Artificial Lifeforms 2.2

The ship lurched as the disruptor blast hammered into the starboard warp nacelle. The nacelle began venting plasma into space, threatening to ignite and send the U.S.S. Vindicator and her crew to a fiery death.

"Captain," said Lieutenant Pandora, the operations officer, "we have been hit. Shields are down. We are in danger of exploding."

*"Damn it, Pandora, tell me something that I **don't** know!" bellowed Captain McElroy. "What are our options?"*

"I suggest that we…" began the Lieutenant.

"Just do it!" interrupted McElroy.

With that, Pandora's fingers danced like mercury across the lighted panel and almost immediately the ship regained its bearings. The bridge seemed to rock slightly as the Akira-class vessel made a near-180° turn.

The viewscreen showed the Vindicator launch a barrage of quantum torpedoes toward the Borg sphere. They shimmered and, much to the crew's surprise, pierced the enemy's shields, striking the sphere's hull.

The Borg ship erupted in a ball of silent green flame. The explosion knocked the Vindicator off her precarious positioning, but Pandora quickly regained control.

"How in the hell did you do that?" asked the captain.

"Quite simple, really," replied Pandora. "I recognized a pattern in the Borg vessel's shield harmonics and compensated by adjusting the resonance of the torpedoes. It was a simple matter of…"

"That's just right," interrupted the captain once again, "that's just so. Set our heading for Starbase 114 and proceed at maximum warp."

"Aye sir," said the lieutenant.

"It's really nice having you back aboard, Pandora," said the captain with a smile. "I'm glad your repairs were completed ahead of schedule."

"Thank you, sir."

Introduction

Artificial lifeforms, from Soong-type androids like Data and Lore, to the Exocomps, the sentient nanites, and even Cravic Automated Units are all examples from the STAR TREK universe. V'ger, the synthetic Ilia, and Mudd's androids, too, are excellent examples of artificial intelligences from the original STAR TREK. One could even include the *U.S.S. Voyager's* Emergency Medical Hologram as an artificial lifeform.

And yet, despite these stellar examples of the variety of artificial life present in the STAR TREK universe, for some reason we are not given rules to create synthetic beings for use in our games. This is a sore point that must be remedied.

I have therefore taken the task in hand and created a set of rules for generating artificial beings for use in *Last Unicorn Games'* STAR TREK role playing series. The following rules can be used to generate artificial lifeforms as player characters or NPCs (as the Referee sees fit).

Since artificial lifeforms in STAR TREK tend to appear humanoid, then we will focus on beings of that type. To begin, any anthropomorphic artificial lifeform should appear human (or humanoid). Some, like Data and Lore, resemble their creator to some degree. Others, like Mudd's androids, are designed to appear as perfect specimens of a specific race. Regardless, most (but definitely not all) artificial lifeforms encountered will be bipedal, possessing two arms, two legs, a body, and a head. As these specifications are standard for the majority of the races characterized in STAR TREK, there is no particular point value assigned to them.

Other, more exotic body types are possible. Some artificial lifeforms may consist of nanites, mimetic polyalloys, or biomolecular plastic. They may look more like appliances than characters. They may even be simply sentient programs in a computer core. Nevertheless these artificial beings all deserve some attention. If the Referee wishes to utilize a synthetic lifeform other than a bipedal humanoid robot or android, these rules can easily be expanded to cover such beings.

In terms of Attributes, Edges, and Traits, it would seem that the sky is the limit. A sufficiently powerful android can be far stronger than even the most brutal Klingon warrior can and more intelligent that the brightest Vulcan scientist. For this reason, the highest Attribute scores available to artificial humanoids should be 6. Edges are also appropriate in many instances, both positive and negative.

Traits are tricky. For a typical android, there is a package of old and new Traits that should be considered standard. Though designed to be as balanced as possible, some Traits may be discarded from or added to this Template to suit the needs of the particular campaign. For a run-of-

the-mill humanoid robot or android, use the Basic Template presented here.

There are, as mentioned, other types of artificial life present in the STAR TREK universe. These lifeforms vary widely in form and function, but the majority of those encountered has appeared humanoid and was, in fact, created by humanoid races.

Nevertheless, the rules presented here should allow for the creation of any sort of artificial lifeform for use in any STAR TREK *Role Playing Game* setting. Just realize that these are not "hard and fast" rules and are absolutely subject to the whims of the Referee.

Below is detailed a Template representing the typical humanoid cybernetic lifeform (android or robot).

Artificial Lifeform – Humanoid (Typical)

Attributes

    Fitness 3 [6]
        Vitality +1
        Strength +1
    Coordination 2 [6]
    Intellect 3 [6]
        Logic +1
    Presence 1 [5]
        Empathy -1
    Psi 0 [0]†

Standard Skills:

Any Science (choose Specialization) 1 (2)
Computers (Programming) 1 (2)
Culture (Creator's Race) 1 (2)
Engineering, Theoretical (Cybernetics) 2 (3)
History (Creator's Race) 1 (2)
Language
    Varies (based on programmer's language) 2
Physical Science (Mathematics) 2 (3)

Advantages/Disadvantages:

Eidetic Memory (+3), Multitasking (+2), Sense of Time (+1), Assisted Healing* (-5), Emotionless* (-3), Pacifism (Self Defense Only) (-3), Synthetic Being* (+2 or +5)††

* Represents a new Trait

† Generally speaking, artificial lifeforms cannot possess Psi ability, but this is, as always, up to the individual Referee. If unable to use such powers, then they should probably possess the Telepathic Resistance Advantage.

