

Starfleet Academy Icon Link

PLUTO STATION

COMMANDER SCOTT McDERMONT

PLUTO STATION COMMANDING OFFICER

Commander McDermont was assigned to his current post in 2367. Commander McDermont previously served as first officer on board the *U.S.S. Princeton*, which was lost at the battle of Wolf 359 against the Borg. Since his assignment to Pluto Station, the commander has distinguished himself by running station operations at peak efficiency, as well as with the longest continuous duty assignment on Pluto Station. His actions during the attempted Borg invasion of the Sol system in 2373 earned Cmdr. McDermont a commendation from Starfleet for his quick thinking under pressure.

Narrators can use Commander McDermont as a mentor and teacher for cadet characters serving on board his station. Although he doesn't show it, the Commander is deeply scarred by his experience with the Borg at Wolf 359. He hates the Borg, and would welcome another opportunity against them. He insists on excellence from everyone under his command because he feels the crew of the *Princeton* wasn't prepared enough. A cadet chaffing under the commander's authority might bring out some of this background in a confrontation with him.

Attributes

Fitness 2

Vitality +2

Coordination 2

Intellect 3

Presence 3

Willpower +1

Psi 0

Skills

Administration (Starfleet) 2 (3)

(Starship) (3)

Artistic Expression (Drawing) 1 (3)

Athletics (Diving) 1 (2)

Charm (Influence) 1 (2)

Computer (Research) 1 (2)

Command (Starship Command) 2 (4)

(Starbase Command) (3)

Culture (Human) 2 (3)

Diplomacy (Intergalactic Affairs) 2 (3)

Dodge 1

Energy Weapon (Phaser) 1 (3)

History (Human) 1 (2)

(Federation) (2)

Language, Federation Standard 2

Cardassian 2

Law (Starfleet Regulations) 2 (3)

Personal Equipment Systems (Tricorder) 1 (2)

Planetary Survival (Forest) 1 (2)
 Space Sciences (Astrogation) 1 (3)
 Security (Security Systems) 2 (3)
 Shipboard Systems (Flight Control) 3 (5)
 Starship Tactics (Federation) 2 (3)
 (Borg) (4)
 Strategic Operations (System Defense) 1 (2)
 Systems Engineering (Sensors) 1 (2)
 (Security) (2)
 Unarmed Combat (Starfleet Martial Arts) 1 (3)
 Vehicle Operation (Shuttlecraft) 2 (4)
 World Knowledge (Earth) 1 (2)

Advantages/Disadvantages

Commendation (Grankite Order of Tactics) +1
 Department Head +3
 Promotion +8
 Vengeful (Borg) -2

Courage: 5

Renown: 23

Resistance: 4

Wound Levels: 4/4/4/4/4/0

OUTPOST 92 OFFICERS

LT. COMMANDER VORREK

COMMANDING OFFICER, OUTPOST 92

Outpost 92 is under the command of Lt. Commander Vorrek, a Vulcan officer who runs the station with a crisp efficiency and emphasis on protocol. Lt. Cmdr. Vorrek has a well-known fondness for three-dimensional chess, and often passes his spare time on board the station playing games with visiting officers.

He finds his Chief of Operations to be an effective and competent officer, if not occasionally emotional and illogical. However, he recognizes her skills as a communicator and frequently assigns her to the task of serving as the outpost's liaison.

Attributes

Fitness 3
 Coordination 2
 Intellect 4
 Logic +1
 Presence 2
 Psi 1
 Range -1

Skills

Administration (Starbase) 2 (5)
 Artistic Expression (Sculpting) 1 (3)
 Athletics (Meditation) 2 (3)
 Command (Starbase) 2 (4)

(Starship) (3)
 Computer (Research) 3 (4)
 Culture (Vulcan) 2 (4)
 (Human) (2)
 Dodge 2
 Energy Weapon (Phaser) 1 (2)
 Espionage (Traffic Analysis) 1 (3)
 Gaming (3D Chess) 1 (4)
 History (Vulcan) 1 (2)
 (Federation) (2)
 Language, Vulcan 4
 Federation Standard 3
 Law (Starfleet Regulations) 4 (5)
 Mind Meld 1
 Personal Equipment (Tricorder) 1 (2)
 Physical Science (Computer Science) 2 (3)
 Planetary Survival (Desert) 1 (3)
 Shipboard Systems (Mission Ops) 3 (4)
 Social Sciences (Anthropology) 1 (3)
 Unarmed Combat (Vulcan Nerve Pinch) 2 (3)
 Vehicle Operations (Close Orbital Craft) 1 (2)
 World Knowledge (Vulcan) 2 (3)

