

ONE SHEET OUTLINE: GOD OF WAR

A Scenario for *Star Trek Fate*

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Introduction

What's Going On



Explorer: Nearly a century ago, the Founders sent an infant Changeling to the Bella system in the Delta Quadrant. For nearly a decade, the gelatinous shape-shifter witnessed the Bellani people wage war after terrible war, decimating the planet.

After being discovered by a team of research scientists (aligned with the nation of Tevek), he gradually began to take on their form. Shortly thereafter, his innate talents for combat and strategy surfaced, and he joined the Tevek military.

General: Decades later, the seemingly ageless Changeling has risen to the rank of Supreme Commander of Bella's global military. His leadership is unquestioned, and seen as such a unifying miracle that he is now known simply as the Oracle. He does nothing to refute the Bellani's godlike reverence.

When the PCs discover the Bella system, the Bellani are in the process of conquering the Coborati people in a neighboring system. There seems to be little hope for this peaceful race... however, there are those within the Bellani hierarchy that could be convinced to change the course of history.

Act One/Setup

Skirmish, First Contact and Capture

The U.S.S. *Archer* detects massive energy discharges consistent with a starship battle. They discover two small fleets (about ten ships in total), one of which (the Coborati) is all but defeated.

Eventually, the last remaining Coborati ship (left intact by the Bellani as a warning to their enemies) hails the *Archer* and asks for emergency assistance. Their warp drive is disabled, and it will take them many months to return to their home system under impulse power. (This is a straightforward 'good Samaritan' situation.) The ship's name is translated as *Pursuit of Truth*.

While repairing the damaged warp drive, the Bellani aggressors return. Five ships engage the *Archer*, while the sixth captures several Coborati and two Starfleet officers (PCs) via transporter. The entire force immediately enters warp, headed for the Bella system.

The Coborati captain, Dragomir, informs the commander of the *Archer* that the Bellani fleet numbers in the hundreds of ships (so, an immediate rescue attempt is likely futile). However, in return for repairing his ship, Dragomir invites the *Archer* to Cobor, where they can plan a rescue operation.

Act Two/Complication

Prisoners and New Allies

Aboard the Bellani ship: While in the Bellani holding cell, the Starfleet prisoners (PCs) make friends with their Coborati cellmates. From them they learn two notable facts about the situation:

- ∴ The Bellani instigated the war with the Coborati only a few months ago. They seem intent on subjugating all species in their path in a relentless surge of imperial progress. (Several less advanced cultures have already been annexed by the Bellani, and currently serve them as little more than slaves.)
- ∴ Not much is known about the planet Bella itself, though it is rumored to be a war-ravaged wasteland except for a few large cities and shipyards.

Scene Aspects

- ∴ Contested Space
- ∴ Delicate Situation

Contact With the Resistance: Presently, one of the Bellani guards stands outside their cell and begins asking questions about their origin, their purpose in this sector, etc. He reveals himself to be part of a loosely-organized resistance against the Oracle, which is very interested in a potential alien ally (Starfleet). Knowing they will probably be taken to Bellani High Command for interrogation (but not killed outright), he promises to make contact again once they're on the surface.

Scene Aspects

- ∴ Oppressed Allies
- ∴ Unexpected Friends

Cobor: While on the Coborati homeworld, the other group of PCs becomes acquainted with a species devoted to exploration through science, art, and social/technological progress. The Coborati would be a valued addition to the Federation, if they can survive the Bellani onslaught.

Clues from an Eyewitness: The Bellani resistance maintains a presence on Cobor. The PCs are introduced to their cell leader, a former high-ranking Bellani officer named Asela. She interacted with the Oracle on several occasions, and tells them about one in particular: during a discussion of the growing resistance movement, the Oracle became agitated, and his form seemed to shift briefly. She describes it as though his arm became translucent, "almost as liquid." She's curious whether this strange observation might mean anything to Starfleet.

A Plan: In return for repairing their ship, the Coborati present the PCs with a plan to infiltrate Bellani space using a stolen Bellani vessel. The ship will be manned by Bellani rebels and Coborati specialists; they will attempt to free the prisoners and, if possible, strike a blow against the Bellani. This offer is given freely, but with the expectation that the *Archer's* crew (or, better yet, Starfleet) can lend a hand to the Coborati.



