

USS Venture Sourcebook
Book 1
The USS Venture



NCC-71854

“Discovery is a journey without a chart”

USS Venture Dedication

A Roleplaying Game Sourcebook for the USS Venture.
By Dan Gurden

Forward;

Appendix 1.
Cast List;

Foreward	2
Cast List	2
Contents;	3
Book 1	
The USS Venture	4
The History of the Venture.	
USS Venture Technical Specifications	
Appendix 2; USS Venture Game Statistics	
Captain Benjamin Hedges	
The Pathfinder Project	
The Midas Array	
The USS Venture Mission	
Vessels assigned to the USS Venture	
Book 2	
The Crew of the USS Venture	
Crew Manifest	
Departmental Duties	
Player Characters	
Crew NPC's	
Book 3	
The USS Venture Universe	
Other NPC's	
Books 4	
The USS Venture Reference Guide	
Appendix	
1 – Cast List	
2 – USS Venture Game Statistics	

Book 1

The History of the Venture.

The USS Venture carries on a long and proud history dating back many centuries and encompassing the most Romantic of Sailing vessels, through to the Early Pioneers of Spaceflight before its service within Starfleet.

The USS Ventures Lineage;

The Sea Venture.

Recognizing the risk in putting all one's eggs in one basket, few organisations today allow their most senior personnel to travel on the same spacecraft, but in 1609 the Virginia Company did not hesitate to send its top men to Virginia on the same small ship. Both the fleet's admiral, Sir George Somers, and Virginia's new interim governor, Sir Thomas Gates, were aboard the *Sea Venture* when the young colony's third supply fleet set sail from the Thames in May, 1609. Captained by Christopher Newport who had served as admiral of the first fleet two years before, the 150 souls aboard the new flagship were in good and experienced hands.



After rendezvousing at Plymouth, there were to be nine ships in all, carrying settlers and crews to the number of about 500 (one authority puts the figure as high as 600). Rather than taking the island-threading route through the West Indies where uncharted shoals and assorted Spaniards lay in wait, the *Sea Venture* led the convoy on a northerly and more direct course that should have left Bermuda below the horizon to starboard.

Seven weeks out and only eight days from the expected landfall, gathering black clouds to the south foretold bad weather boiling up from the Caribbean. The hurricane that had scattered Sir Francis Drake's fleet in June, 1586, was doubtless much in mind as the ocean turned an inky black and the first violent gusts of wind threatened the sails and whistled through the rigging of the cockleshell fleet.

The *Sea Venture*, the largest of the ships, had a burthen of only about 300 tons and a stem to stern length of perhaps a hundred feet. Towed behind her was a pinnace, possibly the "new pynnace, the *Virginia*," the first English vessel built entirely in the New World and the principal achievement of the ill-fated Popham Colony at Fort St. George in Maine. But new-built or not, the pinnace was cut loose as the storm drove the *Sea Venture* northward toward the islands Shakespeare called the "*still-vex'd Bermoothes*."

The North Atlantic's bed is strewn with the carcasses of ships lost without any record of their fate. The *Sea Venture* was not one of them. Instead, she had

aboard, not one, but two chroniclers to record her final days and nights, one of them in prose recognized as perhaps the finest description ever written of a sailing ship's fight for survival. William Strachey was a middle-aged man of thirty-seven in search of a job when, in London, he signed on as a Virginia settler. He had failed to secure a good post in the diplomatic service, and though in good standing with the London literati, he took ship with no assurance of a gentleman's future in Virginia. But as luck would have it, he was to find a vacancy for the important post of secretary to the colony, its previous incumbent having been drowned in a foolhardy boating accident on the James River.

But that was more than a year into the future. First he had to survive the hurricane that was propelling the bare-masted *Sea Venture* pell-mell to disaster.

"For four-and-twenty hours the storm in a restless tumult had blown so exceedingly as we could not apprehend in our imaginations any possibility of greater violence; yet did we still find it not only more terrible but more constant, fury added to fury, and one storm urging a second more outrageous than the former..."

Strachey evidently was describing the passage of the hurricane's eye as the wind briefly subsided before returning with even greater fury. In a later passage he described how;

"Once so huge a sea brake upon the poop and quarter upon us as it covered the ship from stern to stem like a garment or a vast cloud; it filled her brim full for a while within, from the hatches up to the spardeck. The source or confluence of water was so violent as it rushed and carried the helm-man from the helm and wrested the whipstaff out of his hand..."

Of the second writer relatively little is known. Silvester Jourdain seems to have been an associate of Somers and possibly a merchant in the ship's husbanding trade. It was he, however, who left us the most matter-of-fact account of the *Sea Venture's* last minutes as she plunged through white water about a mile from Bermuda's reef-girdled shore.

"And there neither did our ship sink but, more fortunately in so great a misfortune, fell in between two rocks, where she was fast lodged and locked for further budging; whereby we gained not only sufficient time, with the present help of our boat and skiff, safely to set and convey our men ashore..."

With their small boats safe and the *Sea Venture* perched atop the coral, even the ship's dog escaped. But more important, the masts, cordage, and superstructure, along with boatswain's and sail-maker's equipment, could be salvaged. Over the next ten months the men laboured to build two new vessels, the thirty-ton *Deliverance* and a pinnace they named the *Patience*, and aboard those they arrived at Jamestown on the 24th of May, 1610. Although not nearly as miraculous a survival as Bligh of the *Bounty's* deliverance nearly two centuries later, the escape of the *Sea Venture's* crew and passengers ensured them a storied place in the annals of seafaring. But did it do more than that? Did it, as so many have said, provide Shakespeare with his theme for his play *The Tempest* which was first performed at the court of James I in 1611?

Much shorter than Strachey's *True Reportory*, Jourdain's account was published in London in 1610, while the former was not printed until 1625 when the text was included by Samuel Purchas in the compilation he called *Purchas, his Pilgrimes*. The argument, therefore, is not whether Shakespeare got his island shipwreck idea from the *Sea Venture* saga, but only whether his source was Jourdain or Strachey. The answer, it seems, was a bit of both.

HMCS Venture

The only sailing vessel among the RCN's 13 vessels when the Second World War started, *Venture* was built for the RCN in Nova Scotia and commissioned on Nov 25th 1937 as a sail training vessel and auxiliary schooner. Her displacement was 250 tons, her length overall was 146', her beam 27' and her draught 14'. She had a diesel engine, and carried 12,000 square feet of sail. Her armament consisted of 2 - 3 pounder guns.



USS Venture, MSO-496

"Where the Fleet Goes, We've been!"

An Aggressive Class Minesweeper. The third *Venture* (MSO-496) was laid down on 11 January 1955 at Ft. Lauderdale, Florida, by Broward Marine Inc. as AM-496, re-designated MSO-496 on 7 February 1955, launched on 27 November 1956, sponsored by Mrs. Leroy Williams, wife of the Governor of Florida; and commissioned on 3 February 1958, Lt Comdr. James H. Agles in command.



Following shakedown training at Guantanamo Bay, Cuba, during March and April, *Venture* conducted local minesweeping operations out of Charleston, S.C., until late June at which time she entered the Charleston Naval Shipyard for post-shakedown availability. That repair period lasted until 1 December when she began preparations to deploy to the Mediterranean Sea. Although her home port was changed from Charleston to Panama City, on New Year's Day 1959 the minesweeper embarked upon her first Mediterranean cruise from the former port on 9 January as the flagship of Mine Division (MinDiv) 81. After a routine tour of duty with the 6th Fleet *Venture* returned to Charleston on 30 May for a tender availability at the naval shipyard and normal operations out of Charleston until late summer.

On 3 August 1959, the minesweeper departed Charleston, bound finally for Panama City, her new home port. For the next dozen years, she served the

Navy's Mine Defence Laboratory located there. For the remainder of her career, the minesweeper and her division mates helped that institution to develop mine warfare countermeasures. When not operating under the auspices of the laboratory, she performed mine warfare training exercises under the direction of the Commander, Mine Squadron 8. In addition, she periodically provided services in support of the research and developmental work carried on by the Operational Test and Evaluation Force frequently in conjunction with the Naval Mine Defence Laboratory mentioned above and by the Naval Ships Research and Development-Centre (popularly dubbed the David Taylor Model Basin) located at Carderock.

During that time period, *Venture* departed the immediate area of the eastern Gulf of Mexico infrequently. On occasion, she made visits to Norfolk, Charleston and Mobile, but those calls either were very brief or were made strictly for the purpose of repairs and availabilities. Early in 1969, however, she did clear the Panama City area for a tour of duty overseas. Between 10 January and 16 June 1969, she made her second and last deployment to the 6th Fleet - almost a decade to the day after she had begun her first Mediterranean mission.

Back in Panama City by mid-June, the minesweeper resumed duty assisting in the development of mine countermeasures. That task carried the warship through the last two years of her naval career. Just before she began inactivation preparations, she became flagship of MinDiv 21 when the Atlantic Fleet Mine Force was reorganized, and MinDiv 81 was transformed into MinDiv 21. *Venture* began preparations for her inactivation on 3 May 1971 at Charleston. She was decommissioned there on 2 August 1971 and, on 10 November was berthed with the Norfolk Group, Atlantic Reserve Fleet. In September 1977, *Venture's* name was struck from the Navy list, and decommissioned after nearly 20 years of Meritorious service.

VentureStar

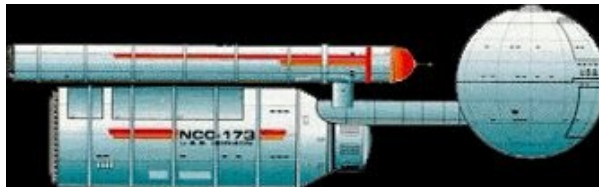
The X-33. The first Venture to make it into space. The X-33 project was a late 20th Century project to enable cheap, reusable space transport, costing as little as 10% of the standard costs of an orbital launch until the point. Designed to supplement, and eventually replace, the aging Space Shuttle the first vessel to the fleet was the VentureStar.



Late and designed in conjunction between NASA and the USAF, with the Eugenics wars ripping apart the third world, the VentureStar was also designed with an eye towards military applications. It was one of the last

purely orbital vessels designed on Earth, and was soon eclipsed by the DY-100 class vessels designed for manned deep space exploration, briefly a newly expanding space program was developed with various manned missions out into the Solar system, many of these ambitious projects launched in space from the ISS, also using the X-33 to carry crew and supplies into orbit.

USS Venture, NCC-211



Deadalus Class, First Starship of the USS Venture line in Starfleet, launched in 2158. The last Deadalus was withdrawn from service in 2196, shortly after the mysterious loss of the USS

Venture. Many felt that she had followed in the steps of her ancient ancestor, the Sea Venture, and that this time her luck had run out. However, the Venture was not destroyed and in 2205 after nearly 10 years the Venture limped home after having been swept away by a violent subspace storm. Returning home with thousands of terraquads of data on previously uncharted space, as well as deep research that will aid future long-term missions, leading to the famous 5-year missions of the Constitution classes.

During her trek home, the Venture made first contact with the Medusans, who's navigational abilities were vital in getting the ship back to Federation space, at the cost of the XO's sanity. Over the time spent in contact with the Medusans, the Ventures doctor, Herman Brandt was instrumental in developing the 'Visor' used for safe interaction with the Medusans thereafter.

USS Venture, NCC-2011



Excelsior Class, Among the first members of the established class, this USS Venture was launched in 2292 on the centennial anniversary of her immediate predecessors famed exploits. The second Starfleet USS Venture had a long service history, serving as a solid workhorse in the Frontier Fleet along the Romulan Neutral Zone for over 60 years before finally being retired in 2355 under Captain Owen Paris, who was promoted to Admiral shortly thereafter, his strong, sold service record had upheld his own career and elevated the Name of Venture.

USS Venture, NCC-71854

Launched in 2368. The USS Venture was one of the second line of Galaxy Class development, with the Initial run of 6 vessels operating above and beyond the development guidelines set out for them by the design team. However the opportunity was taken to institute a few design alterations, such as increased weapons coverage with the addition of several new Phaser Arrays.

The Venture was initially posted to report to Starbase 375 Offering support along the Cardassian Border as both the Cardassians and the Federation negotiated a lengthy treaty. The Venture was to remain on station here for quite sometime. Offering support to the newly christened Deep Space Nine, along with both The USS Enterprise and the USS Odyssey, Starfleet command felt that the presence of 3 Galaxy Class Starships would show both strength and diplomatic intent. Helping to diffuse the situation there.



Despite the loss over the next few years of both the Enterprise and Odyssey, the Venture remained in the area and was once again thrust into the thick of things as first the Klingons invaded Cardassian space, rushing as the head of a small fleet to meet the Klingon Forces besieging Deep Space Nine, and later when the Cardassian treaty broke down and the Dominion War broke out. Over and over, the Venture found itself on the frontline, during Operation Return, The Battle of Chin'Toka and even the final assaults on Cardassia.

Many crew dies, and the Venture was heavily damaged, as a result of months of extended combat and improper repair facilities. The Venture limped home only to be redirected to Earth.

Upon arrival, the Venture put into McKinley Spacedock, having leap straight to the front of the Queue, the surviving crew were all given extended leave or Transfers and a massive overhaul and refit began. Captain Hedges was told of the Mission that had been assigned to the USS Venture, becoming privy to some top Secret data in the process and choose to retain this command and stay with the Venture for the forthcoming mission rather than a transfer.

So he took extended leave, one of only a few of the Ventures crew to do so. Facing a 10 year mission of Deep Space exploration, Starfleet focused on the Academy, bringing in young officers who would find a 10-year mission would suit their careers better than older more experienced officers who might find themselves stuck in the middle command chains.

Taking volunteers only, the Venture was assigned to the Pathfinder Project, a dual mission, to explore deep space on the far side of Romulan Territory, to set out communications and sensor beacons and to set up for the expected return of the USS Voyager, lost over 5 years before, and recently contacted again.



USS Venture Technical Specifications

Name: USS Venture.
Registration: NCC-71854
Class: Galaxy Starship.
Launch: 2368.
Refit: 2377. (Under Captain B. Hedge.)
Height: 145m.
Length: 642.5m.
No. of Decks: 42.
Mass: 5,125,000 tons
Cargo Capacity: 25,000 metric tonnes.
Officer Crew: 185.
Enlisted Crew: 525.
Civilians/Families: 252
Evacuation Capacity: 5000



Propulsion:

Warp Reactor: M/ARA Mark I.
Standard Cruising Speed: Warp 6.
Max. Cruising Speed: Warp 9.2
Top Warp Speed: Warp 9.7 for 12 hours.
Warp Engine Fuel: Cold Deuterium (matter)/Anti Hydrogen (antimatter)
Impulse Engine Fuel: Slush Deuterium
Impulse Reactors: 3.
Fuel replenishment: Bussard Scoop.

Communications:

Intraship Transmissions: Voice and Data.
Personnel Communicator Range: 500 km.
Ship-to-Ground Range: 38-60,000 km.
Communications Speed: 18.5 kiloquads/second.
Subspace Speed: 9.9997 warp.

Computer Systems:

Computer Cores: 4, 2 mounted in both the Primary and Secondary hulls.
Connection for Interface: Isolinear Chip and Bio-Neural Gel Pack.
Crew Interface: LCARs.
Data Transfer Rate: 6000 kiloquads/second.
Number of Dedicated Modules: 2048.
Storage Capacity/Module: 630,000 kiloquads.

Weaponry:

12 x Main Ship Type X Phasers: 5.1MW.
Arranged in Arrays around the ship.
2 x Photon Torpedo Launchers. Fore and Aft
Maximum Torpedo Simultaneous Spread: 10.
2 x Pulse Fire Phaser Cannon. Fore, mounted in Battle section. 5.1MW
1 x Quantum Torpedo Launcher. Fore, mounted in Battle section. Single fire only.
Torpedo Supplies: 300 x Photon Torpedo's. 50 x Quantum Torpedo's, 275 x Probes,
ranging from Class I through to Class X

Defensive Systems:

Enhanced Starship Shields: Total capacity 7,000,000 Terajoules.
Duranium/Trititanium double hull plus 16 cm high density armour.

Transporter Systems:

Personnel: 6.
Emergency: 8.
Cargo: 8.

Scanning Resolution:

High Resolution Long range Scan, maximum range 5 light years.
Medium to Low resolution, effective range 17 light years.

Laboratory Facilities:

Medical, with full surgical capability, biohazard ICU, intensive care, physical therapy and advanced EMH system.
Biologic lab, with isolation capability.
Astrometrics and Stellar Cartography labs.
Holo-imaging.
Cybernetics.
Variable Gravity Lab.
Hydroponics and Airponics bay.

Extra Vehicular:

10 standard personnel Shuttlecraft. Type-8, Type 9 and Type 10
10 Standard cargo Shuttlecraft. Type-9a.
5 Special Purpose Shuttlecraft.
12 Shuttlepods. Type-15, Type 15a and Type 16
Various Extra Vehicular maintenance vehicles from the Work Bee to the Sphinx Workpod.
2 x Danube class runabout, including modular systems for mission specialisation.
1 x Talon Class Scout Ship
1 x Theta Class Romulan Courier
Captains Yacht.
400 ejectable lifeboats.

Crew Training and Recreational:

Various crew lounges at points around the ship, including 'Air Force One' located on Deck 10, forward section.
12 Holodecks in the Saucer section, including 4 High clearance decks.
2 extra Holodecks in the Secondary hull.
Gymnasiums, an arboretum and several concert halls.
Personal replicator systems ship-wide for the supply of foodstuffs.

Ship Duration:

Expected Lifetime: Estimated 100 years.
Number of Upgrade/Maintenance Layovers: 200.
Time between Re-supply: 10 years.
Time between Refit:
Minor Systems: 1 year.
Standard Systems: 5 years.
Major Systems: 20 Years.