†† If the Synthetic Being (+2) option is taken, then add **ONE** of the following Traits to the Template: Battle Hardened +3, Engineering Aptitude +3, Mathematical Ability +3, Pattern Recognition +3l, Scientific Genius +3, or Tactical Genius +3.

This is only a basic template. There are other Advantages and Disadvantages that are equally applicable and may be chosen in addition to or in place of those listed above. This artificial humanoid is merely a standard model that may be encountered during an Episode or Series. Though not totally balanced in terms of points, it is pretty close.

Any alterations that the Referee feels necessary may be made to alter the Template to suit a particular campaign.

Afterwards some new Advantages and Disadvantages are listed, most of which are unique to artificial lifeforms. Some apply to androids and robots while others apply to other synthetic beings like sentient holograms and such.

The use of artificial lifeforms is an integral part of STAR TREK. The exploration of humanity is a powerful motivation for any character and even more so for one that is not alive in a biological sense. I suggest you not use these beings just to have a superhuman character, but rather to explore the nature of humanity from the outside.

This information is presented only as a basic template with some simple suggestions for using synthetic beings in your games. These rules can be altered to suit your specific needs.

Though not specifically explained here, many of the Traits listed may be used to create a fairly accurate cyborg as well as a completely artificial lifeform.

Finally, synthetic beings can be used just as any other character by developing that character using Overlays and other Packages.

New Traits

There are many other Traits that are certainly appropriate, but unless the artificial lifeform is biological in nature, Traits relating to medical issues and healing are best left alone.

Ageless (+3): Due to the nature of the artificial being, it does not suffer the effects of age. In fact, its physical specifications never change naturally. In order for an artificial lifeform to alter its physical structure, it requires a complete reconstruction.

Rules governing aging characters as described in the *TNG Player's Guide* do not apply to synthetic beings (unless they are organic).

This Advantage can also apply to non-artificial beings as well (if circumstances warrant).

Assisted Healing (-5, -7): When damaged, whether by accident or design (i.e. combat), the artificial lifeform does not heal naturally and must be repaired. These types of repairs depend on the severity of the damage. A Stunned damage rating can be repaired by the lifeform itself.

Injured status can be corrected by anyone with an Engineering skill of 2 or higher. A Wounded synthetic must be repaired by an engineer or scientist skilled in Engineering (Cybernetics) with a rating of at least 3 in that Specialization.

An Incapacitated android or other synthetic can only be repaired aboard a starship or other sufficiently advanced facility possessing *at least* a basic cybernetics laboratory, while one Near Death can only be repaired at a Starbase or other institution of cybernetic research (or by a Dramatic Success against high levels of Difficulty).

Any sort of a head shot (or strike to where the character's "brain" is located) may indicate damage to the being's mental faculties. These repairs must be made using both Engineering (Cybernetics) and Computer (Programming) skill rolls. The level of damage should indicate the Difficulty of the task. Even a single failed repair roll can irrevocably damage the artificial lifeform (which could lead to new Disadvantages).

Holograms and isomorphs are a special case. They are subject to similar restrictions, but if a hologram's matrix is damaged it must be repaired by a professional (someone possessing **at least** Computers (Holographic Programming) 3 (4)) in an appropriate environment (a holodeck, a holosuite, a holographics lab, etc.).

Holograms are unable to intentionally alter or repair their own programming. This must be preformed by an outside source. For this reason, all holograms incapable of self-repair possess this Disadvantage at -7 rather than -5.

Note that not all artificial beings possess this Disadvantage; many are designed for self-repair or automated reinitialization.

Collective Will (-2, -4): Races (artificial or otherwise) possessed of a Collective Will are at a distinct disadvantage when disconnected from the main intelligence. Generally, drones are incapable of functioning effectively when detached and receive a -1 penalty to all Skill rolls in such a situation. A Collective Will may be natural or artificial (mechanical) in nature.

Though still limiting, the -2 Disadvantage is somewhat less crippling than the -4 point version. At the -2 level, disconnected drones are capable of functioning independently, using their own Skills and knowledge, but at a penalty as mentioned above. Permanently disconnected beings can buy off this Disadvantage, reintegrating into a normal society, but may experience flashbacks or nightmares. Former groups may also seek disconnected drones.

The -4 point version, however, is dangerous, even life threatening. When disconnected from the Collective Will, members of the race will become catatonic. They will wither away and die shortly unless reconnected to the Collective Will. Though completely incapable of independent thought or movement, members of this race can survive for a number of days equal to their Fitness score, or twice that if receiving external mental stimulation (such as a cortical stimulator) and continuous medical supervision. Finally, they can be placed in stasis until such time that they can rejoin the Collective Will; this method can preserve a disconnected member indefinitely.

Races with the -4 point version are often (but not always) unintelligent and function only by control of the Collective Will.

Computer Interface (+3): If cybernetic in nature, the character is able to interface directly with typical (and sometimes atypical) computer systems via a dataport, injection tubules, or whatever. This includes not only computer systems, but possibly other artificial lifeforms as well. This provides two additional dice to any Computer Skill roll involving the interfaced system (like data alteration or programming).

Additionally, most Computer Tests are resolved in a fraction of the normal time (most can be completed in one round).