Advantages/Disadvantages

Hides Emotions -2
 Code of Honor (Vulcan) -3
 Eidetic Memory +3
 Department Head +2
 Promotion +6

Courage: 3

Renown: 15

Resistance: 3

Wound Levels: 3/3/3/3/3/0

LIEUTENANT ROBIN CARSTAIRS

CHIEF OF OPERATIONS, OUTPOST 92

Lieutenant Robin Carstairs works closely with the station commander. The daughter of Earth's representative to the Federation Council, she knows people watch her carefully—both to ensure her safety and to see that she performs her duties well. Lt. Carstairs also serves as a station liaison with visiting personnel, a job where her diplomatic background serves her well. She finds herself to be a good fit with Lt. Commander Vorrek and works well with him, paying special attention adhering to protocol and performing with Vulcan-like efficiency. Robin has a great love for keeping in shape, regularly taking a morning run along the perimeter of the Outpost.

Attributes

Fitness 3
Strength +1
Coordination 2
Intellect 3
Presence 3
Empathy +1
Willpower +1
Psi 0

Skills

Administration (Starbase) 2 (3)
(Logistics) (3)
Athletics (Running) 2 (4)
Charm (Influence) 2 (3)
Computer (Modeling/Simulations) 1 (3)
Command (Starbase) 1 (2)
Culture (Human) 2 (3)
(Vulcan) (3)
Diplomacy (Intergalactic Law) 3 (4)
Dodge 1
Energy Weapon (Phaser) 1 (3)
History (Federation) 1 (2)
(Human) (2)
Language, Federation Standard 3
Vulcan 1
Law (Starfleet Regulations) 2 (3)
(Federation Law) (3)
Personal Equipment (Tricorder) 1 (2)
(Communicator) (2)
Planetside Survival (Low-Atmosphere) 1 (2)
Planetary Tactics (Small Unit Tactics) 1 (3)
Shipboard Systems (Mission Ops) 3 (4)
Starship Tactics (Federation) 1 (2)
(Romulan) (2)
Space Sciences (Astrogation) 2 (3)
Unarmed Combat (Starfleet Martial Arts) 1 (3)
Vehicle Operations (Shuttlecraft) 2 (3)
World Knowledge (Earth) 1 (2)

Advantages/Disadvantages

Department Head +2
Patron (Father) +3
Promotion +4
Synergy +3
Cultural Flexibility +1
Code of Honor (Honesty) -2
Impulsive -1

Courage: 5

Renown: 11

Resistance: 3

Wound Levels: 3/3/3/3/3/0

JUPITER STATION OFFICERS

CAPTAIN SANJEE PATHAK,

COMMANDING OFFICER, JUPITER STATION

The commanding officer of Jupiter Station is Captain Sanjee Pathak. Captain Pathak is a human who hails from the New Ghandi colony, with a long career of service in Starfleet. He has been commander of the station for the past seven years, and was previously captain of the *U.S.S. Tremont*. Captain Pathak enjoys greeting visitors to his station, and can often be found in the docking area, meeting with visiting starship captains. He also works closely with Starfleet Academy to arrange internships and work-study programs on board the station for cadets.

Attributes

Fitness 3
Coordination 4
Intellect 3
Perception +1
Presence 4
Willpower +1
Psi 0

Skills

Administration (Starship) 3 (4)
(Logistics) (4)
Artistic Expression (Writing) 1 (3)
Athletics (Climbing) 2 (4)
Charm (Influence) 2 (3)
Command (Starship Command) 3 (4)
Computer (Computer Simulation/Modeling) 1 (3)
Culture (Human) 2 (3)
Diplomacy (Intergalactic Affairs) 3 (4)
Dodge 1
Energy Weapon (Phaser) 2 (4)
History (Human) 1 (2)
Language, Federation Standard 3
Bolian 2
Vulcan 2
Law (Starfleet Regulations) 2 (4)
(Federation) (3)
Life Sciences (Botany) 2 (3)
Personal Equipment (Tricorder) 1 (3)
Planetary Survival (Mountainous) 1 (2)
Shipboard Systems (Sensors) 4 (5)
(Communication) (5)
Social Sciences (Sociology) 1 (2)
Starship Tactics (Federation) 3 (4)
(Cardassian) 4
Strategic Operations (Defense-in-Depth) 2 (3)
Systems Engineering (Communications) 2 (3)
Unarmed Combat (Starfleet Martial Arts) 1 (2)