Other Ships in the class:

USS Galaxy, NCC-70637. Active.
USS Challenger, NCC-71099. Active.
USS Courageous, NCC-72579
USS Enterprise, NCC-1701-D. Destroyed.
USS Indomitable, NCC-73462
USS Kludy, NCC-71095
USS Magellan, NCC-72045. Active.
USS Odyssey, NCC-71832. Destroyed.
USS Yamoto, NCC-71807. Destroyed.
USS Vel'dha, NCC-72406

Appendix 2; USS Venture Game Statistics
The Pathfinder Project
The Midas Array
The USS Venture Mission
Vessels assigned to the USS Venture

**USS Venture Sourcebook
Book 2
The Crew of the USS Venture**



NCC-71854

"Discovery is a journey without a chart"











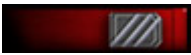





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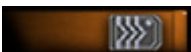










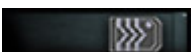

Contents
















Crew Manifest;	Page 3	
Department Breakdown and Duties;	Page 9	
Player Characters	Page 18	
Chief Engineer	- Nile Rutherford	Page 18
Chief Medical Officer	- Maura Regem	Page 20
Chief of Security	- Devlin Trask	Page 22
Conn Officer	- Tiberius Hunter	Page 24
Engineers Mate	- Efrim Vibo	Page 26
Engineering Specialist	- Terrik Drayson	Page 28
Executive Officer	- Lyanna Sonson	Page 30
Medical Officer	- Ephiny Coda	Page 33
Operations Manager	- Solon	Page 35
Romulan Liaison Officer	- Tal	Page 37
Strategic Operations Manager	- James Pierce	Page 38
Non-Player Characters	Page	
Astro-Physicist	- Michelle Powers	
Bar Tender	- Sonny Clemonds	
Captain	- Benson Hedges	
Chief Nurse	- T'Pan	
Chief Science Officer	- Allyzen Wai	
Chief Surgeon	- David Ayers	
Communications Officer	- Lizanne Woy	
Computer Sciences	- Pelori Maczar	
Damage Control Team Leader	- Ken Darcy	
FNS Reporter	- Durian Jurian	
Geologist	- Paula Powers	
Hologram	- C.H.R.I.s	
Hologram	- EMH2	
Life Sciences/Cyberneticist	- Tabas Rei	
Nurse	- Jessica Mitchell	
Nurse/Physical Therapist	- Dorjj	
Science Officer	- Sovik	
Security Officer	- Dvoraks Kar	
Security Officer	- T'Lan	
Transporter Chief	- Dovorov	
Xeno-Historian	- Alara Salbri	
Xeno-Sociologist	- Corine Antionov	








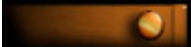
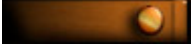



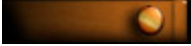




USS Venture Crew Manifest


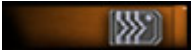

Name	Rank	Dept.	Position	Species	Sex
Benson Hedge		Command	Ships Captain	Human	Male
Lyanna Sonson		Command	Executive Officer	Human	Female
James Pierce		Tactical	Strategic Operations Officer / 2nd Officer	Human	Male
Sub-Commander Tal		Command	Romulan Liaison Officer	Romulan	Male
Tiberius Hunter		Command	Command Officer	Xenexian	Male
Orok		Command	Political/Science Officer	Romulan	Male
Valentine		Command	Diplomatic Assistant	Human	Female
Kirstin Gates		Command	JAG Officer	Human	Female
Gates		Command	Conn Officer	Human	Female
Carston 193		Command	Quartermaster	Hermat	Androgynous
Karl Manheim		Command	Captains Yeoman	Human	Male
Devlin Trask		Security	Chief of Security.	Human	Male
Anbalai Four		Security	Deputy Chief of Security.	Human	Male
Irwin		Security	Security Officer and Survival Specialist.	Human	Male
Saeid No-Raegan		Security	Security Officer	Alpha Centurian	Male
Tran Tho		Security	Diplomatic Security Specialist.	Bolian	Male

Dunedain		Security	Demolitions Specialist.	Human	Male
Jerak		Security	Security Officer	Romulan	Female
Dvoraks Kar		Security	Security Officer.	Bajoran	Male
Shesra Ghorev		Security	Security Officer.	Andorian	Male
Chalmers		Security	Security Officer.	Human	Male
Chambers		Security	Security Officer.	Human	Male
Cooper		Security	Security Officer.	Human	Male
Gomez		Security	Security Officer.	Human	Female
T'lan		Security	Security Officer.	Vulcan	Female
Kris Bateson		Security	Security Officer	Human	Female
Fryth		Security	Security Officer	Human	Male
Bruce Addison		Security	Security Technical Specialist	Human	Male
Derrian		Security	Security Officer.	Bolian	Male
Tada		Security	Security Officer.	Human	Male
Durran		Tactical	Weapons Room Chief	Bolian	Male
Solon		Operations	Chief of Operations	Vulcan	Male
Nevala		Operations	Pilot/Operations Officer	Romulan	Female
Vladimir Topy		Operations	Gamma Shift Operations Manager	Human	Male
Lizanne Woy		Operations	Communications Officer.	Bajoran/ Cardassian	Female
Galín		Operations	Operations All-	Human	Male

Mackenzie			Rounder.		
Erikson		Operations	Transporter Operator.	Human	Male
Ray Parks		Operations	Transporter Operator.	Human	Male
Dovoro		Operations	Transporter Chief	Andorian	Male
Lindsay McCloud		Operations	Computer Core Specialist.	Human	Female
C.H.R.I.s	None	Operations	Computer Holographic Responsive Interface.	Hologram	Male
Maura Regem		Medical	Chief Medical Officer.	Alpha Centurian	Female
David Ayers		Medical	Chief Surgeon.	Human	Male
Ephiny Coda		Medical	Medical Officer.	Trill (unjoined)	Female
Dr Ocampo		Medical	Medical Officer.	Alpha Centurian	Male
Dr Lillian Chesser		Medical	Medical Officer.	Half Human/Vulcan	Female
Dorjj		Medical	Nurse/Physical Therapist	Tellarite	Male
Jessica Mitchell		Medical	Nurse	Human	Female
Eddie Reynolds		Medical	Field Medic.	Human	Male
Wintermoor		Medical	Chief Nurse, CMO's Assistant.	Human	Female
T'Pan		Medical	Nurse.	Vulcan	Female
Willis		Medical	Lab Technician.	Human	Male

Marcus Valasa		Medical	Assistant Councillor	Betazoid	Male
EMH2	None	Medical	Emergency Medical Hologram	Hologram	Male
Allyzen Wai		Science	Chief of Sciences	Trill (Joined)	Female
Tabas Rei		Science	Life Sciences/Cybernetics Specialist	Ktarian	Male
Alara Salbri		Science	Xeno-Historian	Alpha-Centurian	Female
Pelori Maczar		Science	Computer Sciences.	Elaysian	Male
Dr. Corinne Antionov	None	Civilian Specialist	Xeno-Sociologist.	Human	Female
Sovik		Science	Science Officer	Vulcan	Female
Talbot		Science	Historian, Librarian and Temporal Mechanics.	Human	Male
N'Ret		Science	Life Sciences	Vulcan	Female
David Chow		Science	Geologist.	Human	Male
Karole Darcy		Science	Micro-Biologist	Human	Female
Daniel Jackson		Science	Archaeology and Anthropology Officer.	Human	Male
Keith Hodges		Science	Spectrographic Analyst	Human	Male
Michelle Powers		Science	Science Officer (Astro-Physicist).	Human	Female
Paula Powers		Science	Science Officer (Geologist).	Human	Female
Ms. Harper		Science	Ships School Teacher	Human	Female

Nile Rutherford		Engineering	Chief of Engineering.	Human	Male
Efrim Vibo		Engineering	Deputy Chief of Engineering	Tiburonian	Male
Terrick Drayson	N/A	Civilian Specialist	Engineering Specialist.	Human	Male
Lokari		Engineering	Team Leader, Gamma Shift.	Benzite	Female
Sue Pierce		Engineering	Lead Engineer.	Human	Female
Emerson		Engineering	Systems Supervisor.	Human	Female
Irrian		Engineering	Damage Control Team Leader.	Deltan	Male
Indrin		Engineering	Team Supervisor.	Alpha Centurian	Male
Volchok		Engineering	Warp-Core Technician	Human	Female
Bimm		Engineering	Engineering Specialist.	Bolian	Female
Ken Darcy		Engineering	Damage Control Specialist.	Human	Male
Idaki		Engineering	Systems Specialist.	Bolian	Male
Muir		Engineering	Systems Specialist.	Human	Male
Kapowski		Engineering	Warp-Core Specialist.	Human	Male
Roskov		Engineering	Diagnostic Technician.	Human	Male
Ruis		Engineering	Propulsion Specialist.	Human	Male
Gary Shipley		Engineering	Engineering Officer.	Human	Male
Sonok		Engineering	Systems Specialist.	Vulcan	Male

T'Chan		Engineering	Systems Specialist.	Vulcan	Female
Alyson Sutherland		Engineering	Engineering Specialist.	Human	Female
Nevala		Operations	Pilot/Operations Officer	Romulan	Female
Jerak		Security	Security Officer	Romulan	Female
Sonny Clemonds	N/A	Civilian	Bar Tender	Human	Male
Durian Juran	N/A	Civilian	FNS Reporter	Ei Aurian	Male
Becky Darcy	N/A	Civilian	Child	Human	Female
Carole Bateson	N/A	Civilian	Child	Human	Female

Departmental Duties

Command:

"Second star to the right and straight on 'till morning."

The ultimate control of the Starship falls to the command department. Both the Captain and First Officer fall into this department, regardless of which branch of service they came from. Captains most usually rise from the ranks of Science, Engineering or Operation's departments, but it is possible for an exemplary officer to rise from other departments directly. With the increased hostilities recently with the Borg first and now the Dominion, there seem to be an increased number of Captains from the Tactical branch. Helm also falls under this branch of service, as do many Starbase personnel. This is the only Branch of Service that wears Red.

Captain: The ships commanding officer. While this person in turn takes order from Starfleet command. While many tasks are delegated to other senior officers, such as the Executive Officer and department heads, the ultimate responsibility for the ship and all those who serve upon her falls to this individual. It is he/she who decides the best course of action and interprets the guidelines set down by Command.

The Ships captain's job is to carry out Starfleet Commands orders to the fullest extent. In addition, captains also have legal authority while separated from command, acting as Judge, Minister or representative of the UFP, depending on the situation.

(Examples: Captain Jean Luc Picard, Captain Ben Sisko, Captain Kathryn Janeway, Now Colonel Kira Nerys)

Executive Officer: Second only to the Captain, the first officer is an invaluable part of the function and command structure of any Starfleet Vessel or Facility. The position, which is sometimes informally referred to as 'Number One', was first established on Earth in the seagoing vessels of the mid 15th century, although many planets and cultures have developed a comparable position in their respective military environments.

The primary responsibility of the First Officer is to take command if the Captain is killed, incapacitated, missing, or no longer able to remain in command for any reason. As such a first officer needs to be knowledgeable about the ship and crew under them, after all at any time, the first officer may be called upon to take the centre seat, and must be willing and able to do so without hesitation.

However the First Officers day-to-day duties are those that will fill most of their time. These duties lie in keeping the ship, operating at peak proficiency. The First Officer oversees all Department Heads on board and is constantly briefed by them as to their status of their various departments and concerns. Sometimes a Captain will involve himself in these meetings, but it is the First Officers duty to keep the Captain abreast of matters arising in these meetings. Another important dynamic of the First Officer/Captain relationship is that of a differing opinion, leaving the First Officer in a position to raise any potential faults that a captain may have missed.

The first officer is also responsible for reviewing crew performance and for recommending crew members for promotion; these recommendations are run past the Captain, but mostly this is just a formality. Another of the First Officers jobs is the upkeep of crew morale; he or she does this by working closely with the ships councillor. Together they work to maintain the peak efficiency of the ships crew... Often they will also work together on the crew evaluations. First Officer is also usually required to lead away teams, especially in dangerous situations where the presence of the Captain could prove an unnecessary risk.

Essentially, the First Officer acts as a buffer between the crew and the Captain. While this may seem, at first to be an impersonal way to run a Starship, this buffer is important to enable the captain to make the life and death decisions that can face him daily.

First officers are assigned to the Command branch of Starfleet.

(Examples: Commander William Riker, Lt. Commander Worf (Aboard the Defiant), Colonel Kira Nerys (aboard DS9), Commander Chakotay)

Diplomatic Liaison: This position is concerned with the contact and good relations with other species and organization. Headed by the Liaison, the rest of the team are his staff along to record the mission and provide support. This group usually works closely with Command and the Science departments, as well as Civilian diplomats.

The Diplomatic Liaison serves both Starfleet and the UFP. They are the voice of reason and diplomacy in the area. They are duly appointed representatives and must co-ordinate any peaceable talks with either hostile or unknown entities. This appointment is unusual as a continuous post, and is usually assigned as a mission specialist. However the USS Venture's extended mission timetable has prompted Starfleet to assign an officer to this position permanently. This position is considered a mission specialist.

Flight Control Officer: Commonly known as Conn or Helmsman, this officer is directly responsible for the navigation and direction of the ship. While this is mostly an automated process, in times of emergency, the Conn officer will take direct control over the Starship and control its speed, direction, etc. Therefore this bridge position is always filled while a Starship runs under its own propulsion.

There will commonly be several Flight Control officers aboard a Starship, usually among the pool of junior officers, they are responsible with monitoring and controlling a ship's course, attitude and speed, usually this officer will be heavily versed in both Starship Systems, Navigation Skills, and basic Engineering Abilities to allow constant monitoring of a ship's engineering status. A Conn Officer will have full control of a ship's Warp, Impulse and even the RCS thrusters system, allowing pinpoint control over the vessel.

Recent alterations to the established design of Starfleet bridges, have begun merging the abilities of Ops and Conn, further expanding the roll of Pilot, and on some smaller ships, such as the Defiant Class, it is not uncommon for non-Command Officers to fill this roll, a vital requirement in situations where the total number of crew available is a concern.

It is often the case that the most senior Flight Control officer will be the most skilled pilot available, often in multiple piloting specialisations.

(Examples: Chief Miles O'Brien, Lt.(jg) Geordi La Forge, Acting Ensign Wesley Crusher, Ensign Ro Laren, Lt.(jg)/Ensign Tom Paris, Lt. Commander Jadzia Dax)

Shuttle Specialist: This officer is assigned as chief shuttle pilot, and is part of the Conn section. He coordinates the shuttlebays and a Starship, and will be the liaison officer to help coordinate the reassignment of the secondary shuttlebays during emergency procedures. They will also be responsible for keeping the senior staff up to date on any maintenance needs, as well as coordinating EVA operations.

Chief of the Boat: Is the ranking NCO on the ship, usually a very experienced individual with many years of service. The chief of the Boat fills the equivalent function as the XO, but is directly responsible for the NCOs in the crew, but is usually only assigned on larger Starships, as much smaller ships have correspondingly smaller crews, thus the need for a specialist is lessened..

Often, this individual is equally qualified, if not more so, than many of his contemporaries among the commissioned officers, the chief of the Boat is also responsible for coordinating with the XO and Security departments on matters of personnel and visitors to the ship, as well as acclimatising new officers.

Engineering:

"A good engineer understands machines almost as well as he does people, a GREAT engineer understands people almost as well as he does machines."

One of the most vital departments aboard a Starship, they deal with the repair and maintenance of shipboard systems, making sure that the ship runs at top performance. More importantly however is the Warp Core, supplying power across the ship. They wear Gold/Yellow jerseys.

Many see them as miracle workers, getting things running to tip top condition at short or no notice. The designers usually hate the chief engineer, due to the numerous alterations they make to the standard specification while improving a vessel's performance.. They serve as the Starship's heart.

There is an Engineering station on the Bridge. While it is easier to run the engines from the engineering department. This station does allow monitoring and even some control over the engineering department, so while a chief is most likely to be found in the Engine room, there is also usually an Engineering officer monitoring this station. Along with the Security and Operations Departments, the majority of Starfleet's enlisted personnel serve within this department.

Chief of Engineering: The CEO is responsible for the ships propulsion systems as well as almost everything else aboard the ship (with the exception of Computer systems). In addition to coordinating repair and maintenance schedules, the CEO is usually responsible for upgrade made to improve or optimize performance. They are also responsible for coordinating the personnel serving under their command, as well as the condition of all equipment on a Starfleet ship..

(Example: Lt. Commander Geordi La Forge, Chief Miles O'Brien (aboard the Defiant), Lt. Belanna Torres)

Deputy Chief of Engineering: The CEO deputy is expected to act in the chiefs place when away or unavailable. They will also supervise maintenance tasks in remote areas (such as away missions), or critical maintenance tasks when there is more than one task of the same priority. Also traditionally known as the Engineers Mate.

(Lt. Joseph Carey)

Engineering Officer: The officers and NCO's of engineering are charged with the actual repairs and maintenance needed. As well as the normal everyday tasks that keep a Starship running, often working very closely with the Operations Department to this end.

(Examples: Ensign Vorrik, Ensign Robin Lefler, Lt. Reginald Barclay)

Medical:

"First, Do no harm."

When a ship full of people goes out to explore the galaxy, it's sure that at sometime someone will get hurt. That's where Medical comes in. Their job is to treat the injured and heal the sick, as always a qualified doctor holds significant respect whatever their rank. It is also possible for the Chief Medical officer to order the captain to stand down, if he believes the captains behaviour to be affected by Medical Conditions. Non-commissioned Officers in this department, as well as Junior Officers who haven't gone through full doctors training can serve as nurses or orderlies. However a doctor will have gone through an extra couple of years at Starfleet Academy gaining their medical training. It is also rare for a qualified doctor to enter service below the rank of Junior Lieutenant. Medical personnel wear the same colour jersey as science.

Chief Medical Officer: The CMO manages the entire medical department, and is responsible for the administrative tasks associated with the department. The CMO must be both Doctor and Administrator as they also have to fit in their normal medical duties as well. Under Starfleet's rules the senior ranking medical officer has final say in any matter concerning healthcare, and treatment of the injured.

(Examples: Commander Beverly Crusher, Lt. Julian Bashir, the Doctor)

Deputy Medical Officer: This officer position isn't always filled, effectively it is the next ranking doctor on the medical staff. In the case that the CMO is unable to fulfill their duties this officer will coordinate with the Head Nurse, and take over command of the Doctors aboard ship.