Cyborg (+2): Organic characters capable of purchasing synthetic-specific Traits are considered cyborgs. Despite the negative connotations associated with incorporating technology into one's body, many Federation citizens (and others) choose to "better" themselves by receiving cybernetic implants and alterations.

In order to possess any of the Advantages and/or Disadvantages listed as specifically for artificial lifeforms, characters must purchase the Cyborg Advantage. This Trait is often accompanied by Dark Secret (Cyborg) (-2).

Note that holograms cannot be cyborgs (though they can be made to **look** like cyborgs).

Disturbing Appearance (-2): The synthetic character has some feature that causes others (mainly humanoids) to feel uneasy around it. This causes a penalty of one die to all Social Skill rolls relating to those who would react negatively to the character's features.

Examples include Data's extremely pale skin and yellow eyes, the Cravic Automated Units' lack of facial features, or possibly other discrepancies such as glowing eyes, an exceptionally inhuman voice, and so on. This is not limited to physical appearance; it also covers disturbing behaviors as well.

Emotionless (-3): Similar to Hides Emotions (-2), but more so. The synthetic being has no emotions whatsoever. Consequently the being cannot comprehend emotions and therefore suffers a two dice penalty on all Presence skill rolls. Further, the being has exceptional difficulty reacting to certain situations involving emotions and appears cold and callous. Though used as a standard Disadvantage for artificial lifeforms, this can be replaced by another Trait of equal value if so desired (at the Referee's discretion).

Until the inclusion of his emotion chip, Mr. Data suffered from the Emotionless Disadvantage.

Hive Mind (varies): The race is connected mentally by some mechanism, be it technological or biological. Due to the nature of the link, it is generally resistant to standard forms of disruption (i.e. energy surges, psionic interference, etc.), functions instantaneously, and has an effectively limitless range at the highest levels.

Point Cost	Range	Effect(s)
2	1 light year	All drones may access any 0-point Skills the Referee feels are appropriate to the hive mind
4	1,000 light years	All drones may access any Skills possessed by the hive mind at level 1 or at +1 to an already existing Skill
6	100,000 light years	All drones may access any Skills possessed by the hive mind at level 2 or at +2 to an already existing Skill
8	Infinite (includes other dimensions)	All drones may access any Skills possessed by the hive mind at level 3 or at +3 to an already existing Skill

The cost of this Advantage increases by +1 if the Hive Mind has subordinate repositories for the collective knowledge (i.e. Borg cubes act as foci for the drones "attached" to them). Further, an extra +1 may be added to the cost of this Trait if the hive mind signals are encrypted or otherwise exceptionally difficult to decode using outside resources (minimum Difficulty of 12 to tamper with or decipher the hive's signal). Finally, range

may be extended to the next level at the cost of one additional point.

The Hive Mind Advantage may also be bought at a cost of +1 point at a range of one light year IF there are no Skills or Skill bonuses provided; this is simply a method of silent, instantaneous communication among members of a race.

All levels of the Hive Mind Advantage provide instantaneous communication to all participating units using either an unknown telepathic means, by sending signals through subspace, and so on.

Holographic Invulnerability (+3): Possessed by (and ONLY by) holograms and isomorphs, this Advantage illustrates the fact that, for all practical purposes, these characters are unable to take damage from conventional sources (hand-to-hand and melee attacks).

They can be harmed by energy weapons like phasers and disruptors in the same fashion organic beings can, but the effect is different; once a hologram receives enough damage to Incapacitate it, it goes offline. At this point its holographic matrix has been destabilizes to the point that it can no longer manifest itself safely.

Damaging its source can also disable a hologram, be it a holodeck module, a holoprojection matrix, or a mobile emitter. Damage to these items will most likely cause the program to fail, and, in a very bad situation, destroy the program altogether if the hologram is stored in that location. Generally, however, holograms are stored in massive computer mainframes and are merely projected from various locations.

This does not mean that a hologram cannot cause damage to others, however. In fact, many combat-oriented holograms are quite capable of maiming or even killing a humanoid target.

The only way to truly damage a holographic entity and make sure that it doesn't come back is by altering or erasing its program. Holograms are simply massive amounts of programming code and, provided they can be accessed, are easily changed or deleted. Fortunately, most holograms are coded with numerous levels of tamperproof encryption and other safety protocols, but this is not always the case; someone else almost always has the access codes to the hologram's programming.

Informational Database (+2): The character is a veritable encyclopedia of information. The computer brain of the artificial being is literally filled with information on thousands, possibly even millions of topics. Though this does not provide additional Skills, it can (at the Referee's discretion) provide additional dice to research tasks and other related Skill Tests.

Furthermore, in any event when some trivial piece of knowledge is sought or required, the character may make an Intellect Test against a Difficulty of 7 to determine if it has any information on that particular topic.

Limited Range (varies): The character is limited in mobility to a specific area. The -5 version of this Disadvantage relegates the character to a specific room or other small area (i.e. sickbay, a holodeck or holosuite, etc.). This is particularly suited for an EMH character.

The -3 point version allows the character more mobility, but still limits it to within a single ship or other facility. This means, perhaps, that the character's power source is located in the complex and leaving disconnects the character from its power source (i.e. an entire starship equipped with holoemitters for an EMH character).

Finally, the least restrictive version of this Disadvantage (-1) allows the character relative freedom through the use of a mobile projector or power source. This effectively negates the Limited Range Disadvantage, but the source of the freedom may be bulky, fragile, or both. The mobile emitter used by the *Voyager's* EMH is a prime example of this level of Limited Range.