Vehicle Operations (Shuttlecraft) 1 (3)
World Knowledge (Jupiter) 2 (3)
(New Ghandi) (3)

Advantages/Disadvantages

Curious +1
Department Head +3
Language Ability +2
Promotion +10
Synergy +3
Code of Honor (Starfleet) -4
Pacifism -1

Courage: 6

Renown: 28

Resistance: 3

Wound Levels: 3/3/3/3/3/0

Captain Pathak's executive officer is Commander Boros Zan, a Tellarite officer who oversees the daily operations on board the station. Commander Zan is well known for his efficiency in maintaining station operations and his brusque manner. Although not intending to do so, Zan and Pathak frequently come across in the manner of "good cop, bad cop"—Commander Zan's to-the-point attitude and Captain Pathak's soft-spoken mannerism provide an interesting contrast.

The Chief of Station Operations is Grace Tyler. Chief Tyler keeps the station's systems running smoothly and serves as chief of engineering. She also assists scientists on Jupiter Station with configuring laboratory equipment, and coordinates repair and maintenance crews. A human woman of slight stature, but boundless energy, Chief Tyler challenges cadet interns to keep up with her fast-paced work schedule.

Jupiter Station's Tactical Officer is Lieutenant Commander Ferlan Gos, who hails from Ackamar III. Lt. Cmdr. Gos oversees the station's internal security, and coordinates patrols outside the Mars Perimeter, working closely with personnel from the Jupiter Outposts, particularly Lt. Cmdr. Vorrek of Outpost 92. Gos and Vorrek have an ongoing chess match. They usually play over sub-space, and in person when they have the opportunity. Secretly, Gos also is smitten with Lt. Commander Carstairs, looking forward to his communiqués with her. To date he has unable to muster up the courage to act on his feelings.

NOTABLE RESEARCHERS

Several dozen scientists conduct research on board Jupiter Station.

DR. LEWIS ZIMMERMAN, DIRECTOR OF

HOLOGRAPHIC IMAGING AND PROGRAMMING

Dr. Lewis Zimmerman is Director of Holographic Imaging and Programming on Jupiter Station. Dr. Zimmerman was responsible for the development and programming of the Emergency Medical Holographic system used on board Starfleet vessels. Dr. Zimmerman's department studies and develops new applications for holographic technology, including holographic assistance programs such as the LMH, advanced holosimulation techniques, and the development of complex artificial intelligence subroutines. The department is currently working on the development of a hologram to assist starship engineers with hazardous tasks. This is complicated by energy emissions found in engineering, which can interfere with the hologram's emitters, rendering it useless. The department also studies the development of holographic intelligences, based on information gathered from the *U.S.S. Enterprise* NCC-1701-D and program Picard Delta One, containing the computer intelligences James Moriarty and Countess Barthalomew.

Attributes

Fitness 2
Coordination 2
Intellect 4
Logic +1
Presence 2
Empathy -2
Psi 0

Skills

Administration (Bureaucratic Manipulation) 1 (2)
Artistic Expression (Holophotography) 2 (4)
(Singing) (3)
Computer (Programming) 4 (5)
(Computer Simulation/Modeling) (5)
Culture (Human) 2 (3)
(Scientific Community) (3)
Engineering Systems (Holographic Systems) 2 (6)
(Transporter/Replicating) (5)
(Computer Systems) (4)
History (Human) 1 (3)
Intimidation (Bluster) 1 (2)
Language, Federation Standard 2
Life Sciences (Biotechnology) 2 (3)
Personal Equipment (Tricorder) 2 (4)
(Holocamera) (5)
Persuasion (Debate) 1 (2)
Physical Science (Computer Science) 4 (5)
(Mathematics) (5)
Shipboard Systems (Sensors) 1 (2)
Theoretical Engineering (Holographic Systems) 2 (5)
(Artificial Intelligence) (4)

Advantages/Disadvantages

Commendation +2
 Department Head +2
 Innovative +1
 Argumentative –1
 Arrogant –1

Courage: 5

Renown: 30

Resistance: 2

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

Dr. Trell Kavros, is Director of Advanced Weapons Systems on the station. Dr. Kavros, an Andorian, was awarded the Daystrom Medal for Scientific Achievement for his work in developing quantum torpedo technology in response to the threat posed by the Borg. Dr. Kavros' department studies new and advanced weapon technologies, including high-powered, compression beam, and rapid-fire phasers, quantum torpedoes, heavy-graviton beams, and similar technologies, including sophisticated targeting systems. The department tests experimental weapons at the nearby Starfleet firing range, on board vessels attached to Jupiter Station. He is not well disposed to having cadets meddling around such important research.