Medical Officer: The Doctors primary concern is with the physical health and well-being of the crew and as a secondary role the health and well-being of any Federation citizen in need of medical attention. In addition to performing routine examinations and check-ups, the Doctors on a Starship perform emergency medical procedures, conduct surgery, and assist with injuries and illnesses of all types.

When not actively busy with patients, many doctors occupy surplus duty time with conducting medical research, or to familiarize themselves with the results of other medical research.

Many Medical Officers specialise in particular areas of Medicine, from Neurology to Exo-Biology and Pharmacy... And many assume titles that describe this specialisation. And like their Science counterparts, may well find themselves re-assigned often to better utilise their specialised skills.

(Examples: Dr Selar)

Head Nurse: The Head nurse supervises all the nurses and technicians attached to the medical department. This individual is also responsible for the medical equipment, pharmaceuticals and other supplies. In addition, should the CMO be unavailable to fulfil their duties, the Head Nurse is charged with assuming the administrative duties, effectively making

the head nurse a second departmental deputy, while the other doctors make the medical decisions.

(Examples Lt. Alysia Ogawa)

The Counsellor: A Starfleet Counsellor is primarily responsible for the mental and emotional health of the crew compliment of the vessel or facility to which they are assigned, but this is not the only aspect of the position. Counsellors are usually part of a ships senior command crew, and can hold ranks as high as commander. As such, they may even be called upon to assume command of an entire facility in times of Crisis.

Logistically assigned as part of a ships Medical contingent, the counsellor is likely to operate separately, and maybe even have assistants on ships with particularly large crews. A counsellor is likely to have a separate office, like any other department head, although this office is designed to provide a calm relaxed atmosphere for counselling sessions if a crewmember wishes to visit the counsellor for a session.

Often a counsellor will also have a seat on the bridge, often sharing with other mission specialists, near the Captain and First Officer. The captain often has cause to call upon the experiences and skills of the counsellor during first contact, negotiations or other tense situations; they will advise on the cultural distinctiveness of races or suggest social etiquette that may need to be observed during communication.

The ability to directly influence the captain's command decisions is an extremely important responsibility. A counsellor is required to have a high degree of understanding, intuition and confidence in most aspects of running a ship, and must also be aware of the protocol and regulations needed to deal with any species and situation that might be encountered.

A counsellor is required to sit in on the majority of senior staff briefings and meetings and often accompanies away team missions, especially on diplomatic visits or functions. A counsellor's advise and expertise in these instances can be vital in avoiding cultural difficulties. The Ships counsellor also works with the XO when reviewing personnel and making recommendations about transfers and promotions.

(Examples: Commander Deanna Troi, Lt(jg). Ezri Dax)

Operations:

"Turn it off, turn it on, It'll be OK!"

The Operations department is a hybrid department covering Helm, Tactical and some Engineering. Their area of expertise is the control and distribution of power and resources around the ship. They deal with Transporters and Communications as well as Shuttlecraft and Tractor beams, however under combat conditions many of these systems also fall under Tactical control. Operations also deal with Damage reports when they come in, as well as the Coordination of damage control teams during the aftermath. Officers in Operations are usually easily transferred between Helm, Engineering or Tactical in an emergency. They wear Gold/Yellow jersey's.

Along with the Security and Engineering Departments, the majority of Starfleet's enlisted personnel serve within this department.

Chief of Ops: The Chief of Operations is also known as the Operations Manager, this individual is extremely reliant on Artificial Intelligence subroutines built into the main computer network to carry out a significant majority of routine work in tasks such as the routing of power and sensor requirements and usage to different departments. All are mostly handled by the ships main computer, although the actual, allocation of such resources is often decided by the Operation Officer in charge. The important necessity of the Operations Chief is highlighted by its positioning on a ships bridge, often, right next to either Conn or Tactical.

An Operations Manager has at their disposal a series of readouts that give a continually updated list of current shipboard activities, thus allowing Ops to prioritise resources on request, or alter the balance in cases of emergency or potentially dangerous tactical situations. The way in which resources for a ships sensors are allocated is particularly important for exploratory vessels as a number of differing departments require the usage of this resource for a wide variety of reasons. In cases when there is a chance of one department's use interfering or preventing the success of another, the Operations Manager may reschedule the allocation of resource usage and even request more drastic recommendations, such as course changes, to ensure total success.

For all these reasons an Operations Manager is often particularly skilled in Computer use and often a skilled engineer to boot. The Operations and Engineering departments will work very closely together, blending almost imperceptibly, and it is true that many of their skills and abilities are interchangeable...

On the Bridge as Operations Manager, the senior Ops console provides access to the status of a ship's Sensors, Shields and Communications, often enabling the senior Ops officer on the bridge to access and report much of the same information also available to a Tactical Officer.

It must also be noted that many of the newer style of Starfleet ships bridge arrangement, have begun integrating many of the Operations and Helm controls into a single panel (such as in the Defiant, Intrepid and Prometheus classes), as a result, more than a few Operations managers have found themselves serving as Conn officer as well.

(Examples: Lt. Commander Data, Chief Petty Officer Miles O'Brien, Ensign Harry Kim)

Deputy Chief of Ops: The deputy chief of Operations is there to back the chief up, and effectively coordinate any departmental operations across the ship while the Chief is busy on the bridge. He is also expected to take over on the bridge if the chief of ops is unavailable to take the position, likewise this officer is in charge during the Ops chiefs absence.

Outside of that, the deputy chief of Operations is usually found in charge of one of the other duty shifts, effectively delegating responsibilities between duty shifts of personnel.

Transporter Chief: The Transporter systems are one of the most important facilities available to Starfleet vessels and facilities, enabling the near-instantaneous transportation of personnel and materials from one location to another, and reducing the need for shuttlecraft or other auxiliary vehicles having to hard-connect via a docking station or shuttlebay. The transporters are overseen by a senior NCO in the Operations department serving as Transporter chief. The number of enlisted personnel under the chief depends directly upon the size of the vessel, with usually 1-2 personnel per transporter room, and nearly double that with trained Transporter Technicians among the regular Operations and Engineering crews.

The transporter chief's primary duties are to supervise the personnel and maintenance of the various transporter systems that operate aboard a Starship. Its this crewmembers responsibility to ensure the safe transportation and retrieval of officers during away team missions, as well as assist their colleagues during the various unusual requests that seem to crop up on a regular basis. Another of the chief's responsibilities is to ensure that the equipment cabinets located in the personnel transporter rooms are always fully stocked and that the weapons and equipment stored within are always fully charged, to be ready at a moments notice.

Should something go awry it is also the job of the transporter chief to conduct an official investigation to find out what went wrong and prevent it happening again.

During periods when Transporters are not in use, the senior Transporter Chief may order technicians to carry out test transports, or even undertake such duties personally, utilising test materials. Such maintenance is to ensure the equipment is operating at optimum conditions, as the loss of any vital component during transportation can have catastrophic results on the individual caught in the affected beam.

(Example Chief O'Brien (aboard the Enterprise-D))

Mission Operations/Communications Officer: While the role of Communications Officer has lessened considerably since Starfleet Ships of the 23rd century, primarily due to increased technology and automation available within the Communications field. It has typically been the case for Starfleet to expand and increase the rolls of such officers who might find their positions undermined by such increases in technology.

In the case of the Communications Officer, Starfleet has expanded the role to include that of Mission Operations. Effectively the officer serving the position on the Bridge is there primarily to monitor and control multiple communications channels and support the Senior Operations an Tactical bridge staff. But also to monitor the Mission Operations terminal, and keep an eye on the status of any Away Teams.

This officer often also serves as a 'floating specialist' serving on the bridge and able to take over from the Operations Chief should he get called away. Thus A communications Officer remains an important link in a Starship crew and commonly a senior Operations officer.

Communications Officers, like Security Staff, must also be aware of Starfleet codes and emergency conditions, in order to immediately inform the Commanding Officer of potentially hazardous situations. This position can also sometimes be filled by a Tactical officer.

(Example: Lt.(jg) Worf (as a tactical officer))

Operations Officer: The rank and file of the operations department, generally filling a bridging role between Science, Command and Engineering. They often specialise in a particular system, focusing on Computer, Sensors, Holographic or Transporter systems, and will be technically proficient both in their use and in their repair, working closely alongside Engineering, and often the lines between Operations and Engineering get a little blurred. The Operations department often has the largest contingent of officers aboard a Starship.
(Example: *Ensign Nog, Rom*)

Science:

"Weird is part of the job!"

The primary department of Starfleet's continuing mission of exploration. Following the original mandate as an exploratory and scientific organization. They serve aboard Starship's in droves. While there may be a Chief Science officer (usually the highest ranking officer in the department, the department is then further split different fields of study, each with its own team leader. The largest department's aboard exploratory vessels tend to be Astrogation, which charts the galaxy in Stellar Cartography and explores anomalies in space, and Xenobiology, specializing in alien cultures and usually having secondary training in first contact procedures. They are spotted due to their Blue/Teal jersey's.

While the mission a Starship is on Always receives priority, Science officers are allowed (even encouraged) to pursue whatever avenue of research they desire, within Federation law. It is common for different science departments to operate amongst its seperate departments, more so than any other Department in the fleet. These are usually specialised into the following departments;

Planetary Sciences, Space Sciences, Technical Sciences and Theoretical Sciences, Exo-Cultural and other Social Sciences among many others.

Chief Science Officer: The chief of Sciences is responsible for supervising all departmental personnel and research efforts aboard ship. They offer scientific facts and advice to the ships captain, and when necessary, prioritize research efforts in their department. On the bridge the chief has access to the full array of ships sensors allowing them to gather scientific and intelligence data. It isn't entirely unusual for a deep space or exploration mission to actually contain several sub-department heads within the science fields, allowing for a greater diversity in specializations and ability.

The senior science officer has been an integral part of Starfleet crews since the creation of the Federation Starfleet, providing an invaluable service to senior officers and answering directly to their Commanding Officer. the science officer is the individual responsible for overseeing scientific investigations, and for providing specific scientific information to enable correct and relevant Command Decisions. The relative importance of the role differs greatly according to the nature of the vessel on which the officer is assigned; a Starfleet vessel primarily designated as a research vessel will, by its nature, have a very high concentration of scientists aboard, and increase the importance of the chief of science amongst the senior staff. The role carried out by the Chief Science Officer outside of the coordination of experiments and research programs will depend entirely on their rank.

In Starfleet the high considerations of scientific achievement still often leads science officers into the Command branch, and a significant number of Starfleet Captains and First Officers come from the Science Department.

(Examples: *Commander Neela Darren, Lt .Commander Jadzia Dax, Commander Spock*)

Assistant Chief Science Officer: The assistant chief stands in for the Chief of Sciences when they are unavailable. In addition it will usually be the assistant chief who accompanies an away team to a planets surface to supervise planetary operations. In larger vessels there are likely to be multiple 'Assistant Chiefs', usually each heads up different departments, as listed above.

Science Officer: Most science officers remain tucked away, in the labyrinth of Science labs of various types available on most Starfleet ships. Most over the rank and file science officers are usually specialists in particular fields, and are usually available for transfer to ships going on missions appropriate to their field of expertise. It is for this reason that the science personnel sometimes receive numerous transfers in a short period of time, moving to where their skills are required for as long as needed.

Most science officers are highly specialised, focused in a particular field, such as Computer Sciences, Archaeology and Anthropology (A&A Officer), Historians and the like. And this high focus of specialisation often leads to rapid re-assignment between Starship's as they are resources by Starfleet Command to where they can perform their jobs to the best of their abilities, sometimes leading to isolation from their crewmates as they shift from assignment to assignment rather than getting to know a crew and develop working relations.
(Example: *Ensign Wildman*)

Security:

"To protect and Serve."

The Chief Security Officer often supervises the Tactical department, they deal with the readiness and upkeep of the ships weapon systems. They also provide security aboard ship as well as a supply of troops. Tradition states that a Tactical console on the bridge is manned by the Chief of security, and it is only very rarely that there are 2 chiefs, one for Security and the other for Tactical. The officers of the Security department wear Gold/Yellow jerseys, while the Tactical officers wear Red.

Security officers now have to go through a rigorous extra 6 months of training after graduation from academy, this training is designed to give them a thorough grounding in combat, a fact that has increased survivability of Security officers by 20%, there is no physical training anywhere that equals that of Starfleet's security personnel. However the discipline and pride instilled by this extra training leaves a corps of highly trained personnel, often willing to accept that their lives remain permanently on the line in the name of peace.

Along with the Operations and Engineering Departments, the majority of Starfleet's enlisted personnel serve within this department.

Chief of Security: The chief of security aboard a Starship is charged with the safety and defence of both the ship and his/her colleagues. In recent years a Chief of Security has also served as Senior Tactical officer also, a situation that has matched Starfleet's mission of peaceful exploration. However after the recent hostilities with the Dominion, there are many senior Tactical Officers serving within the fleet, and it is likely that this split in specialisations is likely to remain with the fleet for several years, leaving many vessels with both a Security Chief and Senior Tactical Officer.

A Security Chief often accompanies any away teams, at the forefront of the landing party, Phaser at the ready, and scanning the planet for signs of hostile life forms or environmental dangers. A Starship's chief of security is also on hand any time a visitor beams aboard. If the newcomer shows signs of hostility, the security chief will use whatever means necessary to calm the situation.

The chief of security functions as an Investigator, Policeman and Soldier, and as such is expected to be fully conversant with all of Starfleet's weapons systems as well as multiple forms of hand-to-hand combat. However the Security chief must also be highly conversant with Diplomacy and Law to ensure the successful completion of his assignment.

(Example: *Lt. Tasha Yar, Lt. Worf, Lt. Commander Eddington, Lt. Commander Tuvok*)

Deputy Chief of Security: The deputy chief of security is expected to act in the chief's place wherever extra security is needed, while the chief is busy on the bridge. It is the deputies job to be able to either take over the bridge station, or organize another officer to assume the station when the chief of security is away. Like all the other deputy department heads it is the deputies job to assume the position of chief if the actual security chief is unable to fulfill their duties.

Master At Arms: The Master at arms is usually the ranking NCO assigned to a Starfleet ship or facility. This position takes responsibility for coordinating the continuous training of security officers, usually working very closely with the chief of department in the upkeep of the security department's martial skills. Unusually it is also still referred to by its ancient name, 'Sergeant Major'. The master at arms is also expected to discipline the security officers who step out of line, as well as be able to lead them during combat missions.

The vast experience and seniority of the Master at Arms commonly means that an older serviceman who has spent a long time in Starfleet fills the role. Often this will mean that the Master at Arms equals the abilities and respect of the Chief of Security, sometimes more so. Even though as an NCO even Newly minted Ensigns effectively outrank the individual

concerned, it would be a foolish junior officer who tries to pull rank on an enlisted NCO with so much experience.

Shore leave security also falls under the jurisdiction of the Master at Arms, as is the maintenance and upkeep of the ships weapons lockers, but often this is shared between the chief of Security and delegated to junior officers.

Security Officer: The general rank and file of the security department, trusted with ensuring the continued safety and wellbeing of the section they are assigned to, as well as be available for away team duty at any time. Must be able to function as Guard and Soldier.

Tactical:

"Just show me where to shoot!"

The officers in the Tactical department are responsible for the upkeep of all ship bound weapons systems from the Phasers and Photon torpedo's, through to any specialised ordinance required for the mission. While the chief of security often mans the tactical station on the bridge, when that individual is called away it is often a member of this department who takes over the station. With the recent conflict with the Dominion, many captains have taken to assigning a specific individual to the Bridge station, keeping the Security chief back for repelling boarders and accompanying away teams. Although this is at the Captains discretion.

Strategic Operations Officer: This is usually the most senior and battle hardened tactical officer assigned to a ship, effectively the department chief. Rarely assigned to anyone below the rank of Lt. Commander. It is this officers duty to command the Tactical station in combat conditions, and can sometimes take over the ship if the Captain or XO are unavailable. It is generally considered that this position is a major stepping-stone to becoming an XO or Captain in the officers own right.

This often means that the tactical officer is commonly in total control of a vessel's fate, and as such, a great amount of mental discipline and character is required. The survival of the ship and the crew may depend solely on the actions of the officer assigned to the Tactical Console, whether it be the threat posed by an opposing force, or the manipulation of the shields against potentially catastrophic contact with celestial bodies or artificial constructions. The manipulation of the first-line offensive and defensive capabilities may be under the Tactical officers direct control, but this does not mean that the Strategic Operations operate in isolation from other vital departments, either on the bridge or at other stations within the vessel or facility. In situations concerning any natural or artificial external hazard, the tactical officer will likely liaise very closely with the Flight Control, Operations and Science officers, or liaise with the Security department to ensure the safety of the vessel

(Example: Lt. Commander Worf (Aboard DS9))

Tactical Officer: The tactical department is charged with the use of a Starship's Offensive resources. They oversee any major modifications to the Phasers and Photons Torpedo's, as well as the shields, usually working very closely with engineering officers. They must be as capable of using the systems as repairing them too, and Tactical officers are charged with helping out at the tactical station as needed. A tactical officer on the bridge will normally serve at the Mission Ops post, where they can monitor multiple away team activities, as well as EVA operations.

(Example: Lt(jg) Worf (before his promotion to Security))

Mission Specialists.

Intelligence Officer: This officer is only partially attached to the Security/Tactical departments. His responsibilities involve keeping the Senior Officers ahead of any hostile forces by keeping track of troop movements and the like. As well as sending regular update reports to Starfleet Intelligence. This is a non-standard post aboard a Starship, and is considered a mission specialist. Aboard the Venture the intelligence operatives duties are to; Monitor Communications frequencies, Reconnaissance flights, as well as co-ordinate with the Diplomatic liaison and Captain.