Literal Minded (-1, -3): Due to the nature of artificial beings, they are often so lacking in social graces that they fail to comprehend the implied meanings of some statements.

Of the two versions of this Trait, the -3 version means that the character in question would follow orders or take comments literally. If told to "Go jump in a lake," the character should make an Intellect roll (with Logic bonuses), and, if unsuccessful, would either go to the nearest body of fresh water (or to a holodeck and create one) and jump into it.

The lesser version (-1) of this Trait means that the character is so limited in its thinking that it must question every comment or order if it could even possibly misinterpreted. This should be roleplayed by the player. In the above example, the character might ask, "What would submerging myself in a large body of fresh water accomplish?" This causes characters with this Disadvantage to receive a one die penalty on all Social rolls involving metaphors or hidden meanings (beware the Tamarians!).

Non-Humanoid (see below): Some artificial lifeforms and sentient holograms are not humanoid in design. Some examples of such lifeforms are the Exocomps, a colony of intelligent nanites, and so forth.

Artificial lifeforms that do not possess a humanoid form are limited in a number of ways. For each of the following limitations that the AI possesses, this Disadvantage provides a -1 penalty. Please look at the table that follows to determine the point value of this Trait.

Trait	Point Value
No manipulators	-3
No fine manipulators (unable to utilize small tools and equipment)	-2
Sessile (unable to move under own power)	-3
Mute	-1
Inconvenient size	-1 to -3

No manipulators means that the artificial lifeform cannot perform any physical actions requiring hands or other manipulators. No fine manipulators means that the AI can move things around, but cannot perform delicate work like typing on a PADD or firing a phaser. Sessile means that the artificial lifeform cannot move without outside assistance; this is particularly appropriate for intelligent computers. Mute means that the AI is unable to interact using verbal communication and must rely on some other form of discourse. Inconvenient size means that the AI is too small or too large to effectively interact physically with its environment.

Program Alteration (+2): Some holograms are capable of altering the parameters of their programming. This is limited to simple cosmetic changes, but a hologram could change its program to allow it to appear in different clothing, a different gender, or even a different race. It also allows a hologram to activate and deactivate itself at will.

This allows for exceptional skill at camouflage, but since most holograms are limited in range, it is not much of a benefit. Note that this does NOT allow a hologram to alter its physical or mental characteristics; a certified holographic programmer must make that sort of change.

Programmed (-3, -5): Some artificial beings are programmed to perform specific tasks. Although their programming may be quite detailed, any being with the Disadvantage cannot learn new Skills or improve Skill levels using Experience Points.

This does *not* mean that the being can't recognize new people and objects. Rather it means that it cannot change its programming to allow it to utilize new abilities. It can only do what it was programmed to do.

If the character is capable of switching programming modules to use other Skills and/or Traits, then the cost is -3 due to the inconvenience of swapping out programming modules (or whatever).

Any Skills purchased in this manner cost twice the usual price. Only 12 Development Points worth of Skills, Specializations, and Traits can be programmed into a module. This includes Disadvantages as well; use absolute point values in this case, discarding the negatives. Therefore an android may be able to fight when fitted with a combat module containing energy weapon and melee Skills, but would not be able to repair a warp core or play a piano concerto.

Someone possessing Computers (Programming) at Skill level 4 or higher (excluding the character itself) must program the modules. This is the only way the character can use Experience Points to "learn" new Skills.

Programming requires an Extended Test totaling a number of Successes equal to the number of points invested in the module. Any failures in programming ruin the module. Dramatic Failures produce modules that may appear

to work but that will fail at the worst possible time or even damage the user.

If the synthetic cannot learn **at all**, then this is a crippling hindrance and should only be used by NPC androids and robots (unless the game involves the PC with this flaw overcoming it and "growing" as an individual). A character with this Disadvantage cannot earn Experience Points and is limited in its actions by its programming. This character suffers a three dice penalty to ALL Skill rolls involving activities for which the character was not specifically designed.

This is a Disadvantage best left to NPC synthetic lifeforms; the purpose of using artificial lifeforms in *STAR TREK* is to explore personal growth and humanity and this Trait disallows that growth and development.

Synthetic Being (+2, +5): As an artificial being, the character does not eat, sleep, or breathe. If the character must consume nothing to maintain itself, this is a 5 point Advantage. This even allows the character to work in space without a spacesuit!

If, however, the character must have some sort of maintenance (i.e. inactive recharging time, lubricant supplements, etc.), then this Advantage is worth only 2 points. Though not as restrictive as the biological needs for nutrition, sleep, and breathing, these needs are certainly important and their neglect can cause damage or even shutdown of the character.

Generally the 2 point version requires maintenance for a brief period on a daily basis or an extended (8 hours or more) maintenance on a monthly basis.

Generally speaking, synthetic beings cannot suffer wounds in the same manner as a humanoid can. They do not bleed, for example, and can therefore not suffer penalties due to blood loss.

All artificial characters MUST possess this Advantage if cybernetic or holographic in nature.

Technology Link (+2, +4): The synthetic being has a piece of equipment attached to its frame, most likely in or on one of its arms or within its head.

