

Think Tank

The Think Tank

The *Think Tank* is a group consisting of five individuals that travel together throughout the galaxy in search of clients with complex problems in need of equally complex solutions. These individuals are Kurros, a humanoid alien that acts as a spokesman for the group; Phenym, another humanoid with speech patterns so complex that they are incomprehensible to even a universal translator; Bevox, a bioplasmic lifeform thousands of years old who founded the group approximately a century ago; an unnamed artificial intelligence; and an unnamed female marine lifeform similar in structure to a Terran radiate whom Kurros has suggested might be the most gifted of the group.

Each member of the group studies a variety of subjects in order to solve a variety of problems. These studies range from temporal physics and quantum mechanics to exosociology and psychology.



Though they are willing to assist in the neutralization of a fleet, a starbase, or even an entire planet, they make it their policy not to engage in the elimination of entire species or develop weapons of mass destruction, though these actions are well within their abilities.

The Think Tank lives and works on a large spacefaring vessel. This vessel is superior to many technologies of the known galaxy including Starfleet and the Borg Collective. It is composed of a neutronium alloy giving it superior defensive capabilities. Further it is capable of submerging itself in subspace and remaining there indefinitely, completely undetectable to most sensor technologies. When dealing with clients away from their vessel, members of the Think Tank utilize isomorphic projections – highly advanced holographic recreations complete with full tactile interfaces. Further, when clients visit the Think Tank's ship they are asked to refrain from bringing scanning devices and are usually limited to one or two individuals at a time.

Kurros and his companions have traveled the galaxy for many years solving problems. They do so not only for the payments they earn, but also to reach closer to perfection. A few of their successes include: locating the subspace metamorph pet of a Lyridian child by inventing an entirely new scanning technology, curing the Vidiiian Phage, and assisting the population of Rylos V in repelling a Borg invasion. In return they have asked for payments ranging from transgalactic star charts to soup recipes to unprocessed ore, depending on what strikes their fancy at any particular moment. They choose payments that represent what is unique from each individual, group, or culture that they assist.

Despite their apparently benevolent façade, the Think Tank is in fact a very selfish group acting only in their own best interests. When the leader of a client planet attempted to alter payment arrangements after the group secured his

planet's geological stability, Kurros threatened to deactivate the containment field allowing the planet to tear itself apart.

The Think Tank's strategy worked against them when they unsuccessfully attempted to coerce 7 of 9, a former Borg drone, to leave her position on the Federation starship *Voyager* and join the Think Tank. They hired a race of bounty hunters, the Husari, under false pretenses to track and capture *Voyager*. When Captain Janeway and her crew exposed the Think Tank and its true motives, the Husari assisted *Voyager* in disabling the group's vessel in the hopes of capturing and collecting a bounty on them.

Despite the extreme differences in physiology and psychology, the group communicates telepathically using an item of advanced technology. This device, imbedded in their vessel, allows direct mental communication between members of the crew. When this communications array was temporarily disrupted by the actions of the *U.S.S. Voyager* in 2376, the group was unable to communicate and thereafter came under fire from a group of Husari ships.

This encounter nearly destroyed the Think Tank, but, after reestablishing their mental communications, Kurros and his crew managed to repair enough of their damaged systems to flee into subspace.

Despite this setback, the Think Tank managed to repair its vessel and relocate to a different part of the Delta Quadrant. Though it suffered its first and only defeat at the hands of *Voyager*, the group bears them no ill will. They realized that they were defeated in a contest of wits and accept that as part of their quest for perfection. Nevertheless Kurros in particular harbors at least mild animosity towards *Voyager* in general and Captain Janeway specifically.



Think Tank Members

Kurros and his crew are all exceptional individuals possessed of vast intellectual capabilities. Each is undoubtedly an extraordinary example of his or her race. Kurros himself was taken by the Think Tank as payment for saving his world because of his broad intelligence.



Kurros

Fitness 2
 Coordination 3
 Intellect 5
 Logic +2
 Presence 3
 Empathy -1
 Psi 0*

*Kurros and his companions possess the equivalent of Psi 3 with Projective and Receptive Telepathy while on their vessel only.

Skills

Administration (Logistics) 2 (3)
 Command (Think Tank) 2 (3)
 Computer (Programming) 4 (5)
 Diplomacy (Negotiation) 5 (6)
 Dodge 2
 Energy Weapon (Phaser) 1 (2)
 Language
 Harkelian 3
 Life Sciences (Biology) 2 (3)
 Merchant (Consulting) 4 (5)
 Personal Equipment (Tricorder) 3 (4)
 PADD (4)
 Physical Sciences (Physics) 4 (5)
 Chemistry (5)
 Mathematics (5)
 Planetary Sciences (Geology) 4 (5)
 Planetary Tactics (Ground Warfare) 4 (5)
 Starship Tactics (Various Species) 4 (5)
 Shipboard Systems (Sensors) 3 (4)
 Flight Control (4)
 Social Sciences (Political Science) 4 (5)
 Economics (5)
 Psychology (5)
 Sociology (5)
 Space Sciences (Astrophysics) 3 (4)
 Astrogation (4)
 Subspace Field Dynamics (4)
 Systems Engineering (Computer Systems) 4 (5)
 Isomorphic Projection Systems (5)

Advantages/Disadvantages

Curious (+1)
 Innovative (+1)
 Multitasking (+2)
 Shrewd (+1)
 Tactical Genius (+3)
 Arrogant (-1)
 Greedy (-1)

Courage: 3

Renown: 24

Aggression: 0
Openness: -4

Discipline: 5
Skill: 9

Initiative: 6

Wound Levels: 2/2/2/2/2/0

Background: Kurros is a native of Harkeli IV, a small M-class planet orbiting a large white star. When Kurros was a small child, his planet was in dire straits, close to destruction. Bevox and his group offered to save the planet at the price of Kurros himself. Upon joining the Think Tank, Kurros quickly became their spokesman. For several years he has been the middleman between the Think Tank and its clients.