Diplomat: Any Diplomatic Envoy working within the Federation is assigned to the care of the ships Diplomatic liaison officer. Very rarely are diplomats members of the Federation

Starfleet, although the fleet and the Federation Diplomatic service do work closely together, instead Diplomats are most often civilians, so that they can ensure impartiality and objectivity when considering their diplomatic case files. However Starfleet is often happy to assign a young up and coming officer as a Diplomatic liaison in order to expose their promising candidates to diplomatic procedures and to many 'eccentricities' that Diplomats are renowned for. It is not unusual for retired admirals and captains to become diplomats or ambassadors after they take leave from Starfleet. On the whole few vessels have a 'regular' diplomat assigned to the crew, unless they are remaining 'on-station' within a system for a long period of time, although several Starbases on the Frontiers have a long-term assigned diplomat. Generally diplomats visit for short periods of time, travelling wherever they are needed, when they are needed.

(Examples: Kyle Riker, Laxwana Troi, Sarek of Vulcan, Ambassador Spock)

Scientists: Not all scientists work within Starfleet, it is entirely possible that a civilian specialist in a specific field of interest may be assigned to a Starship's mission as a specialist. Such a placement counts as a VIP and the specialist will be assigned a berth as such. In many cases the ability of a civilian scientist to focus on a specialisation far exceeds the requirement of Starfleet's Science officers, who may be good, but still need to diversify their skills as much as possible, and so the assignment of a civilian scientist can far exceed the specialist knowledge often brought to bear on a scientific issue.

Civilian Service Personnel: There are also civilian scientists of various specialist fields as well as other civilians running more specialist businesses who can find themselves aboard a Starship or Starbase, although the recent war with the Dominion has led to a cutback of civilian service personnel and families aboard front line ships. Starfleet tries to keep civilian service to a minimum, and avoid exposure to danger, but in some cases members of the civilian service can be spouses and family of Starfleet Officers and filling a practical role alongside their family members assignment. Most ships bars still tend to be run by a Civilian (although many are run by retired Starfleet officers). While many members of the civilian service tend to be caught in their own area of expertise, it is unusual for them to take a proactive role in the ships running, however there are exceptions to this rule, usually in the case of Diplomatic Aides or Terreforming specialists... Sometimes a member of the Civilian service may have certain 'experiences' that require the crew to interact with them on a regular basis, whether on an official level or not.

(Example: Kieko O'Brien, Guinan, Mott the Barber, Quark, Garak, Neelix)

Player Characters

Lieutenant Nile Rutherford Chief Engineer, USS Venture

Species; Human, Siddaran Colony
Sex; Male
Age; 30

Service History

2365 - 2368 - Starfleet Academy -Majored Advanced Research Engineering Program.

2368 - 2369 - Cadet Cruise as a Junior Diagnostic Engineer, McKinley Station.

2369 - 2371 - USS. Swift (NCC-75801) Lt. (jg), Junior Engineer.

2371 - 2376 - USS. Eclipse (NCC-75808), Lt. Engineer.

2373 - Promoted to Shift Lead Engineer and Engineers Mate.

2377 - USS. Venture, NCC-71854, Chief of Engineering.

Character History;

Nile Rutherford was born in 2347 on Siddaran (sid-Dar-an), a colony world settled by several Federation races (including Trill and Bolians) in 2304. Siddaran is a pleasant Class-M world located roughly two-thirds of the way from Earth to Bajor. The region Rutherford grew up in was rugged and heavily forested and he spent a fair portion of his childhood hiking and climbing both the local mountains as well as the 200+ meter native trees called Siddaran Spires.

As a teenager, Rutherford spent school breaks helping his father maintain the computer systems that comprised the planetary datanet. This, combined with a love of engineering in general, spurred Rutherford on toward applying to Starfleet Academy and eventually a career working with the finest technology in the Federation.

In the years that followed, Rutherford proved himself to be a highly capable engineer. He studied a number of technical disciplines and, combined with an in-built flair for engineering, became something of a jack-of-all-trades. Rutherford was largely happy with his situation until the advent of the Dominion War. He saw the innocent suffer a great deal and it left him a changed man. Rutherford took it upon himself to step in where necessary to help those who could not help themselves. Seemingly in return, he found he had developed a new focus when problem solving which rendered him, in the words of one crewmate, "blindingly single-minded".

After the War, Rutherford began to consider where his career was headed. On the one hand he was comfortable in his duties and his posting. On the other hand, he wondered if greater command responsibility was the way ahead. His commanding officer decided to subtly nudge the hesitant engineer by recommending him for the first suitable Deputy Chief Engineer position that became available. In this way, Rutherford could have a taste of command to see if he liked it. Rutherford is understandably nervous about leaving the *Eclipse* for the *Venture* but he is also excited about serving aboard a *Galaxy*-class Starship.

Appearance;

Rutherford is fairly average in height and weight. He has dark, short- cropped hair as well as a closely trimmed beard and moustache. His eyes are blue bordering on grey. Usually while working, Rutherford will push up the sleeves of his duty uniform.

Personality;

At first glance, Rutherford seems to be a stereotypical engineer, someone who understands, or even enjoys, technology better than people. He likes to read technical journals in his spare time and greatly enjoys "shooting the breeze" with fellow engineers but these activities do not consume him. Rutherford also enjoys climbing, both real and simulated, running and developing holo-programs both for him and others. (He became well known aboard *Eclipse* for the programs that he gave as presents to mark special occasions). While usually reserved at first in new situations, Rutherford is generally relaxed and prefers not to stand on ceremony (protocol permitting).



Game Stats

Attributes;

Fitness 3
Co-ordination 3, Reaction +1
Intellect 3, *Logic* +2
Presence 3, *Willpower* +1
Psi 0

Skills;

Administration (Starship Administration) 1 (2)
Athletics (Climbing) 2 (3), (Running) (3)
Command (Starship Command) 1 (2)
Computer (Simulation/Modelling) 2 (3)
Culture (Human) 2 (3)
Dodge 1
Energy Weapon (Phaser) 1 (3)
Engineering, Material (Starship Design) 2 (3)
Engineering, Propulsion and Powerplant (Impulse) 1 (3), (Warp Drive) (3)
Engineering, Systems (Diagnostic) 2 (4), (Computer) (4), (Transporter/Replicator) (3), (EPS) (3)
History (Federation) 1 (2), (Human) (2)
Languages; Federation Standard 3
Law (Starfleet Regulations) 1 (2)
Personal Equipment (Tricorder) 1 (3)
Planetside Survival (Forest) 1 (2)
Sciences, Physical (Physics) 1 (3)
Ships Systems (Operations) 2 (3), (Engineering) (3)
Vehicle Operations (Shuttlecraft) 1 (3)
World Knowledge (Siddaran) 1 (2)

Advantages/Disadvantages;

Commendation (Prentares Ribbon of Commendation) +1, Curious +1, Department Head +4 (Engineering), Engineering Aptitude +3, Innovative +1, Rank (Lt.) +4, Resolute +3
Code of Honour (Defender) -3

Courage: 7

Resistance: 3

Renown: 13

Aggression +0, Discipline +2, Initiative +6, Integrity +0, Luck +1, Openness +1, Skill +3

XP Awarded; 52 **XP Spent;** 45

Lieutenant Maura Regem Chief Medical Officer

Species; Alpha Centaurian
Sex; Female
Age; 34

Service History;

2360 - 2364 - Starfleet Academy
2367 - 2371 - USS Conway, Staff Nurse
2372 - 2376 - USS Conway, Chief Nurse
2376 - 2378 - Doctorate, Starfleet Medical
2378 - USS Venture - Lieutenant, Chief Medical Officer.

Character History;

Born to parents who were Professors at the Centauran University, Maura was raised in the company of intellectuals and artists.

Her mother worked in the Medical College in the Exobiology Studies and her father was a recruiter for the College, often sent to other worlds to interview potential applicants. Often, she and her mother would travel with him, allowing her exposure to the medical aspects of other races. This fascinated her during her childhood, spurring her on to her studies at Starfleet.

In Starfleet, she graduated from Starfleet Medical Academy with honours, excelling in many topics, especially her mother's beloved exobiological studies. After graduation, for her cadet cruise, she served on the USS Lovett, an Oberth-class ship, where she served as 3rd Shift Duty Nurse.

After 2 years, she was assigned to the USS Conway, an Excelsior-class ship, sent out to a tour of the border stations, along the far side of the Federation, opposite the Romulan/Klingon borders. Here, in their travels, they aided many stations that were in need of medical care that their normal medical officers could not provide. In this 4 year mission, she excelled in taking care of the stranger cases, due to her background in exobiology and exo-anatomy. In the first few months, she had a life-changing incident, which caused her to re-evaluate her life as a whole, causing her to shed off her childhood arrogance and she swore never to fire a weapon in anger again.

Her away team had just beamed to a small planetoid for inspection, when they were attacked by a small group of Separatists. The security team easily stunned the attacking group, but they discovered that one of the attackers was implanted with a small and unknown explosive device that was almost organic in nature. Seizing the chance, she stated that she could remove the device and keep it alive, due to her 'skills'.

The patient died on the table, due to complications that were beyond her control. After this incident, she realised that sometimes, even skills were not enough, even when someone willingly gave up their life as a living weapon.

She was ready to take up arms against the remaining attackers, and extract their spleens as they knowingly modified their compatriot in this form. Security arrived to calm her down, but she then realised that her anger would not have resolved anything, and swore to never use firearms in anger again.

After returning, the Conway was refit for a mission to some of the outer colonies, and having proven herself on the last mission, the CMO chose to promote her to Head Nurse. After the return of the Conway, Starfleet Medical promoted her again to Lieutenant, and she awaits reassignment to a new ship.

Appearance;

Hair: Red
Eyes: Blue
Ht/Wt: 6'2"/190 lbs.

Personality;

Playful and outgoing off-duty, yet serious and hardworking when on-duty. A harsh taskmaster, but fair boss. If it's slow, she's not afraid to sit in her office and play her flute or encourage a teamwork exercise.

She has a calming influence in her bedside manner, but if her patient gets loud, she can be just as loud. And her off-duty manner is just the same. She is very accepting of most races, and tends to ignore handicaps, scars, etc...

She, like most Federation citizens, can be suspicious of Romulans, Cardassians, and Dominion Races...

Game Stats;

Attributes;

Fitness 2
Co-ordination 2
Intellect 2, *Logic* +2
Presence 3, *Willpower* +1, *Empathy* +1
Psi 0

Skills;

Administration (Logistics) 1(2), (Starship Administration)(2)
Artistic Expression (Flute) 2(3)
Athletics (Running) 1(3)
Charm (Influence) 1(2), (Seduction)(2)
Computer (Simulation/Modelling) 1(2)
Culture (Centaurian) 2(3)
Dodge 1
Energy Weapon (Phaser) 1(2)
First Aid (Wound/Combat Trauma) 2(3), (Human)(3) (Chemical/Biological)(3)
History (Centaurian) 1(2), (Federation)(2)
Language; Federation Standard 2, Centaurian 2
Law (Starfleet Regulations) 1(2)
Personal Equipment (Medical Tricorder) 2(3)
Planetside Survival (Urban) 1(2)
Sciences, Life (Agronomy) 1(2), (Exobiology)(2)
Sciences, Medical (Exo-anatomy)2(3), (General Medicine)(3), (Pathology)(3), (Vulcan Medicine)(3), (Human Medicine)(3)
Sciences, Physical (Chemistry) 1(2)
Shipboard Systems (Medical Systems) 3(3)
Vehicle Operations (Shuttlecraft) 1(2)
World Knowledge (Alpha Centauri)1(2)

Advantages/Disadvantages;

Ambidexterity +2, Department Head (Medical) +4, Patron +2, Sexy +2, Promotion (Lt) +4
Bold -1, Code of Honour (Hippocratic Oath) -2, Pacifism -3

Courage: 4

Resistance: 2

Renown: 6

Aggression +2, Discipline +0, Initiative +0, Integrity +0, Luck +0, Openness +3, Skill +1

XP Awarded; 23 **XP Spent;** 18

Lieutenant Devlin Trask Chief of Security, USS Venture

Species; Human
Sex; Male
Age; 31



Service History;

2364 – 2368 - Starfleet Academy
2368 – 2372 - USS Black Fire
2372 – 2376 - USS Mateo
2376 – Present - USS Venture. Assigned as Chief of Security

Character History;

Devlin was born in Doncaster / UK - 14.04.2346 on planet Earth.

Devlin's parents were both killed in an Transporter accident on board the USS Vivendi in 2352. After this shock in his young life he was given to his uncle Bruce Holloway and his wife Therese to raise the child. Bruce Holloway was part of the Starfleet Intelligence Service and so Devlin didn't so him much.

But when Devlin got in trouble in school because of his temperament, his uncle was always there. Sometimes to exhort him and sometimes to give him advice to clear the situation. After a while Bruce was like a father for Devlin and both became great friends. These change in the feelings of Devlin where the main reason why he joined the Academy in 2364.

His interest in Warfare History made the decision witch line he should choose. Command and Security.

Thinking of his Uncle Bruce he choose the security path. It didn't took long and his teacher saw that Devlin has a huge potential and so Devlin got a special training as a Starfleet Ranger. This was totally after Devlin's taste. He wasn't only a pure security guy. Now he got the chance to show that his interest in warfare was something he made practical use of. He was so good that he made himself a Rival in Calvin Cormak. Calvin was the number one student for the Ranger course before Devlin joined. And after a training mission where Devlin's tactic lead his team to victory and Calvin's team was captured Calvin swore revenge. It isn't only that Devlin always has an answer but his open and friendly personality makes him the middle of a group. But he also knows when he has to step back.

After a successful cadet cruise Devlin was transferred to the USS Black Fire in 2368. These Eclipse Class Special Operation Ships are designed for espionage on dangerous borders.

The mission was to infiltrate a Maquis group on one of the planets in the Cardassian DMZ. Devlin was part of the away team who covered the infiltrator. But the plan was unsuccessful. The Cardassians landed on the planet and captured most of the Maquis. The away team managed to escape but the agent who should infiltrate the Maquis was captured.

After a 4-year service on this ship he was transferred to the USS Mateo an Akira Class Heavy Cruiser in 2372. The Mateo was stationed at the Federation-Sheliak border zone. In 2374 the ship was ordered to take part at 'Operation Return' the federation plan to recapture Deep Space Nine.

Appearance:

Devlin is 188cm and his weight is 90kg. He has an athletic statue and you will find him in the gym for one hour a day. He has light brown hair and brown eyes. He is a women's man but he won't confess it.

Personality:

Devlin is an open mind. He always has a joke on his lips, sometimes more sarcasm than humour. He is a master in the art of small talk. He gets very ill considered in love affairs. He can be the middle of a group but sometimes he needs his own space and didn't want to talk to anybody. On away team missions his thinking is always: Together in, together out. His temperament can change. If he is bored of somebody he can't always hide that. He loves conversation on a high level where the mind has to smoke. He will never sneak from a discussion.

Devlin is not easily distracted and follows a course of action to its end. He is a person who has sometimes difficulty to socialise in a relaxed enviroment.

Default Reactions:

Discipline - Devlin will follow orders and respect the chain of command. If he sees in this orders any danger to the life of one the superior officers or the ship he might hesitate.

Combat - Devlin will try to protect the life of every crewmember including his following security guards.

His sworn credo is to protect live and serve starfleet and the federation. In combat situation he will always try to stun his opponents or fight them down with martial arts.

Leadership - As a ranking officer and Department Head, Devlin will take command if no other more appropriate officer is available, he is a risk taker.

Diplomacy - Devlin is a very diplomatic person. If one of his security guards made a mess or hasn't looked properly after his equipment he won't shout but seek a private conversation with him in his office.

Friends will have an open ear with him and he tries to help them and give them some helpful advice if they want.

Social - He has sometimes problems to relax. But if he is getting in the mood at a party he can be a real entertainer. He is quite witty and very charming around the ladies. But he is looking for a serious relation.

Game Stats:

Attributes;

Fitness 3

Co-ordination 2

Intellect 2, *Perception* +1

Presence 2, *Willpower* +1

Psi 0

Skills;

Administration (Starship Admin) 1 (2)

Athletics (Climbing) 1 (2), (Diving) (2)

Computer (Data Alteration/Hacking) 2 (3)

Culture (Human) 2 (3)

Diplomacy (First Contact) 2 (2)

Dodge 2

Energy Weapon (Phaser) 2 (3)

Engineering, Systems (Weapon Systems) 2 (3)

First Aid (Wound/Combat Trauma) 2 (2)

History (Human) 1 (2)

Languages; Federation Standard 2, Romulan 1

Law (Starfleet Regulations) 1 (2)

Personal Equipment (Environment Suit) 1 (2)

Planetside Survival (Jungle) 2 (3), (Arctic) (3)

Science Planetary (Planetology) 2 (3)

Science, Space (Astrogation) 2 (2)

Security (Security Systems) 3 (3)

Ships Systems (Tactical) 2 (3)

Stealth (Hide) 2 (2)

Unarmed Combat (Starfleet Martial Arts) 3 (3)

Vehicle Operation (Shuttlecraft) 2 (3)

World Knowledge (Earth) 1 (2)

Advantages/Disadvantages;

Curious +1, Department Head (Security) +4, Promotion (Lt.) +4.

Enemy (Sub Commander Isk'Tar of the Tal Shiar) -1, vengeful -1, Rival (Ensign Calvin Cormack) -2

Courage: 6

Resistance: 2

Renown: 15

Aggression +4, Discipline +3, Initiative +4, Integrity +1, Luck 0, Openness 0, Skill +3

XP Awarded; 40 **XP Spent;** 38

Lieutenant Tiberius Hunter Conn Officer, USS Venture

Species; Xenexian
Sex; Male
Age; 24



Service History;

2370 - 2374 - Starfleet Academy.
2374 - 2378 - USS Lexington,
2378 - Present - USS Venture, NCC-71854.