The device may be a weapon or some other piece of equipment similar to those listed in one of the other *STAR TREK* game books. The advantage of this Trait is that the device is always readied and does not require any time to prepare for use. When using the attached device, the character automatically gets the initiative (Referee's discretion). Furthermore, the information from the device is relayed directly to the character rather than via a view screen, sensor readout, and so on.

Items that are non-combative in nature cost two points. Weapons cost four points.

Unless otherwise stated, the device functions using the synthetic being's internal power supply if the being is mechanical or cybernetic in nature. If the being is biological, then the item must have its own power source.

Weapons generally require a recharge time of one round per charge used. That is to say that an attached disruptor that fires a blast expending 5 charges must wait for 5 rounds before firing again. Weapons requiring no recharge time cost two additional points. Further, weapons can only fire up to a level equivalent to a Starfleet Type II phaser set at level 8.

Items larger than a tricorder or a Type II phaser may not be attached via the Technology Link Advantage. This Trait may be purchased multiple times, but only one may be a weapon link.

If the Technology Link replaces one of the character's hands, then the character must also possess the Physically Impaired (Missing Limb) Disadvantage at -2.

Unique (-3): For whatever reason, there are no others like you. Perhaps you were the single prototype, the only model that ever survived, or the misunderstood brainchild of an eccentric genius. Regardless, you are incapable of reproduction. That means that neither you (nor anyone else, for that matter) can create another artificial being like you.

Furthermore, if you are damaged beyond the Injured level, only your creator can make repairs. If he is no longer available, then only a Dramatic Success from someone with Engineering (Cybernetics) or other applicable Skill at level 5 or higher has any chance of repairing you.

Any models created using the same schematics will either fail outright or will function briefly then quickly fall apart (perhaps literally). A failed progeny may even (on a Dramatic Failure) last long enough to cause a serious amount of damage.

If the character is terminated, then, unless the original creator still exists, neither it nor another like it will ever exist again. Such is the fate of a unique being.

Data, *Voyager's* EMH, and Minuet are all examples of Unique artificial beings.

Unique beings cannot possess the Hive Mind Advantage or the Collective Will Disadvantage.

Hereafter is presented Lieutenant Pandora, the synthetic lifeform from the opening story. Pandora is suitable for use as a player or non-player character.

Lieutenant Pandora (Artificial Lifeform)

Attributes

Fitness 3 [6]
> Vitality +1
> Strength +1

Coordination 2 [6]

Intellect 4 [6]
> Logic +1

Presence 2 [5]
> Empathy -1

Psi 0 [0]

Standard Skills:

Space Sciences (Astrophysics) 1 (2)
Computers (Programming) 3 (4)
> (Artificial Intelligence) (4)

Culture (Iconian) 1 (2)
Dodge 3
Energy Weapon (Phaser) 3 (4)
Engineering, Theoretical (Cybernetics) 2 (3)
Espionage (Cryptography) 2 (3)
History (Iconian) 2 (3)
Language
> Iconian 2
> Federation Standard 2

Personal Equipment (Tricorder) 2 (3)
Physical Science (Mathematics) 2 (3)
Shipboard Systems (Tactical) 3 (5)
> (Flight Control) 4)
> (Sensors) (4)

Starship Tactics (Starfleet) 2 (3)
> (Romulan) (3)
> (Borg) (4)

Unarmed Combat (Starfleet Martial Arts) 3 (4)

Advantages/Disadvantages:

Alien Upbringing (Iconian) (+1), Code of Honor (Starfleet Code) (-4), Contact (Professor Yuri Malenkov) (+2), Eidetic Memory (+3), Informational Database (+2), Innovative (+1), Multitasking (+2), Promotion (Lieutenant) (+2), Sense of Time (+1), Synthetic Being* (+2), Telepathic Resistance (+4), Assisted Healing* (-5), Emotionless* (-3), Suppressed Memory (-2)

History: Pandora is an artifact of the lost Iconian civilization. Found deactivated in an Iconian city on the third moon of a Class J Gas Giant, Pandora was taken to the Daystrom Institute and reactivated after several months of intense study.

After extensive training and education in Federation culture and law, Pandora (the closest translation of her Iconaian designation) opted to join Starfleet). Her mentor, Professor Yuri Malenkov, assisted her in gaining admittance to the Starfleet Academy, where she excelled at many areas of study, but in starship operations and tactics in particular. She is currently an officer aboard the *U.S.S. Vanguard*.

Pandora is a humanoid construct made of a shiny, silvery mental. Her schematics are classified and are currently under close study by top Federation scientists.

Programming Packages

Unlike most organic beings, many artificial lifeforms are programmed with Skills rather than taught them. This is, of course, not always the case, but players may choose that their synthetic characters were built, programmed, and refined in a cybernetics lab before being allowed contact with other humanoids. Perhaps some synthetics have never even seen ANY humanoids (even their creators!).

This does not mean that artificial lifeforms cannot learn as organic races. This is simply an alternative for those creating different kinds of characters. Players are absolutely allowed to choose from the standard Early Life Packages if they so choose (and the Referee allows).

In the event that a player wishes to do so, he may elect to choose one of a number of variant Early Life Packages (hereafter called Programming Packages) designed specifically for synthetic beings. Several of these alternatives are listed below.