Act Three/Fallout

In Prison and The Insurgents

Detention: Upon arrival on Bella, the prisoners are first escorted to a detention area, which holds hundreds of detainees of various species (some familiar, some not). The cells are huge, holding five to ten prisoners in relative comfort.

Rumors from a Romulan: A Romulan prisoner in their cell approaches them. She tells them that they must find the Oracle, and discover his "true nature." She implies that the Starfleet officers should know something about him, but has no time to elaborate further.

Initial Questioning: The PCs are escorted individually to an officer named Vester, who questions them about where they're from, what the Federation is, why they've intruded into the Bellani Empire, etc. The questions are the same for each PC. (GMs: consider asking them once as a group, and having them answer separately, to save time.) This is merely a formality – the Oracle is already interested, and will summon them shortly.

One Little Ship: Aboard the captured Bellani ship, the insurgents must get past a handful of patrols en route to Bella. The resistance has faked the ship's transponder signal, so it *should* register as an active, loyal scout ship. The Bellani can do most of the talking, to avoid suspicion. However, it's entirely possible that they'll be found out, in which case it might be necessary to destroy the opposing Bellani vessel(s) before they can contact anyone else.

Scene Aspects

- ∴ Crowded Detention, Sparsely Guarded
- ∴ Who is Loyal to the Oracle?

Scene Aspects

- ∴ A Risky Plan

Act Four/Resolution

Questioning and Prison Break

Before the Oracle: The Oracle summons the PCs to his command center, which resembles a massive medieval throne room. The Oracle stands on a dais at the front of the room, flanked by display screens and Bellani subordinates.

Scene Aspects

- ∴ At the Mercy of the Oracle

Prison Break/Showdown: How this gets resolved is entirely up to the players. Asela knows where the Oracle's command center is, so they could use transporter armbands to beam directly there while the prisoners are with him. Or, they could break into the detention center and free the prisoners, only to learn that the Oracle in a Changeling, and must be deposed (which could easily turn into a second scenario in its own right).

Either way, the Bellani resistance will almost certainly figure into the endgame. If the resistance, the Coborati, and the craftiness of the PCs can be brought to bear, there may be a chance to step the tide of Bellani expansion.

Scene Aspects
∴ Den of Vipers...?

Act Five/Wrap-Up

Loose Ends

The Oracle could be delivered (forcibly?) to the Great Link. Or, he could be held by the Federation as a war criminal (which seems a bit beyond their jurisdiction, in this case). Either way, Starfleet has an obligation to depose him, or at least expose him to his people.

The Coborati will be very interested in applying for Federation membership.

The Bellani may enter a period of civil war. At the very least, they will have difficulty adjusting to an existence without their beloved Oracle.

Story Questions

How Will the PCs...

- ∴ Rescue the prisoners?
- ∴ Unite the Coborati and the Bellani resistance?
- ∴ Expose the Oracle, and perhaps bring him to justice?
- ∴ Uphold the Prime Directive?

The Coborati

Pacifist Progressives

Appearance: Humanoid – no noticeable difference from human.

Outlook: Much like humans in the 22nd century, they seek to learn about their place in the galaxy and coexist peacefully with their neighbors. They revere arts and sciences equally, and see both as means of progress.



Technology: Starships are limited to warp three, and are primarily focused on scientific functionality. Weaponry (lasers and missiles) has been installed due to the conflict with the Bellani, but it is tragically limited.