Character History;

Original named T'ber's of Xenex, Tiberius was adopted by Lt Commander Sebastian Hunter who was assigned to be a Starfleet Liaison Officer assigned to the Federation Ambassador Sarek. LCDR Hunter came to the aid of Tiberius's birth mother who was murdered by a Rival Shaman, jealous of her abilities, she died later that day given birth. She asked LCDR Hunter to raise her son, he agreed. The Hunters later returned to Vulcan with Ambassador Sarek and Ti began his education on Vulcan attending the best schools available. Later travelling to earth to stay with his grand parents he started to study gymnastics. His childhood was spent at either with his father or his grandparents at the family home or aboard various Starship's and Starbases. Young Ti applied to Starfleet Academy at the age of 16 but was turned down because of his age he re-applied 6 months later to the next year and was accepted just 2 weeks prior to his 17th birthday. He was undecided as to what or if he should specialize in a certain field so he chose the command branch and to leadership courses. It was during his cadet cruise that he distinguished himself aboard the USS Diablo. The USS Diablo was assigned to Starfleet Intelligence for a fact-finding mission. While assigned to an away team he did with any thought to his own life, rush to his 1st Officers side under heavy fire and carry the wounded Starfleet Officer back the their shuttlecraft for immediate evacuation. He graduated third in his class, awarded the *Starfleet citation of conspicuous gallantry* and promoted beginning his career as a Lieutenant (jg) He served aboard the USS Lexington as a Conning officer, and was also assigned to other departments to get cross-trained. While he participated in numerous away teams on various planets and missions one in particular left and emotional wound when a friend and comrade-in-arms died literally in his arms because of his lack of first aid knowledge. After the end of his tour he asked and was sent for additional training in first aid and unit training.

Appearance:

Tall with an athletic built that hides his strength and speed, he could be on a recruiting poster for Starfleet. His boyish good looks and charm hide a keen intellect. He has deep purple eyes rare even among Xexenians.

Height 6' 4"

Weight 220

Hair blond

Eyes purple

Personality:

Philosophy; "Live his life by a code of honour defending the weak."

Interests:

Developing interest in palaeontology. A natural athlete he is constantly working on his gymnastics, lifting and martial arts skills. He also studies history.

Game Stats:

Attributes;

Fitness 3, *Strength* +1, *Vitality* +2

Co-ordination 3 *Reaction* +1

Intellect 3, *Perception* +1

Presence 4, *Willpower* +1

Psi 0

Skills;

Acrobatics (Rings) 2 (3)
 Administration (Starship Administration) 2 (3)
 Athletics (Lifting) 1 (2)
 Charm (Influence) 0 (1)
 Command (Combat Leadership) 2 (3), (Starship Command) (3)
 Computer (Research) 2 (3)
 Culture (Human) 1 (2), (Vulcan) (2), (Xenexian) (2)
 Dodge 2
 Energy Weapon (Phaser) 1 (3)
 Engineering, Systems (Weapons Systems) 1 (2)
 First Aid (Wound/Combat Trauma) 1 (2), (Human) (2)
 History (Federation) 1 (2), (Human) (2)
 Languages; Federation Std 2, Vulcan 1
 Law (Starfleet Regulations) 2 (3)
 Persuasion (Debate) 0 (1)
 Personal Equipment (Medical Tricorder) 1 (2), (Tricorder) (2)
 Planetary Survival (Desert) 1 (2)
 Planetary Tactics (Small Unit) 1 (2)
 Sciences, Life (Palaeontology) 0 (1)
 Sciences, Space (Astrogation) 1 (2)
 Ships Systems (Command) 1 (2), (Flight Control) (2), (Tactical) (2)
 Starship Tactics (Starfleet) 2 (3)
 Stealth (Stealthy Movement) 1 (2)
 Unarmed Combat (Starfleet Martial Arts) 2 (3)
 Vehicle Operations (Shuttlecraft) 1 (3)
 World Knowledge (Earth) 0 (1), Vulcan (1)

Advantages/Disadvantages;

Alien Upbringing +1, Athletic Ability +2, Bold +1, Commendation =1 (Starfleet citation of conspicuous gallantry), Commendation +1 (Space Exploration Medallion), Contact +2 (Commander Westing, XO, USS Lexington), Promotion (Lieutenant) +4
 Argumentative -1, Code of Honour (Defender) -3, Rival Lt. Jack Hunter) -2.

Courage: 5

Resistance: 5

Renown: 10

Aggression +0, Discipline +0, Initiative +6, Integrity +0, Luck +0, Openness +4, Skill +0

XP Awarded; 3 **XP Spent;** 0

Lieutenant (jg) Efrim Vibo
Engineers Mate/Deputy Chief of Engineering,
USS Venture



Species; Tiburonian
Sex; Male
Age; 32

Service History;

2368 – 2372 - Starfleet Academy
2372 – 2373 - USS Starchaser
2373 – 2376 - USS Overreach
2376 – Present - USS Venture

Character History;

Efrim spent most of his early life like any other Tiburonian just enjoying life. At an early age though he discovered his knack for engineering. His main interests at the time were rock climbing, computers and Rilaria. When Rilaria fell to her death while climbing Efrim was crushed. From that moment on he vowed to never take a life. He also started trying to improve his own reaction time so as to never be too late to save someone again.

When Efrim decided to enter Starfleet Academy many of his instructors tried to convince him to go into Propulsion Engineering but Efrim stayed with his first love computers and related systems. He however did minor in warp drives. While at the Academy, Efrim learned of the Bajoran people. He became fascinated with their culture and even took to wearing Bajoran earrings whenever possible.

His Cadet cruise was very uneventful and he spent most of his time observing and learning. His first post was the shakedown cruise of the USS Overreach. It was a new ship with experimental warp drives designed to increase the range of federation starships. While repairing and testing the main sensors Efrim detected an unknown ship. They were after the new technology! With Efrim's efforts during the latter battle with this ship the Overreach and her crew were able to defeat the unknown enemy. Efrim's department head Lt. Commander. Basil Erikson was not happy that Efrim had showed him up and insured during his report to keep Efrim from getting a promotion. Unfortunately the experimental drives were a failure but research continues. Efrim has asked for a transfer to the USS Venture to get away from his rival Erikson.

Appearance;

Efrim is 6' tall, bald with a very prominent cranial ridge. He has grey eyes (rare for his race). Efrim when off duty often wears jewellery and long flowing clothes. (loose fitting like in the swashbuckler movies of earth). He LOVES earrings to put in his very large ears.

Personality

Efrim is rather fun loving... He just enjoys life. He likes to have fun and that includes practical jokes. He loves parties and also enjoys dancing. Efrim can also be rather naive, especially considering he is rather old to have recently graduated from the academy...

Efrim does not care much for violence and will personally not kill anyone if he can help it. He doesn't panic however, he can usually keep his head but gets a might "strange" afterwards...

Game Stats;

Attributes;

Fitness 2
Co-ordination 3, *Reaction* +2
Intellect 4, *Perception* +1, *Logic* +2
Presence 2, *Empathy* +1
Psi 0

Skills;

Artistic Expression (Poetry) 1 (2), (Dancing) (2)
Athletics (Climbing) 1 (2), (Running) (2)
Behaviour Modification (Resistance) 1 (2)
Computer (Simulation/Modelling) 2 (4)

Culture (Tiburonian) 2 (3), (Bajoran) (3)
Dodge 1
Energy Weapons (Phaser) 1 (2)
Engineering, Propulsion (Warp Drive) 1 (4)
Engineering, Systems (Computers) 2 (4), (Weapons) (3), (Sensors) (4), (Environmental) (3)
Gaming (Dom-Jot) 1 (2)
History (Tiburonian) 1 (2), (Federation) (2)
Languages; Tiburonian 2, Federation 1
Law (Starfleet Regs) 1 (2)
Personal Equipment (Tricorder) 1 (2)
Planetside Survival (Urban) 1 (2)
Science, Physical (Mathematics) 1 (2)
Ships Systems (Sensors) 2 (4), (Transporters) (4), (Flight Control) (3)
Vehicle Operation (Shuttlecraft) 1 (2) (Ground Vehicles) (2)
World Knowledge (Tiburon) 1 (2)

Advantages/Disadvantages;

Curious +1, Engineering Aptitude +3, Innovative +1
Hedonist -1, Hypochondria -1, Pacifism (Will not Kill) -1, Rival -1 (Lt. Commander Erikson.
Chief Engineer USS Overreach)

Courage: 4

Resistance: 2

Renown: 12

Aggression -2, Discipline 0, Initiative +2, Luck +3, Openness +2, Skill +3

XP Awarded; 40 **XP Spent;** 38

Terrick Drayson **Engineering Specialist, USS Venture**

Species; Human
Sex; Male
Age; 30

Service History;

2365 – 2367 – Alpha Centauri School of Starship Engineering.

2369 – 2370 – Zephram Cochrane School of Theoretical Physics, Alpha Centauri.

2370 – 2372 – Apprenticed at Outpost 326, Maskari IV.

2372 – 2376 – USS Discovery, Civilian Engineering Research Specialist.

2378 – Present – USS Venture, Civilian Engineering Specialist.

Character History;

Never having it easy from the start, Terrik had to fight for his life from the very beginning. Even named after an ill-fated colonist, Terrik Drayson had it rough. The hydroponics plants were always failing and the grav-generators never quite worked right. When he was a teenager, he suffered the loss of a good friend in an explosion due to faulty equipment, which he survived. That was when he decided to devote his life to decreasing the frequency of these accidents, and keeps his scars to remind himself of this new purpose. Somehow, though, through all of the nuances of a class F planet, he was able to find his love for space. He always dreamed of escaping from his "hell hole of a colony" to move life further on the scale of technological development. Meanwhile, though, he had to occupy himself. He got a hold of some computer manuals, and hacked his first mainframe at age 10. The colony government was glad to give him financial support to go away from New Avalon. Propulsion became Terrik's first love... well, that and hacking. He became almost antisocial when it came to his work. He knew most classes of Starship warp system inside and out. He spent long nights working to improve his reaction time so that he could fix a warp drive that much faster, at least faster than the next fastest engineer: Henry Jamison, the valedictorian of the class. They even competed when it came to sucking up to Professors. He eventually graduated from the school of engineering and studied at a Federation outpost to figure out possibilities for better propulsion. But, tragedy struck. In 2370, the Cardassians moved into some Federation colonies, including New Avalon. His parents had joined the Maquis resistance, and had died to try to eradicate the "unjust and godless" Cardassian people. Although he never agreed with his parents about their idealism, the shock made Terrik drift away from his friends. Then he met Katara. A Bolian woman who worked in the sciences department. She helped to bring him back, the Terrik that would spend hours on end fighting in King Arthur's court, or figuring out a backdoor in a system firewall that he creates. He was back in the social life. Although he and Katara went their separate ways, he took a job at the frontier, with the USS Discovery, assisting the engineers with warp drive research and maintenance. Now that he has his life back, Terrik has applied for the Venture, so that he can achieve his dream: To push warp technology to the limit - and break it.

Appearance;

Around 6' tall and 180 lbs. Terrik has a scar running along his left arm, from elbow to hand, and another on the right side of his neck. The results of shrapnel injuries from a chemical explosion. He is of European descent, with blonde hair and an unusual shade of green eyes.

Personality

Never one to miss out on a good party, since Katara helped him get back into the good life, Terrik has been one of the few people on the Discovery to participate in a drinking contest, and win every time. His first rule of conduct is fun, then chivalry, and then just plain foolhardiness. Of course, since he tries a little *too* hard to have a good time, he has been known to use the snooze command on the alarm system several times a week due to his late night outings, much to the dismay of his superiors, but not to his friends.

Default Reactions:

Discipline - Terrik will try to follow orders at all times. But he has a tendency to stray away from protocol in accomplishing them, sometimes making orders and objectives for himself, sometimes checking them off as not needed as he sees fit.

Combat - Terrik has spent a long time with medieval war simulations, and has picked up a



sense of what to do in a grind. He uses his environment and his other skills to end combat with as little bloodshed as possible.

When faced with heavy odds against him, though, Terrik may not realize that it's not just another holo-simulation.

Leadership - Terrik's peers respect him, and they look up to him to tell them what to do in a situation. Terrik will give suggestions rather than orders in situations that require it, therefore becoming slightly lax in controlling a team in non-combat situations. In combat, though, he leads like a general, motivating his peers to success.

Diplomacy - Terrik's idea of diplomacy is a bit different from everyone else's. His idea of diplomacy is a cold brewskie over a game of 3d chess in the lounge with someone he wants to get to know. Being in dress uniforms makes Ter' a bit edgy, and he isn't exactly the shining example of class. Sometimes he's been known to forget all formality in certain situations, but foreign dignitaries like him just fine despite that. As long as he stays away from the drinks...

Social - Terrik is a stereotypical party man. He almost never sleeps, and like some great generals in combat, first one in the bar, last one out (sometimes not as conscious as one would expect). People love to spend their break with him, and in turn strengthen their working bond with them.

Game Stats;

Attributes;

Fitness 2, *Vitality* +2

Co-ordination 3

Intellect 3

Presence 2, *Willpower* +1

Psi 0

Skills;

Administration (Logistics) 1 (2)

Athletics (Weight Lifting) 2 (3)

Computer (Data Alteration/Hacking) 2 (3)

Culture (Human) 2 (3), (Engineers) (2)

Engineering, Material (Starship Design) 1 (2)

Engineering, Propulsion (Warp Drive) 2 (5), (Impulse) (3)

Engineering, Systems (Computer) 2 (3), (Environmental) (3)

History (Human) 1 (2), (Starfleet) (2)

Language; Federation Standard 2

Personal Equipment (Tricorder) 2 (3), (Environment Suit) (3)

Sciences, Physical (Maths) 2 (3), (Computer) (3)

Sciences, Space (Stellar Cartography) 1 (3)

Ships Systems (Sensors) 2 (2)

Vehicle Operation (Work Bee) 1 (2), (Shuttlecraft) (2)

World Knowledge (New Avalon) 1 (2), (Earth) (2)

Advantages/Disadvantages;

Alertness +2, Contact (Commander Lowell, Outpost 326) +1

Intolerant (Cardassians) -1, Rival -1 (Dr Henry Jamison)

Courage: 5

Resistance: 4

Renown: 2

Aggression +0, Discipline +0, Initiative +1, Luck +0, Openness +0, Skill +1

XP Awarded; 3 **XP Spent;** 0

Commander Lyanna Sonson **First Officer, USS Venture**

Species; Human
Sex; Female
Age; 29

Service History;

2365 - 2369 - Starfleet Academy.
2369 - 2371 - Starfleet Medical, Paris. Doctorate in Medicine.
2371 - 2373 - USS Bertrand - Lt. (jg), Medical Officer, Delta Shift Team Leader.
2374 - USS Venture - Lt. Assigned as Chief Medical Officer
2376 - USS Venture - Field Promotion to Executive Officer. Confirmed after the Treaty of Bajor is signed.
2377 - Brevet Promotion to Commander approved.
2377 - Starfleet Command School

Character History;

Lyanna grew up in the country with her sisters, and had a good early education. She loved to study the wide variety of plants and animals that lived around her in the country. And by the time she was eight she had already expressed a keen interest in biology.

Once she had moved to London with her parents she continued her schooling and went on to finish school and almost immediately applied to Starfleet Academy medical school. She had already shown potential and passed the entrance exams with relative ease. She studied hard at Starfleet medical, broadening her knowledge to include anatomy, physiology, virology and exobiology.

It was also during her second year of medical training, on a medical field trip out that she met the man that was to later become her Husband. Lyanna and Mark fell in love instantly and were married nine months later during the summer recess.

After graduating the academy third in her class, Lyanna was posted aboard the USS Bertrand. The Bertrand was a dedicated medical ship and as such, in the first two years of her tour she attended several large disasters, she quickly took on what responsibilities were handed to her and as such caught the attention of the senior surgeon on board. Her dedication to the medical field earned her the respect of the officers she was serving with and consequently received her promotion to full Lieutenant when the Bertrand was reassigned to the seventh fleet.

As war broke out, Lyanna experienced some of the worst situations that can be imagined, her training had prepared her for treating her comrades but the sheer scale of the casualty lists was something she could not have imagined. In the early days of the war the Federation was soundly defeated at every engagement, her ship was always the one first into the area after the battles picking through the wreckage of smashed vessels.

She stayed with the Bertrand for another year until she received a new posting aboard the USS Venture, the Venture's medical staff had been heavily depleted in the long months of fighting. She took up the role as the Assistant Chief Medical Officer, but as Starfleet's resources grew thinner and the CMO was needed elsewhere, she took on the role as CMO the head of Department.

The war slowly began to turn in the favour of the Federation and people were beginning to believe that the war could be won. That was when the Dominion unleashed its latest weapon, the Breen. An as yet quiet force in the war, the Breen had always been elusive to the intelligence of the Allies, however nothing could prepare them for the surprise that awaited the combined fleet at Chin'toka.

A Federation, Klingon and Romulan force of nearly 100 ships was met by the Dominion and newly joined Breen forces and the Breen used an energy damping weapon that crippled the power systems of the ships. This left the fleet helpless and the Dominion forces took full advantage destroying all but one of the ships in the fleet. The one surviving ship, a Klingon cruiser managed to expose a weakness in the weapon that in time the Romulans and the Federation could exploit and render it useless.

It was during this battle that Mark Sonson was lost, although several of his crewmates confirmed he made it to one of the Brisbane's escape pods, he and others were never found.



The news hit Lyanna hard, but she had no time for grief - instead she just assumed and prayed that he was taken prisoner.

With the Federation building up a fleet to liberate Betazed, the Dominion felt the tide of the war once again turn in the Alliance's favour. As was their way, they made the Alliance pay in blood for its victories. During one of these many battles on a day that Lyanna will never forget. The Venture and her escorts were ambushed by a Dominion scouting force, despite being clearly outgunned and outmatched the Dominion forces engaged anyway.

The battle should have lasted little more than five minutes, however the lead Dominion ship - taking advantage of a gap in the formation of the federation group, ploughed into the Venture in a suicide charge into the saucer section that seriously damaged the Venture. So severe was the damage that it killed almost all of the Bridge crew. Only Captain Hedges, Lizzane Woy and Alan Lethard survived. Lyanna and her medical team reached the bridge to be greeted with a scene of destruction. With three more ships out there and the Venture disabled, her escorts fought hard just to prevent any more of the Dominion ships from attacking.