Programming Packages (5 Development Points)

- **Athletic Programming:** Athletics (Choose Specialization) 2 (3), Excellent Balance (+1), Toughness (+2), Code of Honor (Fair Play) (-1), Programmed (-3)

- **Combat Programming:** Dodge 1, Energy Weapon (Choose Specialization) 2 (3), Unarmed Combat (Choose Specialization) 1 (2), **Remove** Pacifism (Self-Defense Only) (-3), Bloodlust (-2), Programmed (-5), Stubborn (-1), Vengeful (Choose Species) (-2)

- **Domestic Service Programming:** Craft (Cooking) (Choose Specialization) 2 (3) (3), Culture (Choose Specialization) 1 (2), Language (Choose Language) 1, Sense of Direction (+1), Obligation (-2), Programmed (-5), Weak Will (-2)

- **Espionage Programming:** Espionage (Intelligence Techniques, and choose Specialization) 1 (2) (2), Stealth (choose Specialization) 1 (2), Obligation (choose species or organization) -1, Wanted (choose species or organization) -1

- *Geisha* **Programming:** Charm (Seduction) 2 (3), Sexy (+2), **Remove** Emotionless (-3), Romantic Attachment (Based on programming) (-1), Compulsion (To provide pleasure) (-1), Phobia (Causing Displeasure) (-2), Weak Will (-2)

- **Standard EMH:** First Aid (Alpha/Beta Quadrant Humanoids) 1 (2), Medical Sciences (General Medicine) (Surgery) 1 (2) (2), Personal Equipment (Medical Tricorder) 1 (2), Code of Honor (Hippocratic Oath) (-2), Arrogant (-1), Obligation (-2)

- **Protocol Programming:** Any Protocol Skill (such as Culture, Diplomacy, History, Languages, Law, or World Knowledge) (Choose Specialization) 2 (3), Obligation (-1)

- **Researcher Programming:** Any Science or Engineering (Choose Specialization) 2 (3), Innovative (+1), Fanatic (Research) -2

- **Tactical Programming:** Tactics (choose Specialisations, at least 1 should be specific Naval) 1 (2) (2) (2), Planetary Tactics (choose Specialization) 1 (2), Sworn Enemy (match to a race in Tactics Specialization) -3

If the player desires, instead of choosing a Programming Package, he may instead (but not also) elect to take an Early Life Package. If this option is chosen, the character may have any of those listed in the books, provided the player can give a valid explanation.

Below are listed two new Early Life Packages that artificial characters may use. These are designed specifically for synthetic beings and should not be allowed for organic characters.

Early Life Packages (5 Development Points)

- **Relic of a Lost Civilization:** History (Builder's Civilization) 1 (2), Informational Database (+2), Alien Upbringing (+1), Innovative (+1), Suppressed Memory (-2)

- **Stolen Property:** Language (Abductor's Language) 1, Streetwise (Choose Specialization) 1 (2), Curious (+1), Excellent Balance (+1), Wanted (Valuable Property) (-3)

Holograms and Isomorphic Projections

Besides the traditional android or robot, there is another completely different form of artificial life. Made of photonic energy and force fields. Holographic characters can be just as "real" as any other characters. In fact, much like the synthetic humanoids, a holographic character is an exceptional way to explore that ever-present STAR TREK motif of "exploration of humanity."

Holographic characters are only slightly different from regular characters in game terms. Though composed entirely of energy and artificial in nature, holographic characters present an excellent role playing opportunity.

Besides the obvious problems with playing a hologram (mobility, character development, and so on), there are other concerns as well. As a synthetic being, holographic characters are subject to many of the same hindrances as other artificial lifeforms. That is not to say that they cannot grow and develop as characters; quite the contrary. Rather, they begin the game in a very limited role and must expand and flesh out that role as the game progresses.

Sentient holographic characters have a template of their own. Unlike the Artificial Lifeform (Humanoid), holographic characters generally possess the Programmed (-5) Disadvantage. In order to actually play a hologram, this Trait must be bought off, either during game play or (preferably) before play begins.

Furthermore, holograms always possess the Limited Range Disadvantage. They are not autonomous entities; they are highly advanced computer programs capable of amazing feats. Nevertheless, it is highly unlikely that such a character will EVER function without some sort of projection mechanism, be it a holodeck's stationary emitters, a holoprojector, or a mobile emitter. Holographic characters simply cannot exist otherwise.

There is a great difference between a typical holodeck character and a sentient holographic entity. The following Template is that of a self-aware holographic character that might be encountered on a holodeck or in a holosuite.

This is only one example of a very generic holographic entity. Certainly this Template is open for interpretation and alteration; it is simply a basic framework with which to create a character of a holographic nature.

This Template is NOT balanced in terms of Development Points. It is very unlikely that a holographic character created and used "as is" will provide much enjoyment. For this reason, it is recommended that, like other characters, holograms be based on the 50 point Template and that the major Disadvantages be bought off. One of the reasons that the *Voyager's* EMH is such an interesting character is because he was able to "grow beyond his programming" (buy off the Programmed Disadvantage).

Artificial Lifeform – Hologram (Typical)

Attributes

    Fitness 2 [6]
    Coordination 2 [6]
    Intellect 3 [6]
        Logic +1
    Presence 2 [5]
        Empathy -1
    Psi 0 [0]†

Standard Skills:

Any Two Skills (choose Specializations) 3 (4)
Computers (Holographic Programming) 2 (3)
Culture (Choose Specialization) 1 (2)
History (Choose Specialization) 1 (2)
Language
        Varies (based on programmer's native language) 2

Advantages/Disadvantages:

Ageless* (+3), Alertness (+2), Eidetic Memory (+3), Multitasking (+2), Sense of Time (+1), Assisted Healing* (-7), Emotionless* (-3), Limited Range (-5), Programmed (-5), Synthetic Being* (+5)

* Represents a new Trait

† Generally speaking, artificial lifeforms cannot possess Psi ability, but this is, as always, up to the individual Referee. If unable to use such powers, then they should probably possess the Telepathic Resistance Advantage.