Notable NPCs		
Dragomir (Captain)	Mirela (Science Officer)	Ilie (Engineer)
Commander of the damaged Bellani ship <i>Pursuit of Truth</i> . Competent and kind; demanding, but fair. He will gladly accompany the PCs on their rescue mission, though he may withhold his terrorist plans. Aspects: Dedicated Explorer; Hides His Hatred for the Bellani	Female first officer of the <i>Pursuit of Truth</i> . Abrasive, but well-meaning. Distrustful of outsiders. Specializes in Astrophysics and biology. Aspects: Demanding Leader; Experienced Scientist; Standoffish	Female engineer of the <i>Pursuit of Truth</i> . Friendly and dedicated to protecting her people's ideals. Aspects: Skilled Engineer; Explorer at Heart

Male Names	Female Names
Alin, Artur, Aurel, Bogdan, Cosmin, Costache, Danu, Dorin, Dragomir ("precious and peaceful"), Gabi, Gavril, Horea, Marin, Mitica, Nelu, Radu, Stelian, Toma, Vali.	Alina, Anca, Bogdana, Catina, Corina, Cosmina, Dorina, Gabi, Horia, Ilie, Lenuta, Mirela, Miruna, Oana, Raluca, Rodica, Sanda, Viorica.

The Bellani

Aggressive Imperialists

Appearance: Vaguely humanoid, with soft features and elongated extremities (neck, limbs, head), causing them to tower up to three meters in height.

Outlook: The past century has been hard on their culture. Their recently-unified military is seen as the pinnacle of cultural achievement, and they wish to bring order to the neighboring systems and species. Their Oracle gives them purpose.

Technology: Starships are limited to warp four, and are primarily combat-focused (particle beams and torpedoes). No deflector shields, but effective hull plating and transporters.



Notable NPCs			
Asela (Cobor Resistance)	Inez (Prison Guard)	Eloi (Prison Guard/Bella Resistance)	Vester (Interrogator)
Female resistance leader on Cobor; formerly a high-ranking officer. Interacted with the Oracle on several occasions, and once witnessed his body shift and shudder. Aspects: Justice for All; Lifelong Soldier	Female officer guarding the prisoners in the Bella detention center. She's a hardened veteran of several wars, and she doesn't like aliens one bit. Aspects: Aliens Are to Be Enslaved, or Crushed Beneath Our Heels; Lifelong Soldier	Male soldier. Young, idealistic, progressive; sympathetic to the plight of the Coborati. Aspects: Experienced Soldier; Passionate Peace-Seeker; Mid-Level Security Access	Male officer in charge of interrogating new prisoners. A stern man who takes his job seriously. Aspects: Stern Interrogation Specialist; Loyal to the Oracle

Male Names	Female Names
Alban, Aleron, Alta, Amyas, Andino, Calum, Corin, Dario, Edrian, Eloi, Elvio, Ezio, Galo, Ivo, Larch, Lorimer, Novena, Penn, Pio, Savo, Vester, Viator.	Abila, Adora, Alida, Aloma, Annora, Asela, Bellona, Blasia, Brisa, Callula, Candra, Chryseis, Cordis, Crecia, Dacia, Dessa, Egidia, Elata, Genista, Ilaria, Inez, Jocosa, Landra, Lecia, Meralda, Mireya, Orsa, Reseda, Sidra, Silja.

The Oracle

Changeling Warlord

Appearance: The Oracle is fortunate that the Bellani have soft features to begin with – they are not difficult for the young Changeling to imitate. The only difference is a big one: he chooses to maintain a height of about four meters, perhaps to reinforce his already godlike status.

Motives: Like Odo, the Oracle knows nothing of his true origins. He has never met another Changeling, and has no reason to question the Bellani's belief that he is their God, sent by the Great Elders to lead them in glorious domination. His warlike nature runs deep – as part of the Great Link, he would certainly be a vocal proponent of subjugating the Solid races, for no better reason than genetic superiority. As near as any human could discern, he is unrepentantly evil.

Aspects	Notable Skills	Stunts
Young Changeling Warlord Revered as a God The Power Before the Fall	Athletics (+5) Tactical (+4) Command/Leadership (+3) Intimidation (+3)	<i>Shape-shifting</i> (Athletics): Using his inherent abilities, the Oracle can use Athletics in place of any combat-related action.

The Insurgent

Stolen Bellani Ship

Profile	Aspects	Stunts
Medium	· Fast and Agile · Well-Armed (multiple laser banks and missile launchers)	Transponder: The Insurgent can fool Bellani Imperial sensors into thinking it's one of theirs.

Consequences (Hull only – no shields)
Mild (2)
Moderate (4)
Severe (6)