Lyanna evacuated the wounded from the bridge and they fell back to the Ventures battle bridge. From here, Captain Hedges organised the emergency repairs and once again the Venture was back in action. Lyanna found herself in the position as a senior officer, and lacking any other available staff, she found herself doubling as the ships XO. With the Venture now fully back into the fray the other Dominion ships were defeated. Despite being heavily damaged the Venture was forced to remain in action for three more weeks before she was pulled back to Starbase 59 for repairs.

Captain Hedges authorised her field promotion, and she continued to serve in the dual capacity as both First Officer a part time Medical Officer for the remaining months of the war. Once peace was officially settled the Venture was recalled to Utopia Planitia for a major overhaul and upgrade. During this time Lyanna went back to the academy to attend the Command School, once she graduated she was offered the chance to once again serve with the Venture.

Skills;

Lyanna is a very competent doctor with nearly five years medical experience since leaving the academy. She is always reading medical journals and profiles. She is never afraid of the responsibility of being a doctor and tackles all of the challenges that it entails with excitement. She regularly in some of her free time goes to the holodeck to practice difficult medical procedures to keep in practice, and has developed a very sophisticated anatomy simulation, which she uses to practice on.

Appearance;

Height: 5'7".

Hair: Deep Red.

Eyes: Green

Personality;

Lyanna is a very happy, fun-loving individual with an opinion about everything. She still holds on to the hope that her husband may be found, even now, more than two years after he was lost. She has tried to keep a positive attitude but gradually the optimism has begun to fade, and she has buried herself in her work to avoid facing the situation.

This sometimes spills out into her work, when she is put under a lot of pressure she will take-up the responsibility and calmly organises the situation with a no-nonsense attitude. She is ambitious, but patient enough to realise and appreciate the experience of the other officers she works with.

She tries to get on with everybody, and has a very open ear to people's problems. She is however occasionally given to causing a little mischief, but has mellowed as her responsibility to her crew has taken priority.

Default Reactions:

Discipline - Lyanna will without question always follow orders and respect the chain of command.

Combat - Lyanna does her best to stay out of combat, hiding or retreating and always calling for security or reinforcements. If left no option she will return fire on a medium or heavy stun setting.

Leadership - As a ranking officer and Department Head, Lyanna will take command if no other more appropriate officer is available, she is a risk taker but will try to mitigate them by asking others for help.

Diplomacy - Lyanna will always talk first and try to negotiate out of a sticky situation, she is usually very gentle and polite. However when necessary she can show a very determined side of herself.

Social - Lyanna is very outgoing and feels comfortable in social situations, she has been known to use charm to win peoples confidence and is a natural extension of her bedside manner.

Personality - Lyanna is not easily distracted and follows a course of action to its natural end.

Game Stats;

Attributes;

Fitness 4
Co-ordination 3, *Dexterity* +1
Intellect 5, *Perception* +1, *Logic* +1
Presence 3, *Willpower* +1
Psi 0

Skills;

Administration (Starship Administration) 1(3)
Athletics (Racquetball) 2(3), (Climbing)(3), (Riding)(3)
Command (Starship Command) 1(3)
Computer (Simulation/Modelling) 2(3)
Culture (Human) 2(3)
Dodge 1
Energy Weapon (Phaser) 3(3)
Engineering, Systems (Computer) 2(2)
First Aid (Wound/Combat Trauma) 3(4), (Klingon Physiology)(4)
History (Human) 1(2), (Federation)(2)
Language; Federation Standard 3, Romulan 1
Law (Starfleet Regulations) 1(3), (Federation Law)(2)
Personal Equipment (Medical Tricorder) 3(3)
Planetside Survival (Forest) 1(2)
Sciences, Life (Genetics) 2(2), (Microbiology)(2)
Sciences, Medical 4 (General Medicine) 4(5)
Sciences, Physical (Chemistry) 2(3)
Sciences, Space (Stellar Cartography) 1(2)
Security (Security Systems) 1(2)
Shipboard Systems (Medical Systems) 4(4), (Command)(5)
Starship Tactics (Dominion) 1(3), (Cardassian)(2), (Federation)(2)
Unarmed Combat (Starfleet Martial Arts) 1(2)
Vehicle Operations (Shuttlecraft) 2(2)
World Knowledge (Earth) 1(2)

Advantages/Disadvantages;

Department Head +4 (XO), Innovative +1, Promotion (Commander) +8
Code of Honour -4 (Starfleet Code), Pacifism -1 (Cannot Kill), Smothering -2, Vengeful -1 (Jem'Hadar), (*Romantic Attachment* -3 (*Mark Sonson*))

Courage: 7

Resistance: 4

Renown: 21

Aggression 0, Discipline +5, Initiative +3, Integrity 0, Luck +1, Openness +3, Skill +9

XP Awarded; 92 **XP Spent;** 92

Ensign/Dr Ephiny Coda Medical Officer

Species; Trill (unjoined)
Sex; Female
Age; 23

Service History;

2371-2375 - Starfleet Academy
2375 - USS Miyazaki - Medical Officer (Cadet Cruise)
2376 - USS Venture - Medical Officer

Character History;

Ephiny was born in the northern province on Trill, the only daughter of Koren and Naren Coda. Naren, the Captain of the USS Ulysses (a Ambassador Class vessel) was reported MIA (with his ship and all hands) while Koren was still pregnant with Ephiny and Ephiny was ignored for a few years by her mother who was still mourning her husband. Ephiny was raised by her uncle who Ephiny still thinks of as a father figure. When Ephiny was five her tutors noticed that she had a rare talent for running and they did their best to nurture this raw ability. By the time Ephiny was 10 years old, she was winning junior competitions and continued to win competitions until at the age of 18, she decided to join Starfleet Academy. Noren was dead against the idea (fearing that she would lose her daughter as well as her husband) and tried to use her position as Trill's member on the Federation Council to stop Ephiny from being accepted. When this failed Noren proclaimed that if Ephiny joined Starfleet Academy she would no longer have a daughter. Ephiny hasn't returned to Trill since.

At the Academy Ephiny was planning to become a Science Officer but decided mid-way through year one that she would rather be a Medical Officer. Ephiny was quiet at the Academy, taking part in group activities but, otherwise, keeping herself to herself, routinely running circuits of the Academy campus. Ephiny showed a interest from the beginning in Emergency Medicine and excelled, although she wrote her thesis on Caitian Medicine (another subject she is keenly interested in). Ephiny made few friends during her time at the Academy and angered the head of the Academy running team by refusing to join the team, preferring to run alone. Pretty much the only real friend she made at the Academy was S'rell, a Caitian training in the Security department and her roommate. S'rell is now assigned to the USS Morningstar.

For her Cadet Cruise, Ephiny was surprised to be assigned to the USS Miyazaki, a Oberth Class science vessel charting the Korannis Expanse on the borders of Klingon space. Ephiny gained a small amount of experience in Stellar Cartography (mostly gained from overhearing conversations in the Mess Hall). It was after this that Ephiny was assigned to the USS Venture.

Appearance;

Ephiny is 5'7" tall with the physique of a athlete. Her blonde hair is shoulder length and usually braided down her back, drawn away from her moon shaped face. Her eyes are a brilliant green.

Personality

Ephiny is quiet and reserved when off duty but generally joins in more once she gets to know people. Ephiny is suspicious that the assignment to the Venture is due to her mother (who is still on the Federation Council) pulling strings to get her a good assignment (although she has no proof of this).

When off duty Ephiny likes to find a corridor (normally in the saucer section of a Starship) which goes all the way around the saucer and do circuits of it in the early hours when few crew members are likely to be around. Ephiny plans to be a career officer and eventually make her way to becoming CMO on a large ship.

Game Stats;

Attributes;

Fitness: 2, Vitality: +1
Co-ordination: +2
Intellect: 2



Presence: 2, Willpower: +1, Empathy +2
Psi: 0

Skills;

Athletics (Swimming) 2 (3), (Running) (4)
Computer (Research) 1 (2)
Culture (Trill) 2 (3)
Dodge 1
Energy Weapon (Phaser) 1 (2)
First Aid (Wound/Combat Trauma) 2 (5), (Caitian First Aid) (3), (Human First Aid) (4)
History (Federation) 1 (2), (Trill) (2)
Language: Federation Std 1, Trill 2
Law (Starfleet Regulations) 1 (2)
Personal Equipment (Medical Tricorder) 2 (4)
Planetary Survival (arctic) 1 (2)
Science, Life (Genetics) 1 (2)
Science, Medical (General Medicine) 2 (3), (Caitian Medicine) (3)
Science, Social (Sociology) 1(2)
Science, Space (Stellar Cartography) 1 (2)
Shipboard Systems (Medical Systems) 2 (3), (Tactical) (3)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Trill) 1 (2)

Advantages/Disadvantages;

Athletically Inclined +2

Courage: 5

Resistance: 3

Renown: 7

Aggression +0, Discipline +0, Initiative +1, Luck 0, Openness -1, Skill +5

XP Awarded; 15 **XP Spent;** 13

Lieutenant Solon Operations Manager

Species; Vulcan
Sex; Male
Age; 54

Service History;

2350 - 2370 Vulcan Astrophysical Survey
2370 - 2374 Starfleet Academy
2373 Cadet Cruise-USS Mari
2374 - 2376 Shift Operations Officer- USS Cyperus
2377 - Present Deputy Operations Officer- USS

Character History;

Appearance;

Personality

"Cold as a Breen winter," as one of his Academy professors put it. Solon is aloof to the point of what most humans call arrogant, he often shows disdain of the lesser logical species in the Federation. He venerates all things Vulcan, and doesn't hesitate to let others know that the Vulcan way is probably better than the one they currently are following. This aloofness hides a deep streak of curiosity about the universe around him, it is this curiosity that led to a study of Space Science at the VSA.

Default Reactions:

Discipline - Solon obeys all lawful orders from his superiors without question.

Combat - Like all of his race Solon is a pacifist, and as such goes out of his way to achieve a peaceful resolution to all situations. However, if his ship or any member of the crew is threatened he will use everything in his power to defend it, or them. Even using violence, but only as a last resort.

Leadership - His very nature precludes ambition, but he has often thought that he would make an excellent ship commander. When in leadership situations he is logical and efficient. This die-hard reliance on logic over the person has led to personality conflicts with his non-Vulcan subordinates, however.

Diplomacy - Although his cold exterior hampers most diplomatic situations, his integrity and the well-known 'fact' that Vulcans are incapable of lying have been of great assistance to him in diplomatic situations. Though he does, at times, harbour a slight superiority complex when it comes to other species, peaceful harmony between species is always his goal.

Social - Only when cajoled will he participate in social occasions aboard ship. As he sees it he has crewmates, not friends.

Game Stats;

Attributes;

Fitness 2, *Strength* +1
Co-ordination 2
Intellect 3, *Logic* +2, *Perception* +2
Presence 2, *Empathy* -1
Psi 2, *Range* -1

Skills;

Administration (Starship) 3 (3)
Athletics (Climbing) 1 (2)
Computer (Research) 1 (2)
Culture (Vulcan) 2 (3)
Dodge 1
Energy Weapons (Phaser) 1 (2)
Engineering Systems (Sensors) 3 (4)



History (Vulcan) 1 (2), (Federation) (2)
Languages; Vulcan 2, Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Mind Meld 2
Personal Equipment (Tricorder) 1 (2)
Planetside Survival (Desert) 1 (2)
Science, Planetary (Planetology) 1 (2)
Science, Social (Archaeology) 2 (4)
Science, Space (Astrophysics) 2 (3), (Astrogation) (2), (Stellar Cartography) (3)
Ships Systems (Flight Control) 3 (3)
Unarmed Combat (Nerve Pinch) 2 (3), (Starfleet Martial Arts) (2)
Vehicle Operations (Shuttlecraft) 2 (3)
World Knowledge (Vulcan) 1 (2)

Advantages/Disadvantages;

Bold +1, Curious +1, Department Head +1 (Deputy Chief), Patron +2, Promotion (Lieutenant) +5
Arrogant -1, Code of Honour (Starfleet) -4, Code of Honour (Vulcan) -3, Hides Emotions -2

Courage: 4

Resistance: 2

Renown: 8

Aggression +0, Discipline +4, Initiative +1, Integrity +1, Luck +0, Openness +0, Skill +2

XP Awarded; 20 **XP Spent;** 19

**Sub-Commander Tal
Romulan Liaison Officer**

Species;
Sex;
Age;

Service History;

Character History;

Appearance;

Personality

Game Stats;



Lieutenant Commander James Pierce Strategic Operations Officer/Second Officer

Species; Human
Sex; Male
Age; 34



Service History;

2357-2361 - Starfleet Academy

2362-2367 - USS Melbourne, NCC-64043. Tactical Officer. Promoted to Lt (jg) 2363, and Lt. 2365. Served as Assistant Chief Tactical Officer until the destruction of the Melbourne at Wolf 359.

2367-2374 - USS Challenger, NCC-71099. Bridge Certification qualification 2368. Promoted to Lt. Commander in 2373.

2375 - Attended Advanced Tactical School. Starfleet Academy, Earth.

2376 - USS Venture, NCC-71854. Strategic Operations

Character History;

The life of James Dalton Pierce (or "Jim", as his friends call him), is a life marked by the highest of highs and the lowest of lows, even for one as relatively young as he. Born to Starfleet parents, Jims father is an analyst for Starfleet Command, and is stationed on Earth. Jims mother was a Science officer specializing in Astronomy, but retired from Starfleet when she became pregnant, and now acts as an occasional guest lecturer at Starfleet Academy, as well as doing work with the Daystrom Institute. Jim always knew that a career in Starfleet was his destiny, and his birthright. Some of his fondest memories are going to the Starfleet Museum as a youth, and witnessing the glorious past of Starfleet right before his eyes. In fact, Jim grew up in a hilly area just outside of San Francisco, and, every day as he would awake, would look out of his bedroom window to see Starfleet Command Headquarters in the distance, an ever-present reminder of the life that awaited him.

Jim focused hard on his studies, and managed to complete his standard education by the time he was 16. Instead of taking some personal time, Jim immediately entered the Starfleet Academy Preparatory Program, and then, the next year, entered Starfleet Academy just before his 17 birthday. Jim, having an astute mind for practically all things tactical, naturally chose Tactical Studies as his major. He continued to study hard, and excelled at the Academy, graduating in 2361 with Tactical Honours and finishing in the top 10 percent of his class. While attending the Academy, Jim participated in the Red Squadron program, was a member of the Academy Chorus, and participated on the Academy Rock-climbing team. Additionally, Jim was a noted holo-sim designer, often spending many free hours working with cadets (as well as the occasional instructor) to accurately produce holo-sims of various Federation Starship's. In fact, Jim received a commendation from the Academy for his reproduction of the original USS Enterprise, NCC-1701, which was presented during the graduation by retired Starfleet Admiral Leonard McCoy.

Following graduation, Jim was assigned to the USS Melbourne, NCC-62043, an Excelsior-class Starship commanded by Captain Donovan Nelson and assigned to standard patrol and exploration of the Alpha Quadrant. Nelson took an almost instant liking to Jim, and took Jim under his wing to help him with life on a Starship, and with being away from home. The bond was quite mutual, and it soon became quite noticeable to the crew that Jim was the son that Captain Nelson never had. Jim, on the other hand, enjoyed the Captains company, and the two often took part in holo-simulation exercises that Jim had designed. Of course, Jim and the Captain maintained a strict commander/subordinate relationship, but both knew how the other felt. During his time on the Melbourne, Jim was quite sociable and outgoing, and even dated. Never one for a serious relationship though, Jims mind was ever on his duty. In 2363 Jim received a promotion to Lieutenant, Junior Grade, and following that, was promoted to Full Lieutenant in 2365. Things seemed to be going smoothly for Jim at least until the Borg attacked. In early 2367 the Melbourne, along with 38 other ships, participated in that battle of Wolf 359. Against a single Borg Cube, the assembled fleet was decimated. The Melbourne put up a valiant fight, but was destroyed along with 37 other ships, losing almost all hands in the process. During the battle, the Chief Tactical Officer was killed when a instrument panel exploded, causing massive burn and concussive damage. Jim assumed the post, and managed to score several direct hits against the Cube, but it was all for naught. Finally, the

ships shields shuddered and collapsed under the assault of the Borg weaponry, and everyone on the vessel began to feel that the end was near. Never one to give up, Jim stayed at his post, trying to regain some protection from the shields, as well as continuing to fire weapons, while the crew could prepare the escape pods. Unfortunately, a direct hit on the bridge, as well as in main engineering, by the Borg cutting-weapons cut short any hope of escape for the vast majority of the crew. As the Captain Nelson gave the order to abandon ship, an overhead support buckled and dropped, pinning the Captain and severely wounding the First Officer. As Jim was one of the last bridge officers to reach an un-launched escape pod, he looked back to see the both the Captain and the First Officer. Rushing to the XO's aid, he helped him to his feet, pointed him towards the escape pod, and then went to save his Captain. The ship began to shudder horribly, and even though Jim was no engineer, it was apparent that the ship only had moments of life left in her. Jim rushed to the Captain, and tried to lift the beam, but to no avail. Jim struggled and strained, but the brace barely budged. The Captain, noticing that the XO couldn't make it to the pod by himself, resigned himself to his fate. He ordered Jim to take the XO to the escape pod, and then to launch before the ship was destroyed. Jim, usually one to follow orders, disobeyed the Captain at first, and continued to struggle with the brace, but soon realized that there was no way he could lift or move it, and that there was no way he could save his Captains life. With tears in his eyes, Jim said his farewell to his Captain, and his friend, and then carried the XO to the escape pod, launching just seconds before the Melbourne finally disintegrated from the force of the Borg weaponry.

As the escape pod slowly moved away from the battle, Jim made a solemn oath to himself. He would make the Borg pay for what they had done, not only to the Federation, not only to the Melbourne, but also to his Captain. Vengeance, one day, would be his.

Following a brief period of downtime after Wolf 359, Jim took part in Branch Officer Training, as was re-assigned as the Chief Tactical Officer of the USS Challenger, NCC-71099, under the command of Captain Franklin Osborne. While in many ways Captain Osborne was similar to Captain Nelson, all Jim could see when he looked at Captain Osborne was Captain Nelson. Jim began to experience bouts of depression from the guilt he felt over the Captain's death, and began to isolate himself from the rest of the crew.