Isomorphic projections are similar to holograms, but the technologies used to program and project them are generally more advanced. They are typically used to project the presence of another being to another location. Consequently they are usually not entities unto themselves, but rather a sort of technological avatar.

Unlike holograms, isomorphs are capable of "feeling" in a physical sense. They can experience pain or hunger or thirst (if programmed to do so). They are even capable of consuming food and drink and actually tasting it (though they receive no nutritional value from it; it is merely annihilated by the energies that make up the projection). Holograms are not usually capable of such tactile interpretation.

The Programming Packages presented above are also appropriate for use with holographic characters, as are the two new Early Life Packages presented earlier in this document.

Optional Rule: Programmed Characters

Players of synthetic characters may choose from the normal Character Overlays unless that character possesses the Programmed Disadvantage. In this case, the character may possess a Programming Module containing 12 Development Points worth of Skills, Traits, and so forth. These modules may also include Disadvantages (as explained in this Trait's description) if the character possess the -3 Point version.

As a Programmed character progresses, if capable of earning Experience Points, then after 12 Experience Points have been accrued, a new Module may be designed and bought for the character's use. This is not automatic, however; give a valid explanation for the new Programming Module.

Generally speaking, utilizing Programmed characters is not a good idea. There are simply too many limiting factors, making characters of this type more or less useless in most respects. Certainly a Programmed cyborg or robotic soldier would be a fearsome adversary, but what use would such a character be in a First Contact or other diplomatic-style mission?

Though this option causes a lower overall Development Point cost, these characters are still viable player options. These character types can provide a considerable challenge for seasoned players, but are not necessarily appropriate for new gamers.

Referees should be very careful allowing such characters in a game.

Created using these rules, here is an example of a Starfleet Emergency Medical Hologram (EMH):

Starfleet Emergency Medical Hologram (EMH)

Attributes:

> Fitness 2 [6]
> Coordination 2 [6]
> Intellect 3 [6]
> > Logic +2
> Presence 2 [5]
> > Empathy -1
> Psi 0 [0]

Skills:

Computers (Holographic Programming 2 (3)
Culture (Federation) 1 (2)
First Aid (Chemical/Biological) 3 (4)
    (Combat/Wound Trauma) (4)
    (Human*) (4)
History (Federation) 1 (2)
Language
    Federation Standard 2
Medical Sciences (General Medicine) 3 (4)
    (Human*) (4)
    (Pathology) (4)
    (Toxicology) (4)
Personal Equipment (Medical Tricorder) 1 (2)

Advantages/Disadvantages:

Ageless (-3), Alertness (+2), Arrogant (-1), Assisted Healing (-7), Code of Honor (Hipprocatic Oath) (-2), Code of Honor (Starfleet) (-4), Eidetic Memory (+3), Emotionless (-3), Limited Range (-5), Multitasking (+2), Obligation (-2), Programmed (-5), Sense of Time (+1), Synthetic Being (+5)

*The species-specific Human specialization may be changed, depending on the races of the patients that the EMH treats.

Optional Rule: Cyborgs

Some players might enjoy creating a character that possesses some of the Traits of a synthetic being though the character began life as an organic being. Organic humanoids that purchase synthetic-specific Traits are classified as cyborgs, or cybernetic organisms.

Due to the influence of the Borg, cybernetic alteration is seriously frowned on by Starfleet specifically and the Federation in general. Like genetic resequencing, cybernetics is essentially outlawed by the Federation except when necessary to save someone's life and even then only in the direst of circumstances. Those possessing cybernetics are banned from joining Starfleet (with a few notable exceptions).

Some societies specifically enhance members of their race with cybernetics in order to create an army of soldiers, researchers, or what have you. Sometimes citizens of alien cultures are even made into cyborgs and then Programmed (*see above*) into specific roles like domestic servants, soldiers, or sex slaves.

Cyborg characters may purchase Traits that are meant specifically for artificial lifeforms. Additionally, the character may opt to purchase a Cyborg Package. In addition to the Cyborg Trait (*see above*) which may be purchased separately, the Cyborg Packages contain a number of other characteristics depending on the type of cybernetics the character possesses. These Packages are detailed below.

Cyborg Packages (Cost Varies)

- **Combat Cyborg (10 points):** Cyborg (+2), Excellent Balance (+1), Excellent Sight (+2) OR Exceptional Hearing (+2), High Pain Threshold (+2), Strength +2, Vitality +1, Technology Link (Energy Weapon) (+4), Bloodlust (-2), Dark Secret (Cyborg) (-2)

- **Complete Cyborg (9 points):** Cyborg (+2), Strength +2, Vitality +2, Empathy -1, Ageless (+3), Enhanced Vision (+2), Exceptional Hearing (+2), Exceptional Vision (+2), Synthetic Being (+2), Technology Link (Tricorder) (+2), Assisted Healing (-5), Hides Emotions (-2), Dark Secret (Cyborg) (-2)

- **Cybernetic Reconstruction (3 points):** Cyborg (+2), Strength +1, Vitality +1, Rapid Healing (+1), Dark Secret (Cyborg) (-2)