Kurros is a medium-sized humanoid with long hair and a large forehead. He typically dresses in long dark robes with a black tunic underneath. Though generally mild mannered, Kurros becomes irate when things do not go his way. He is not above threats and coercion to solve his problems.



Phenym

Fitness 3
Vitality +1
Coordination 3
Intellect 5
Perception +1
Presence 2
Psi 0*

*Phenym and his companions possess the equivalent of Psi 3 with Projective and Receptive Telepathy while on their vessel only.

Skills

Administration (Logistics) 2 (3)
Computer (Research) 4 (5)
Dodge 2
Energy Weapon (Phaser) 1 (2)
Heavy Weapons (Design/Construction) 3 (4)
Language
K'lik'tik 3
Life Sciences (Bioengineering) 4 (5)
Ecology (5)
Genetics (5)
Material Engineering (Metallurgical) 3 (4)
Personal Equipment (Tricorder) 3 (4)
PADD (4)
Physical Sciences (Chemistry) 4 (5)
Planetary Sciences (Meteorology) 4 (5)
Shipboard Systems (Sensors) 3 (4)
Tactical (4)
Social Sciences (Sociology) 4 (5)
Systems Engineering (Weapon Systems) 4 (5)
Particle Synthesis Systems (5)

Advantages/Disadvantages

Curious (+1)
Innovative (+1)
Multitasking (+2)
Shrewd (+1)
Tactical Genius (+3)
Arrogant (-1)
Greedy (-1)

Courage: 3

Renown: 9

Aggression: 0
Openness: 0

Discipline: 2
Skill: 4

Initiative: 3

Wound Levels: 2/2/2/2/2/0

Background: A member of the K'lik'tik species native to the Gamma Quadrant, Phenym joined the Think Tank approximately thirty years ago when Bevox saved his ship from attack by a Dominion fleet. A noted scientist in a variety of fields, Phenym agreed to join the Think Tank when offered the opportunity to expand his knowledge.

Phenym is a tall humanoid with distinctly insectile features. His face is long and covered with breathing holes and topped by a large crest on the back of his head. He dresses in a long jacket covered with pieces of equipment. Phenym's speech patterns are too complex to be understood by other species, even with the assistance of a universal translator.

Think Tank Vessel

Class and Type: Think Tank research vessel (Unique)

Commissioning Date: Unknown

Hull Characteristics

Size: 6 (cylindrical shape, approximately 350 meters tall and 50 meters in diameter; 15 decks)

Resistance: 8

Structural Points: 250 (Neutronium plated hull)

Operations Characteristics

Crew/Passengers: 5/200/1,200 [7 pwr/round]

Computers: 4 [4 pwr/round]

Transporters: 2 personnel, 4 cargo, 4 emergency [5 pwr/round]

Tractor Beams: All (720 degrees) [2/rating used]

Propulsion and Power Characteristics

Warp System: 7.2/9.2/9.975 (6 hours) [2/warp factor/round]

Impulse system: .7c/.9 c [7/9 pwr/round]

Power: 300

Sensor Systems

Long-range Sensors: +2/20 light-years [6 pwr/round]

Lateral Sensors: +2/2 light-years [4 pwr/round]

Navigational Sensors: +3 [5 pwr/round]

Subspace Cloak: 12 (undetectable to standard sensors) [6 pwr/round]

Sensor Skill: 5

Weapons Systems

High Energy Disruptors

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 4/5/7/10

Damage: 24

Power: 24

Other Weapons possible

Defensive Systems

Variable Frequency Deflector Shields

Protection: 64 (80)

Power: [64]

Description and Notes

The Think Tank's research vessel transports the group through space. Not only is it possessed of advanced technologies but it is also of exceptionally sturdy construction. Its neutronium hull plating make it nearly impervious to traditional weaponry and its subspace cloaking device make it impossible to track. Additionally, its superior weapons systems make it a devastating opponent.

Besides the obvious amenities, the vessel is equipped with a telepathic communications system that allows instant direct mental communication between members of the crew. The vessel also contains a number of laboratories and research facilities in addition to a technically advanced computer network. Crew quarters are spacious and extremely comfortable.

Rather than standard replication systems, the Think Tank makes use of advanced particle synthesis technologies

that are far more specific in what they produce. In fact they can synthesize far more materials than normal replicators and can even produce copies of living beings (though this is rarely done).

Though nominally commanded by Kurros, the ship is, in fact, almost completely controlled by its advanced computer systems. It functions quite well despite its small crew compliment.