Jim continued to perform his duties well, and excelled as the CTO of the ship. When the ships counsellor approached him about his social changes, Jim played the incident off as though nothing serious was wrong, and that he was just having a little trouble adjusting to his new surroundings. The counsellor, while not being empathic, new that this wasn't entirely the case, but couldn't prove anything. Captain Osborne, when told of the problem, stated that Jim should be kept in duty rotation until either something could be substantiated, or his performance dropped off noticeably. Neither one, however, came to be. When the Borg attacked Earth again Jim directed his free time to studying the Borg, in the hope that, should he ever encounter them again, he would be more than ready to return in full the damages that they had wrought against him. Jim stayed aboard the Challenger until 2374, earning a promotion to Lt. Commander in 2373. In 2374 Jim was rotated off the Challenger, and was at a crossroads. He felt that his life was without a defined purpose, but then came an offer from Starfleet Command, having observed Jims knack for tactics, offered him the opportunity to receive advanced training at Starfleet Academy in a variety of strategic, tactical and command subjects, to prepare Jim for an eventual command of his own. Starfleet new how dedicated Jim was to the ideals and goals of Starfleet, and they knew that Captain Nelson had felt a great level of confidence in him. Starfleet also knew that Jim was, at least in some part, still troubled by the death of Captain Nelson, and they knew that they had to do something to try and salvage this particular officers career, if not for his own sake, then for the sake of the man who had died so valiantly, like so many others. Jim studied hard, and was in many ways glad to be back at the Academy. He stayed at his family home while on Earth, and was able to spend a great deal of time with his family. The time helped Jim, but he still carries, deep down inside of himself, the guilt over the death of Captain Nelson.

Now, after completing the advanced courses at the Academy, Jim has received his new posting: Strategic Operations Officer on board the USS Venture, NCC-71854, under the command of Captain Benson Hedge. Jim doesn't know a lot about this new Captain, or the crew of the Venture, but he does know one thing: He's ready to get back to work.

Appearance;

Jim is about 6'4" with a toned, muscular build, and weighs about 220 lbs. He has black hair and dark brown eyes, and occasionally, and subconsciously, can be seen with an almost imperceptible smirk on his face (a holdover from his youth).

Personality

Jim's personality depends on a variety of factors. Generally, he is quiet and professional, presenting an aura of discipline and confidence to those around him. Sometimes, however, when he is alone, or perhaps with someone he would consider close, he starts to let more of himself show. He is a vulnerable person, who carries a heavy emotional burden that is buried deep inside him. He is a person who feels that he has little to lose, and he is a man who has faced death and destruction many times before, but at the same time he is a person who is longing to find something (other than Starfleet) to live for. Perhaps, in this new assignment, he'll find what it is that he seeks.

Game Stats;

Attributes;

Fitness 4, *Strength* +2, *Vitality* +2
Co-ordination 4, *Dexterity* +1, *Reaction* +1
Intellect 4, Perception +2
Presence 4, *Willpower* +1
Psi 0

Skills;

Administration (Starship Administration) 3 (4), (Logistics) (4)
Athletics (Climbing) 2 (3)
Artistic Expression (Piano) 1 (3), (Singing) (3)
Command (Starship Command) 3 (4)
Computer (Research) 2 (3), (Simulation/Modelling) (4)
Culture (Federation) 2 (3)
Dodge 3
Energy Weapon (Phaser) 2 (3)
Engineering, Systems (Tactical) 1 (3)
Espionage (Traffic Analysis) 3 (4), (Starfleet Intelligence Techniques) (4)
History (Human) 2 (3), (Enterprise) (3), (Federation) (3), (Starfleet) (3)
Knowledge (Music) 1 (3), (Federation Starship's) (3), (Layman Science) (2)
Languages; Federation Standard 3
Law (Federation Law) 2 (3), (Starfleet Regulations) (4)
Personal Equipment (Tricorder) 2 (3)
Planetary Survival (Mountain) 1 (3)
Security (Security Systems) 2 (3)
Sciences, Space (Astronomy) 1 (2)
Ships Systems (Command) 4 (5), (Tactical) (6), (Sensors) (5)
Stealth (Stealthy Movement) 1 (2)
Strategic Operations (Borg) 3 (4), (Federation) (4)
Tactics, Planetary (Small Unit) 2 (4)
Tactics, Starship (Borg) 3 (4), (Federation) (4)
Unarmed Combat (Starfleet Martial Arts) 1 (3)
Vehicle Operations (Shuttlecraft) 1 (3)
World Knowledge (Earth) 2 (3)

Advantages/Disadvantages;

Artistic Talent +1, Battle-Hardened +3, Bold +1, Commendation (Starfleet Academy Historical Society)+1, Commendation (Starfleet Citation for Conspicuous Gallantry) +1, Commendation (Space Exploration Medallion) +1, Commendation (Kragite Order of Heroism) +1, Department Head +4, Promotion (Lt. Commander) +6, Sexy +2, Tactical Genius +3.
Code of Honour (Starfleet) -4, Guilt; (Death of Captain Nelson) -1, Hides Emotions -2, Intolerant (Borg) -1, Intolerant (Jem'Hadar) -1, Obligation (Starfleet) -1, Vengeful (Borg) -1.

Courage: 7

Resistance: 6

Renown: 35

Aggression +2, Discipline +6, Initiative +6, Integrity +3, Luck +5, Openness +4, Skill +9

XP Awarded; 40 **XP Spent;** 39

Crew NPC's

Ensign Michelle Powers Astro-Physicist, USS Venture

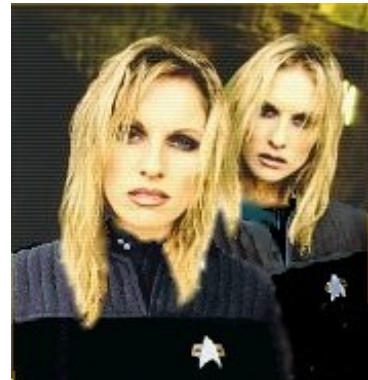
Species; Human
Sex; Female
Age; 26

Character;

Michelle is one of the large contingent of Science Personnel aboard the USS Venture. She does differ from many other officers in that her friend and constant companion is her identical twin sister Paula.

The two entered academy together, majored in the sciences, and excelled at their focus of study. It was lucky in fact that the two sisters chose differing study focuses, as there is precious little to tell them apart otherwise.

They are two young and pretty girls, and very popular among the crew, well known for their parties and being the unofficial 'welcome-wagon'.



Game Stats;

Attributes;

Fitness: 2
Co-ordination: 2
Intellect: 3, *Logic*: +2, *Perception* +1
Presence: 2, *Willpower* +1
Psi: 0

Skills;

Athletics (Swimming) 2(3)
Computer (Simulation/Modelling) 2(3)
Culture (Human) 2(3)
Dodge 1
Energy Weapon (Phaser) 1(2)
History (Human) 1(2), (Federation)(2)
Language: Federation Standard 3
Law (Starfleet Regs) 1(2)
Personal Equipment (Tricorder) 2(3)
Planetside Survival (Urban) 1(2)
Sciences, Physical (Computers) 1(2), (Physics)(2)
Sciences, Planetary (Planetology) 2(3)
Sciences, Space (AstroPhysics) 2(3), (Warp Field Theory)(3), (Stellar Cartography)(4)
Ships Systems (Flight Control) 2(3), (Sensors)(4)
Vehicle Operation (Shuttlecraft) 1(2)
World Knowledge (Earth) 1(2)

Advantages/Disadvantages;

Bold +1, Curious +2, Sexy +2

Courage: 5

Resistance: 2

Renown: 3

Aggression +2, Discipline +0, Initiative +1, Luck 0, Openness +0, Skill +0

Sonny Clemonds Civilian Bar Manager, USS Venture

Species; Human
Sex; Male
Age; Early 50's (Apparent)



Character;

Sonny was a Country and Western singer from the late 20th Century Earth. He died of emphysema and extensive liver damage, but had arranged for his body to be cryogenically frozen and stored aboard an orbiting satellite.

He was revived in 2364 by the crew of the USS Enterprise NCC-1701-D, and later returned to Earth aboard the USS Charleston, where he met and became great friends with fellow Texan, a young Lieutenant Benson Hedges.

Unable to settle on Earth, finding the life boring, he left his fellow temporal refugees behind and joined the 24th Century.

He signed on as Civilian service on a Starfleet vessel, and found his skills unique on many occasions; he likes to think that he is one of the few true barkeepers in existence, and that they are a dying breed. His unique knowledge of the 20th Century has become a Hobby and he transplanted his bar aboard Benson Hedges first command, the USS venture, just as soon as he was invited...

Game Stats;

Attributes;

Fitness 3, *Strength* -1, *Vitality* +1
Co-ordination 2 *Dexterity* +1
Intellect 3, *Perception* +1
Presence 3, *Empathy* +2
Psi 0

Skills;

Artistic Expression (Play Guitar) 3(4), (Singing)(4), (Mixing Drinks)(4)
Charm (Personable) 1(2)
Computer (Research) 1(2)
Culture (Human) 1(2), (Starfleet)(2)
Dodge 2
Engineering, Systems (Replicators) 1(3)
History (Human) 2(3)
Knowledge (20th Century Earth) 2(4)
Languages: Federation Standard; 3
Law (Human) 1(2)
Persuasion (Storytelling) 2(3)
Security (Security Procedures) 1(2)
Unarmed Combat (Boxing) 2(3)
World Knowledge (Earth) 2(3)

Advantages/Disadvantages;

Contact +2 (Captain Benson Hedges), Contact +2 (Lt. Commander Data), Curious +1, Innovative +1, Strong Will +2, Tolerance +3 (Strong Liquor)
Addiction -1 (Alcohol), Exile -4 (From the 20th Century), Impulsive -1

Courage: 5

Resistance: 4

Renown: 6

Aggression -2, Discipline +0, Initiative +1, Luck +2, Openness +2, Skill +1

Captain Benson Hedges Starship Captain, USS Venture

Species; Human
Sex; Male
Age; 47

Service History;

2350 - 2354 - Starfleet Academy.
2355 - 2360 - USS Constellation, NCC-1974. Lt. (j.g.): Conn Officer. Promoted to Full Lieutenant 2359.
2360 - 2365 - USS Charleston, NCC-42285. Lt.: Conn Officer. Promoted to Lt. Commander and Operations Manager 2363.
2365 - 2367 - USS Gage, NCC-11672. Commander and ships XO. The USS Gage was destroyed at Wolf 359.
2368 - Present - USS Venture, NCC-71854. Starship Captain and Commanding Officer.



Character History;

Since he was born Ben has known nothing but Starfleet, the child of two parents both serving in the fleet. He was born in Texas at the family home, but the rest of his childhood was spent aboard various Starship's and Starbases. His parents were happy for him to follow whatever vocation called to him, but young Ben gravitated toward the only thing he knew. Forging a long and successful career as an Officer. He graduated at the top of his class, beginning his career as a Lieutenant (jg). He served aboard the USS Constellation, the second ship to bear the name, and the first Constellation class ship. He served her as its Conn officer, receiving a promotion in the course of time. His next assignment on the USS Charleston, an Excelsior class ship, started as senior Conn officer, he was however part of an away team in 2363, during which he saved a prominent admirals life, receiving a promotion and commendation in the same month. He was also promoted to Operations manager who was unfortunately killed in the same action. It was the following year that the Charleston met up with the Enterprise, who had discovered some cryogenically frozen humans from the late 20th century. It was here that he met Sonny Clemonds, a man out of time, but from his home state of Texas. The two formed a firm friendship on the way back to earth, and when sonny Clemonds grew bored of the new earth, Ben was happy to offer him a place on his ship as bartender to 'Air Force One.' Knowing that Sonny knew a thing or two about drinks.

He served faithfully for another two years, upon which time he was offered his next promotion to both Full Commander and ships XO; he transferred to the Apollo class, USS Gage, and served her until the battle of Wolf 359. The opening of the battle was disastrous, and with the captain dead, the command of the ship fell to him..._He took over without a thought and employed an ancient military manoeuvre, temporarily outflanking the 'Borg cube and distracting their attention away from the escaping lifepods ejected from the dying ships... It was a costly manoeuvre and cost him the ship, but with most of the crew either dead or ejected, Ben fully intended to go down with his ship setting a ramming course into the heart of the 'Borg cube... At the last minute his shields failed and before the Gage's was completely destroyed Ben found himself caught in a transporter beam and rescued by a young Bajoran piloting a shuttle. Ben's injuries took time to heal, and he spent the next year recuperating. But as he lay in his hospital bed Starfleet commands envoys approached him, offering the Captaincy of one of the new ships that were being prepared to replace the fleet's losses. A year later, Ben found himself in a shuttle approaching the Utopia shipyards at Mars, and there hung the Venture, like a beautiful Christmas bauble, sparkling in the starlight. His new command, his new home.

It has been 12 years and in that time the Venture has served dutifully as any ship should, when the Dominion incursions began in the Alpha quadrant the Venture was assigned to the 9th fleet, riding to the rescue many times and Engaging the enemy whenever necessary. However last year the Venture was withdrawn from service and a major upgrade was started. In that time Ben was offered a chance to choose another vessel to command or retain the Venture and undertake the new mission a head of it.

There really was no choice to make...

Appearance: Tall and imposing, he has a good figure for a man his age, although his hair is just beginning to grey at the sides prematurely. However the feature that people most remember are his deep, brown, almost mesmerising, eyes.

Personality: Captain Hedge is a fair but hard man. If an officer deserves it, they will have his full backing and support, but they do have to deserve that. He is a man who has looked death in the eye, that sort of thing changes someone, as is noticeable of many of the survivors of Wolf 359. He feels that nothing can scare or shock him anymore. After leading on the front lines through the Dominion War Hedges is eager to get back to the reason he joined Starfleet, and explore. Although he is concerned that such a shift for a veteran soldier may be difficult.

Philosophy; *"I don't blame people for their mistakes, I do hold that they be responsible for them."*

Education: Educated at various Starfleet facilities at either Starbases or aboard Starship's. Joined Starfleet at age 17, serving 4 years, specialising in ships Operations, Command and Tactics.

Interests: Orbital Skydiving, Antique Aircraft Piloting, and Ancient Military History.

Game Stats:

Attributes;

Fitness 3, *Strength* +1, *Vitality* +2

Co-ordination 3 *Reaction* +1

Intellect 3, *Perception* +1

Presence 4, *Willpower* +2, *Empathy* +1

Psi 1, *Focus* +1

Skills;

Administration (Starship Administration) 2(4), (Planetary Government)(3), (Starbase Administration)(3)

Athletics (Running) 2(3), (Lifting)(3)

Command (Starship Command) 2(4)

Computer (Data Protection) 2(4), (Modelling/Simulations)(3)

Culture (Federation) 2(3), (Romulan)(3)

Diplomacy (Romulan Affairs) 2(4), (Federation Law)(3)

Dodge 3

Energy Weapon (Phaser) 2(4), (Phaser Rifle)(3)

Engineering, Material (Spaceframe) 2(3)

Engineering, Propulsion (Warp Drive) 2(3)

Engineering, Systems (Computer Systems) 2(3), (Security Systems)(2)

History (Federation) 2(3), (Human)(3)

Instruction (Military Training) 1(3), (Exocultural)(2)

Intimidate (Disciplinary) 2(3)

Knowledge (Orbital Skydiving) 1(3), (Ancient Military History)(3)

Languages; Federation Std 3, Klingon 1, Romulan 2

Law (Starfleet Regulations) 2(5), (Federation Law)(3)

Mediation (Political) 2(3)

Mind Shield 2

Personal Equipment (Environment Suit) 2(3), (Tricorder)(3)

Physical Science (Computers) 3(4)

Planetary Survival (Jungle) 2(3)

Planetary Tactics (Small Unit) 1(3)

Science, Space (Astrogation) 2(3), (Stellar Cartography)(3)

Security (Security Systems) 2(3)

Ships Systems (Command) 3(5),(Conn)(4), (Sensors)(4), (Tactical)(4)

Starship Tactics (Federation) 2(4), (Dominion)(4), (Klingon)(3), (Romulan)(4)

Stealth (Hide) 1(2)

Strategic Operations (Frontier) 2(4), (Invasion Strategies)(3)

Unarmed Combat (Starfleet Martial Arts) 1(3)

Vehicle Operations (Shuttlecraft) 2(4), Aircraft(3)

World Knowledge (Earth) 2(3)

Advantages/Disadvantages;

Battle Hardened +3, Commendations (Various) +7, Contact (Commander McDowl, Admiral Ross's Attaché, Starbase 375) +2, Cultural Flexibility +1, Department Head (Commanding Officer, Galaxy Class) +4, Promotion (Captain) +10, Security Clearance +1.

Code of Honour (Starfleet) -4, Hides Emotions -2, Obligation (Ventures Crew) -3, Obligation (Starfleet) -1, Rival (Captain Robbins, USS Independence) -1, Sworn Enemy (Gul Moran, Cardassian Fleet) -3

Courage: 7

Resistance: 4

Renown: 69

Aggression +10, Discipline +12, Initiative +12, Integrity +4, Luck +6, Openness +10, Skill +15

Chief Petty Officer T'Pan Chief Nurse

Species; Vulcan
Sex; Female
Age; 40



Character;

T'Pan was a young Vulcan Nurse. Finding herself aboard a Federation Starship, the USS Crazy Horse, during the defence of Vulcan during the Dominion War, she found herself drawn into Starfleet service. Working first as a civilian in the ships infirmary and gaining a field commission as a Crewman. In no time her professionalism and dedication to duty have seen her rise rapidly through the NCO ranks. She now envisions her future with Starfleet and has decided to continue her service, transferring to the USS Venture for continued service in the field where she could have the most worth, rather than returning to a Medical Education Facility in order to qualify as a Doctor and Starfleet officer. Her logic states that with her long Vulcan lifespan ahead of her, the experience she can gain in service aboard the Venture will only aid her continuing career.