- **Cybernetic Resurrection (1 point):** Cyborg (+2), Rapid Healing (+1), Medical Problem (-3) OR Physically Impaired (-3), Medical Remedy (+3), Chronic Pain (-2) OR Weakness (-2)

- **Former Borg Drone (Type I) (12 points):** Cyborg (+2), Any Science (Borg-specific Specialization) 2 (3), Computers (Borg Systems) 2 (3), Strength +1, Logic +1, Empathy -1, Alien Upbringing (Borg) (+1), Computer Interface (+3), Eidetic Memory (+3), Rapid Healing (+1), Dark Secret (Former Borg

Drone) (-3), Hides Emotions (-2), Phobia (Borg Assimilation) (-3), Species Enemy (Borg) (-3)

- **Former Borg Drone (Type II) (14 points):** Cyborg (+2), Any Science (Borg-specific Specialization) 2 (3), Computers (Borg Systems) 2 (3), Logic +2, Empathy -1, Alien Upbringing (Borg) (+1), Computer Interface (+3), Eidetic Memory (+3), Informational Database (+2), Rapid Healing (+1), Technology Link (Scanning Device) (+2), Dark Secret (Former Borg Drone) (-3), Disturbing Appearance (Borg Implants) (-2), Hides Emotions (-2), Phobia (Borg Assimilation) (-3), Species Enemy (Borg) (-3)

- **Former Borg Drone (Type III) (15 points):** Cyborg (+2), Any Science (Borg-specific Specialization) 2 (3), Planetary Tactics (Borg) 2 (3) OR Starship Tactics (Borg) 2 (3), Strength +2, Empathy -1, Alien Upbringing (Borg) (+1), Computer Interface (+3), Eidetic Memory (+3), Enhanced Vision (+2) OR Excellent Vision (+2), Rapid Healing (+1), Technology Link (Disruptor) (+4), Arrogant (-1), Disturbing Appearance (Borg Implants) (-2), Hides Emotions (-2), Phobia (Borg Assimilation) (-3), Species Enemy (Borg) (-3), Species Enemy (Borg Victims) (-5)

- **"Hacker" Cyborg (6 points):** Cyborg (+2), Computers (Data Alteration) 1 (2), Logic +1, Empathy -1, Computer Interface (+3), Dark Secret (Cyborg) (-2)

- **Immortal Cyborg (5 points):** Cyborg (+2), Ageless (+3), Enhanced Metabolism (+1), Rapid Healing (+1), Dark Secret (Cyborg) (-2)

- **Positronic Brain Reconstruction (5 points):** Cyborg (+2), Logic +2, Empathy -1, Computer Interface (+3), Eidetic Memory (+3), Dark Secret (Cyborg) (-2), Hides Emotions (-2)

- **Space Cyborg (10 points):** Cyborg (+2), Strength +1, Coordination +1, Excellent Metabolism (+1), Synthetic Being (+2), Technology Link (Magnetic Boots) (+2), Zero-G Training (+2), Dark Secret (Cyborg) (-2)

Presented here is a cyborg created using the rules detailed in this supplement.

One of Five, Primary Adjunct of Unimatrix 24

Attributes:

Fitness 4 [6]
  Strength +2
Coordination 2 [6]
Intellect 3 [6]
  Logic +1
Presence 2 [5]
  Empathy -2
Psi 0 [0]

Skills:

Computers (Borg Systems) 2 (3)
Culture (Borg) 1 (2)
  (Romulan) (2)
Energy Weapon (Weapon Link Disruptor) 3 (4)
History (Borg) 1 (2)
Intimidation (Staredown) 3 (4)
Language
  Borg 2
  Romulan 2
Planetary Tactics (Borg) 3 (4)
Space Sciences (Subspace Dynamics) 3 (4)
Starship Tactics (Borg) 3 (4)
  (Romulan) (4)
  (Starfleet) (4)
Strategic Operation (Assimilation Tactics) 2 (3)
  (Invasion Strategies) (3)
Unarmed Combat (Brawling) 2 (3)

Advantages/Disadvantages:

Alien Upbringing (Borg) (+1), Computer Interface (+3), Cyborg (+2), Eidetic Memory (+3), Enhanced Vision (+2), Rapid Healing (+1), Technology Link (Disruptor) (+4), Arrogant (-1), Disturbing Appearance (Borg Implants) (-2), Hides Emotions (-2), Phobia (Borg Assimilation) (-3), Species Enemy (Borg) (-3), Species Enemy (Borg Victims) (-5), Suppressed Memory (-2)

History: One of Five, a former tactical drone, was separated from the Collective when his ship, a probe, was destroyed and his comrades damaged beyond repair. Despite his alterations by the Hive, the drone, formerly of the Bajoran race, began recovering lost memories. Unable to cope, the drone lost consciousness, battling the silence and terrifying memories.

Crashing on a planet on the far side of the Beta Quadrant in Romulan space, an imperial science vessel detected the unconscious drone and transported it into a holding cell.

Using a number of techniques perfected by the *Tal Shiar*, the drone was "reprogrammed," much of his memory erased, and he now serves the Empire aboard a warbird near the Taurhai border, more or less unaware of his past.

Unbeknownst to his Romulan masters, his memories are returning and he is beginning to formulate a plan to assimilate the vessel and its crew, forming a new hive with himself at the center.