While cybernetic enhancements and robotics are not very well developed in the Federation, there is still often call for the Technosavant's talents.

Soldier (d20 Modern)

The backbone of any security force.

Gunslinger (d20 Modern)

Skilled phaser users are always in demand.

Daredevil (d20 Modern)

The more thrill-seeking Starfleet officers, regardless of their positions, have been known to follow this path. A surprising number of Executive Officers and Captains take this class.

Field Scientist (d20 Modern)

The chief science officers often follow this path, representing a more generalized field of study than the many specialists that inhabit the science department of most vessels.

Techie (d20 Modern)

The techie tends to be the one on the away team while the chief engineer remains on the ship fixing the warp core.

Field Medic (d20 Modern)

A must for the medical officer.

Negotiator (d20 Modern)

Counselors, advisors, and even Captains often take this class.

Telepath (d20 Modern)

Very common among Betazoids, but many other races have them as well. (Note: None of the psionics rules in d20 Modern are very "Star-Trekky." It might be better served in some kind of feat chain system, but such a system is beyond what I want to do.)

Battle Mind (d20 Modern)

Though rare, species like the Ocampa have been known to produce such telekinetics.

New Feats

Vulcan Mind Meld

Prerequisites: Int 13+, Vulcan, Allegiance: Kohlinahr

Vulcan Neck Pinch

Prerequisites: Int 13+, Base Attack Bonus +4.

Benefit: You make an unarmed attack against a living creature. If the attack succeeds, the target takes no damage but must succeed on a Fortitude save (DC 10 + one-half your character level + your intelligence modifier) or fall unconscious for 1d4 minutes.

You must spend an action point to use this feat.

Special: This ability does not work on creatures without nervous systems or discernable anatomies, such as oozes, plants, or androids. This feat is similar to the nerve pinch feat, but is more powerful to better represent its use in the show.

Vulcan Discipline

Prerequisites: Int 13+, Vulcan, Allegiance: Kohlinahr

Benefit: Autohypnosis is a class skill for you, and you receive a +2 on all Autohypnosis checks. In addition, you may make an Autohypnosis roll to enter a trance.

While in the trance, oxygen, food, and water requirements for you are halved. While in the trance, you are unaware of the outside world and may take no other actions. The DC to enter the trance is 10, and you must make another check every hour to stay in the trance, and each time the DC increases by 1.

Character Creation

Stats will be rolled using the 4d6 drop lowest six times system. Players will start at Level 5, though with Wealth bonus and Action points as a 1st level character. (I'm not sure how much the wealth system makes sense in Star Trek anyway, but we'll keep it around just in case.)