She is a pretty young Vulcan woman, wearing her long hair in a bun, but her beauty is matched by her typical Vulcan suppression of emotion and embrace of logic.

Game Stats;

Attributes;

Fitness: 2, *Strength*: +1, *Vitality*: +1
Co-ordination: 2
Intellect: 2, *Logic*: +2
Presence: 2, *Empathy*: -1
Psi: 1, *Range* -1

Skills;

Administration (Logistics) 1 (2)
Athletics (Running) 1 (2)
Culture (Vulcan) 2 (3)
Dodge 1
Energy Weapon (Phaser) 1 (2)
Engineering, Systems (Life Support) 0 (1)
First Aid (Wound and Combat Trauma) 2 (3)
History (Vulcan) 1 (2)
Language: Vulcan 2, Federation Std 1
Law (Starfleet Regulations) 1 (2)
Mind Meld 2
Personal Equipment (Medical Tricorder) 3 (3)
Science, Life (Biology) 2 (3)
Science, Medical (General Medicine) 2 (3)
Shipboard Systems (Medical Systems) 1 (3)
Unarmed Combat (Nerve Pinch) 2 (3)
World Knowledge (Vulcan) 1 (2)

Advantages/Disadvantages;

Bold +1, Commendation +1 (Praentares Ribbon), Curious +1, Innovative +1, Promotion (CPO) +3, Sexy +2
Code of Honour (Hippocratic Oath) -3, Code of Honour (Vulcan) -3, Hides Emotions -2

Courage: 3
Resistance: 3
Renown: 5

Aggression -3, Discipline +0, Initiative +0, Luck 0, Openness +0, Skill +2

Lieutenant Allyzen Wai Chief Science Officer

Species; Trill (joined)
Sex; Female
Age; 35

Character;

Allyzen Penn was born to parents travelling to yet another archaeological "dig". Playing in dirt and stone was pretty much to norm for her early life. Though she actually never discovered any remarkable items by herself, she was usually not far away, digging with her toy shovel and bucket. But it wasn't the dirt that grabbed Allyzen's interest, but the stars in the sky. As her family moved from planet to planet, she saw a new sky, with the same stars making up new constellations.

She joined Starfleet specifically to spite her parents.

Travel was the only life she had known, never at one planet for more than two years. Ally decided that if travelling among the stars was her lot in life, she would

make it on board one ship, with a family that stayed the same. Of course, Allyzen didn't realize the transient nature of a Starfleet crew. Hardly any of the friends she made in the Academy were assigned to the same ship, and those few were in different departments, and in a Galaxy class Starship, that could mean rare meetings off duty.

The fourth host for the symbiont Wai, Allyzen had completed her first tour of duty onboard the USS Broadsword as Science Officer. She is a survivor of Dominion War. The Broadsword suffered massive damage from battle to retake Deep Space Nine. The Broadsword was destroyed but survived due to his battle station assignment. Allyzen was initially designated as unacceptable for joining. She was 'reconsidered' on the request of (the joined Trill) Brahde Wai prior to succumbing to a fatal wound suffered in the battle.

Brahde (male) was to attend the Vulcan Academy of Sciences when he was selected for the Joining. He continued with his desire to attend the Academy and had completed three years of studies when the Dominion War broke out. Due to his strong Code of Honour toward Starfleet, he dropped out to join Sciences Department on board USS Broadsword. The Broadsword was in the fleet of ships which supported the retaking of Deep Space Nine from the Cardassian/Dominion forces. The Broadsword suffered extensive damages. Brahde was fatally injured when major sections of the upper hull de-compressed. He survived long enough for the symbiont to be removed and placed in stasis. Brahde was good friends with Allyzen and the Wai symbiont requested that she be reconsidered for joining. Brahde was considering marriage, but decided to devote his time to his academy studies, then to Starfleet. Allyzen was allowed to complete the Academy courses and has a complete course diploma.

Since completing the courses on Vulcan, she was allowed to take a course at the Daystrom Institute, following a recommendation from unknown patrons. Allyzen completed the Branch Officer Course and Bridge Certification Course while on the Broadsword.

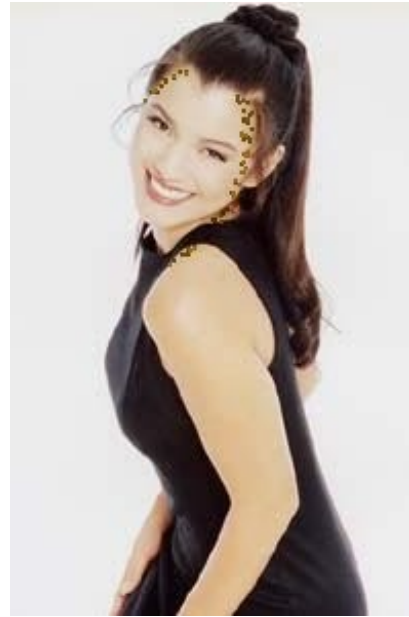
Since the end of the Dominion War, she has served on board the USS Venture, preparing its refit and readying her extended team for the mission ahead.

Previous hosts to the Wai symbiont are:

Thata (male) first host, was one of first Trill to attend Starfleet Academy, an exceptional pilot who mastered many of the courses the Academy offered; Lohng (male), a Trill Administrator, one of the First Contact team that established the treaty and eventual acceptance of the Trill system into the United Federation of Planets, exceptional at debate and whose oratory skills were believed to be chief among the reasons for the approval of the Trill into the UFP earlier than normal. Bradhe (male) Starfleet Science Officer.

Personality;

Ally is a practical joker and a punster. She had always been the class clown, her attempt to gain attention that her parents rarely gave to her. She has out grown her insecurities while



having to grow up during the Dominion War. She now uses those talents to help relieve some of the tensions and troubles that still cling to some Starfleet crew following the War. Ally is also going through some interesting times with a symbiont that has been with three male hosts and now has to adjust to being in a female host. This has led to some embarrassing moments in her private life.

Appearance:

Allyzen is a very attractive Trill female Host in her mid-30s. She wears her hair shoulder length, pulled back in a single tail. She wears a single braid necklace with a "nova" stone gem tucked under her uniform (given to her by her parents at Starfleet Academy graduation).

Game Stats;

Attributes;

Fitness: 2, *Vitality* +1
Co-ordination: 2
Intellect: 4, *Logic* +1
Presence: 2, *Empathy* +1
Psi: 0

Skills;

Artistic Expression (Comedian) 1(2)
Athletics (Mountain Climbing) 1(2)
Command (Starship Command) 1(2)
Computer (Research) 2(3)
Culture (Trill) 2(3)
Dodge 1
Energy Weapon (Phaser) 1(2)
First Aid (Wound/Combat Trauma) 1(2)
History (Trill) 1(2), (Federation)(2)
Languages; Trill 2, Federation Standard 1
Law (Starfleet Regs) 1(2)
Personal Equipment (Tricorder) 2(3)
Sciences, Life (Biology) 1(2), (Botany)(2), (Bioengineering)(2)
Sciences, Physical (Chemistry) 2(3), (Physics)(4)
Sciences, Planetary (Geology) 1(2), (Oceanography)(2)
Sciences, Space (Astronomy) 1(2)
Ships Systems (Sensors) 2(4), (Mission Ops)(3)
Planetary Survival (Jungle) 1(2)
Unarmed Combat (Starfleet Martial Arts) 1(2)
World Knowledge (Trill) 1(2)

Advantages/Disadvantages;

Curious +2, Innovation +1, Instant Calculator +1, Promotion (Lieutenant) +4
Code of Honour (Starfleet) -4, Phobia (Fear of Dying Alone, unable to save the symbiont) -1

Courage: 4

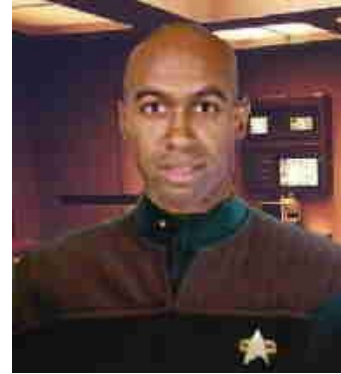
Resistance: 3

Renown: 1

Aggression 0, Discipline +1, Initiative 0, Integrity 0, Luck 0, Openness 0, Skill 0

Dr (Ensign) David Ayers **Chief Surgeon, USS Venture**

Species; Human
Sex; Male
Age; 26



Character;

Born in a bomb shelter beneath the surface of Daltera IX, a former Federation colony world devastated by civil war between two human factions: the Tal-Vonn and the Dalkterino. At age ten, Ayers was trained to serve as a field medic to tend Dalkterino soldiers on the battlefield, learning the barest minimum of field craft in what would become his vocational choice. When he was twelve, Starfleet sent a ship, the USS Anduril, with orders to try and negotiate a peace treaty between the two factions on the former colony. The treaty was successfully negotiated, and during that time David found himself empathising with the Starfleet officers he met, and sought to become like them. David arranged to be sent to Earth to receive a proper education and integration into the Federation.

His education went well, and he entered Starfleet Academy at the age of seventeen. He majored in medicine and graduated near the top of the class in general medicine and physics. He is generally grim and stone-faced, both on and off duty. And usually reacts with neutrality rather than anger when people annoy him. He refuses to become involved in social relationships of any kind, with anyone. However he is starting to wonder if there is more to life than his incredible focus on his work and self-improvement.

Game Stats;

Attributes;

Fitness: 2, Vitality: +1
Co-ordination: 2
Intellect: 3, Logic: +1, Perception +2
Presence: 2, willpower: +1
Psi: 0

Skills;

Athletics (Swimming) 2(4), (Running)(3)
Computer (Research) 1(2)
Culture (Human) 2(3)
Dodge 2
Energy Weapon (Phaser) 1(2)
First Aid (Wound/Combat Trauma) 1(2)
History (Federation) 1(2), (Human)(2)
Intimidation (Bluster) 1(2)
Language: Federation Std 3
Law (Starfleet Regulations) 1(2)
Personal Equipment (Medical Tricorder) 2(4)
Planetary Survival (Desert) 1(2)
Science, Life (Anatomy) 1(2)
Science, Medical (General Medicine) 3(4), (Surgery)(4)
Science, Physical (Physics) 1(2)
Shipboard Systems (Medical Systems) 3(3)
Stealth (Stealthy Movement) 1(2)
Unarmed Combat (Brawling) 1(2)
Vehicle Operations (Shuttlecraft) 1(2)
World Knowledge (Daltera IX) 1(2)

Advantages/Disadvantages;

Alertness +2, Curious +1, Promotion +1

Code of Honour (Hippocratic Oath) -2

Courage: 6

Resistance: 3

Renown: 8

Aggression +1, Discipline +2, Initiative +0, Luck 0, Openness +1, Skill +4

Lieutenant (jg) Lizanne Woy **Communications Officer, USS Venture**

Species; Cardassian/Bajoran
Sex; Female
Age; 27

Character;

Orphaned at a young age, the young Woy Lizanne was left to fend for herself on a small frontier colony. She barely knew her mother, and her father was a total mystery, having raped her mother before she could escape the occupation. Woy never knew her home planets.

Without proper parental guidance, she fell into a bad group, committing acts of petty thievery. Over time she became quite skilled at her lifestyle, but deep down she knew it wasn't right. Still everyone either pitied the poor half Cardassian child or sneered at her, neither earned her respect, and so became fair game.

One day she saw a party of Federation officials in the streets, using all her skills and ability she tracked them and tried to steal from them. She knew they carried no money, but she could get good latinum for the weapons and tricorders, that was of course if she had no use for them herself.

Unfortunately a young command officer caught her. However instead of pulling the full force of the law against her he dealt with her fairly and compassionately, showing no sign of pity or intolerance. If anything he seemed more worried about the thought of a small child on the streets alone. Over time a friendship sprang up between Woy and Lt. Ben Hedge, but time soon ran out and he was posted elsewhere. But before he left he offered the young girl a choice. He offered her the chance to make something of her life. All he asked in return was her promise to try and make something of her life...

She accepted, warily, convinced of an ulterior motive. Hedges organised her a chance to attend school, and a place to live and study in safety. Eventually she graduated, far faster than the other children, she had always been smart. True to his word, Hedges had help make something with her life, and even shown that good deeds could be just that, with ulterior motive. On the now Commander Hedges recommendation she applied for Starfleet academy, and was surprised when she succeeded in her application first time. She studied hard, taking the ship operations courses with a minor in space exploration. When she graduated she found that she was the ranking student on the cadet cruise. Everything was going well.

Over the years the relationship between Woy and Hedge changed too, it became closer, as he assumed the role of the parents she never knew, and she became the daughter he had never had time to have.

She was assigned on a new Sabre class Starship for its shakedown cruise, and remained aboard throughout the duration of the Dominion war, while the ship served along the frontlines. Many times she was offered a chance to serve in the rear echelons, her mixed heritage thought a possible danger if the ship she served on was hit or captured. She constantly refused, having promised Ben all those years before, she felt she couldn't let him down and wanted to be there to make a difference.

With the ceasefire, she has requested reassignment. This time on Captain Hedges ship, the USS Venture as it is deployed on a long-range exploration of the Beta quadrant. A request that was granted allowing her to serve with distinction alongside the one man who changed her life

Game Stats;

Attributes;

Fitness 2, *Strength -1, Vitality +1*

Co-ordination 3, *Reaction +1*

Intellect 3, *Perception +2*

Presence 2, *Willpower +2*

Psi 0

Skills;

Administration (Starship) 2 (3)

Athletics (Running) 2 (3), (Climbing) (3)
 Charm (Influence) 1 (2)
 Command (Starship) 1 (3)
 Computer (Research) 1 (2)
 Culture (Human) 1 (3), (Bajoran) (2), (Cardassian) (2)
 Dodge 1
 Energy Weapon (Phaser) 1 (2)
 Engineering, Propulsion and Power (Warp Drive) 1 (2)
 Engineering, Systems (Computer) 2 (3), (Sensors) (4)
 History (Federation) 1 (2), (Bajoran) (2)
 Languages; Federation Standard 2, Bajoran 1
 Law (Starfleet Regs) 1 (2)
 Personal Equipment (Tricorder) 1 (2)
 Planetside Survival (Urban) 1 (2)
 Sciences, Physical (Computers) 1 (2)
 Ships Systems (Communications) 2 (4), (Sensors) (3), (Transporters) (3)
 Sleight of Hand (Pick Pockets) 1 (2)
 Streetwise (Street Gangs) 1 (2)
 Unarmed Combat (Starfleet Martial Arts) 1 (2)
 Vehicle Operations (Shuttlecraft) 2 (3)
 World Knowledge (Maracon IV) 1 (2)

Advantages/Disadvantages;

Innovative +1, Mixed Species (Bajoran/Cardassian) +6, Promotion +2, Toughness +2
 Code of Honour (Pledge to Captain Hedges) -2, Expatriate (Both Bajor and Cardassia) -2 and
 -2, Hides Emotions -2, Low Pain Threshold -2.

Courage: 5

Resistance: 5

Renown: 0

Aggression 0, Discipline 0, Initiative 0, Luck 0, Openness 0, Skill 0

Computer Sciences - Pelori Maczar
Damage Control Team Leader - Ken Darcy

FNS Reporter
Jurian

- Durian



Ensign Paula Powers Geologist, USS Venture

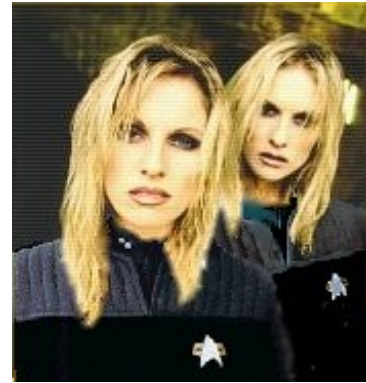
Species; Human
Sex; Female
Age; 26

Character;

Paula is one of the large contingent of Science Personnel aboard the USS Venture. She does differ from many other officers in that her friend and constant companion is her identical twin sister Michelle.

The two entered academy together, majored in the sciences, and excelled at their focus of study. It was lucky in fact that the two sisters chose differing study focuses, as there is precious little to tell them apart otherwise.

They are two young and pretty girls, and very popular among the crew, well known for their parties and being the unofficial 'welcome-wagon'.



Game Stats;

Attributes;

Fitness: 2 *Vitality* +1
Co-ordination: 2
Intellect: 3 , *Logic*: +1, *Perception* +1
Presence: 2, *Willpower* +1
Psi: 0

Skills;

Administration (Logistics) 1(2)
Athletics (Swimming) 2(3)
Computer (Research) 2(3)
Culture (Human) 2(3)
Dodge 1
Energy Weapon (Phaser) 1(2)
History (Human) 1(2), (Federation)(2)
Language: Federation Standard 3
Law (Starfleet Regs) 1(2)
Personnal Equipment (Tricorder) 2(3), (Environmental Suit)(3)
Planetside Survival (Urban) 1(2)
Sciences, Physical (Chemistry) 1(2), (Physics)(2)
Sciences, Life (Paleontology) 1(2), (MicroBiology)(2)
Sciences, Planetary (Geology) 2(4), (Volcanology)(3), (Planetology)(3)
Ships Systems (Transporters) 2(3), (Sensors)(3)
Vehicle Operation (Shuttlecraft) 1(2)
World Knowledge (Earth) 1(2)

Advantages/Disadvantages;

Curious +2, Sexy +2
Argumentative -1, Impulsive -1

Courage: 5

Resistance: 3

Renown: 2

Aggression +1, Discipline +0, Initiative +1, Luck 0, Openness +0, Skill +0

Hologram	- C.H.R.I.s
Hologram	- EMH2
Life Sciences/Cyberneticist	- Tabas Rei
Nurse	- Jessica Mitchell
Nurse/Physical Therapist	- Dorjj
Science Officer	- Sovik
Security Officer	- Dvoraks Kar

T'Lan
Security Officer, USS Venture

Species;

Sex;

Age;

Character;

Game Stats;



Transporter Chief

- Dovofo

Xeno-Historian
Alara Salbri



Xeno-Sociologist

- Corine Antionov