Dr. T'vera is Director of Warp Systems Research. The doctor is a graduate of the Vulcan Science Academy, with honors in warp theory. Her department studies advanced warp field configurations, and new dilithium crystal structures designed to enhance engine performance. A more recent project is the study of the effects of warp drive and subspace field stresses on certain regions of space, which may be de-stabilized by warp fields. The doctor frequently consults with Dr. Leah Brahms of Utopia Planitia; the two participating in a joint paper on "Subspace Field Stress: A Comparative Analysis of the Danger of Warp Travel" to be published shortly.

SHIPYARD PERSONNEL

Utopia Planitia's Yardmaster and Chief of Yard Operations is Captain Niles O'Hara. Captain O'Hara is a Starfleet officer with over twenty years of experience as an engineer aboard various starships. He was posted to the position of Yardmaster eight years ago, and has since run the Utopia Planitia yards with all the efficiency he has become famous for. The Captain favors a strong "hands-on" approach to administering the fleet yards, and spends most of his time on board the station, working with administrators and designers to keep Utopia Planitia operating at peak efficiency. The Captain and his family live on the station, and take regular visits to

Mars.

Dr. Sen Dolla is the yard's Director of Starship Development. A Bolian, Dr. Dolla holds advanced engineering degrees from the Bolian Technical Institute and the Daystrom Institute. He has worked in starship design for nearly thirty years, twelve of them as Director at Utopia Planitia. Dr. Dolla oversees the work of the various design teams, and provides direction towards the creation of new ship prototypes. His recent work in overseeing the design of the *Sovereign*-class starship earned Dr. Dolla a commendation from Starfleet for engineering excellence.

DR. LEAH BRAHMS, HEAD THEORETICAL

PROPULSION GROUP, UTOPIA PLANITIA

The head of the yard's Theoretical Propulsion Group is Dr. Leah Brahms. A human and graduate of the Daystrom Institute, Dr. Brahms made substantial contributions to the design of the warp engines for the *Galaxy*-class starship as a junior member of the Theoretical Propulsion Group. She later continued to refine her work in warp field and dilithium crystal matrix development, incorporating the upgrades into the design for the *Sovereign*-class. She was promoted to senior design engineer in 2362. The Theoretical Propulsion Group continues to refine existing warp drive technology, as well as investigating new propulsion theories such as transwarp and soliton wave technology.

Attributes

Fitness 2
 Vitality +1
 Coordination 2
 Intellect 5
 Presence 4
 Willpower +1
 Psi 0

Skills

Administration (Bureaucratic Manipulation) 2 (3)
 (Logistics) (4)
 Athletics (Swimming) 2 (3)
 Computer (Simulation/Modeling) 4 (5)
 (Research) (5)
 Culture (Human) 2 (3)
 (Scientific) (3)
 History (Human) 1 (2)
 (Space Travel) (3)
 Language, Federation Standard 2
 Law (Starfleet Regulations) 1 (3)
 Material Engineering (Structural/Spaceframe) 2 (5)
 Personal Equipment (Tricorder) 2 (4)
 (Engineering Equipment) (3)
 Persuasion (Oratory) 1 (2)

Physical Sciences (Mathematics) 4 (5)
(Physics) (5)
Propulsion Engineering (Warp Drive) 5 (6)
Shipboard Systems (Engineering) 4 (5)
Space Sciences (Astrophysics) 3 (5)
(Subspace Field Dynamics) (6)
Systems Engineering (Computer Systems) 3 (5)
(Engineering) (5)
Theoretical Engineering (Warp Theory) 3 (6)
World Knowledge (Earth) 1 (2)
(Mars) (2)

Advantages/Disadvantages

Bold +1
Department Head +3
Engineering Aptitude +3
Innovative +1
Sexy +2
Strong Will +2
Arrogant -1

Courage: 5

Renown: 48

Resistance: 3

Wound Levels: 3/3/3/3/3/0

STARFLEET ACADEMY ICON LINK

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