Star Trek: The Bajoran Occupation

V1.0 by Songless

This setting is one most commonly seen when dealing with spaceships, alien races, and exploration of the unknown. But though one might travel far, it's worth remembering that each world has its own stories to tell… and you'll be seeing one of these up close.

In the future, Bajor will become the site of the Deep Space Nine space station and a focal point for political and military conflicts, intrigue, and countless other dealings between the various local and not-so-local interstellar powers of this setting.

Today, the planet is still under occupation by the Cardassian Union, a military dictatorship that brooks no opposition and no disobedience. Conquered mainly for the purpose of resource extraction, Bajor's population has been pressed into forced labor, strip-mining the planet and parts of the surrounding system for raw materials that can be used by the rest of the Union. Bajor has now been occupied for almost an entire generation. The conflict between the Bajorans and Cardassians has only grown more vicious during this time, and few are the individuals whose lives haven't been changed – often for the worse – by the fighting.

For the Bajorans, their homeworld, their culture and their very lives are being ground to dust under the bootheels of uncaring alien overlords. The Resistance, formed from countless groups of barely-connected freedom fighters, terrorists, sympathizers and smugglers, do whatever they can to fight back against the Cardassians. But for all that most Bajorans are united in their desire to be free, not all agree on how far one may go to pursue freedom… and more than a few Bajorans have chosen to aid the Cardassians in return for personal power and safety.

For the Cardassians, anyone with family ties or any other such connection to suspected rebels is themselves someone to mistrust – a classification that already encompasses the vast majority of the Bajoran population. Yet they're not entirely unfounded either, because for a people who have been suffering under the oppression of a fascist colonizer, defiance is often less a question of 'if' and more one of 'how'.

You arrive here in the year 2359, ten years before the Cardassian Union would leave Bajor and the United Federation Of Planets establishes a permanent presence to support the rebuilding of Bajoran society. Perhaps you'll hasten this liberation, or ensure the planet finally comes under full control of the occupation forces? It's going to be a decade where history is made… but not always for the better, and for some secrets it might be best if they never see the light of day.

You start with **1000CP**.

BACKGROUNDS

Most of the people on Bajor are, unsurprisingly, Bajorans. However, that doesn't mean that other races don't have a presence. A sizable number of Cardassians are involved in the occupation, and less frequently seen races such as Ferengi, Humans and Klingons can all be encountered here and there.
As such, you may choose any of the commonly seen races from Star Trek to be your race for this jump. Do remember, however, that standing out can be both a boon or a big risk, depending on who exactly takes notice. Here, a Bajoran can much more easily disappear into a crowd than, say, a Breen, and sometimes that's the only difference between a long and storied career or a firing squad.

Regardless of your chosen race, you may then choose your gender (if applicable), and pick any age suitable for an adult of your race. Likewise, you may choose to become a 'Drop-In' with no history in or ties to this world and only basic identification, or instead opt for the full reincarnation-style experience where you receive a past, memories, existing connections both good and bad and all those other things associated with being part of a society for a good two decades or more.

Finally, with the basic details of your existence out of the way, it's time to choose what kind of person you are on Bajor.

First, you may choose to be a **Civilian**. You have not chosen a side in this conflict (or at least, not openly so), and largely concern yourself with day-to-day life. There are countless farmers, merchants, engineers and others eking out a living where the fighting between the Occupation and the Resistance is just too far away to matter. Then again, if you want something a bit more influential… while many Bajoran politicians are little more than token figureheads in the pockets of the Cardassians, the clergy remains a widely respected and powerful faction, thanks in large part to the highly spiritual culture of the Bajoran people.

Second, you may choose to join the Resistance as a **Rebel**. You fight the Cardassians with tooth and nail, and have dedicated your life to seeing Bajor free once more. Being a known militant means you're probably well-liked by other Bajorans, but must likewise always stay on guard for the Cardassians to track you down. As a consequence, many rebels are forced to always keep their activities subtle, or operate out of the more inhospitable regions of Bajor. Relying on sabotage and surprise attacks to eliminate your enemies – be they Cardassians or simply traitors – you seek liberation at any cost, even if doing so might see you called a monster by more timid individuals.

Your third option is to play both sides as a **Manipulator**. Covering both those Bajorans who've chosen to act as collaborators to the Occupation in return for wealth, power or other benefits as well as those who work for the Cardassians in order to leak vital information to the Resistance, you live a double life. Although you're likely better off than most on this planet, you'll have to

walk a fine line between being useful and being obvious, because whoever you end up working for, the opposing side won't take kindly to your treachery.

And finally, you can join the side of the Cardassians as an **Occupier**. You're on Bajor to ensure the planet's natural resources are extracted as efficiently as possible, and if doing so requires the subjugation or outright annihilation of every Bajoran… well, then that's the job. You might be more benevolent than most, or deliberately seek out postings in the camps to give your cruelty free reign with few consequences. But do keep in mind: the Cardassian Union is built upon a strict hierarchy where truth matters little compared to power and influence. Trust few, and always be prepared for Bajoran terrorists trying to make your life hell.

Regardless of who you've chosen to be, you may start your time in this jump in a public area from any center of civilization with a majority Bajoran population. This obviously includes (nearly) all cities and more rural communities on Bajor, but if you wish you can also start in places such as Terok Nor or one of the various off-world labor and detention camps… though doing so without a substantial degree of power and influence over the occupation likely means you're facing an immediate future of hard work, abuse and generally being considered 'expendable'.

PERKS

General

- Touched By The Prophets (Free or 200CP)

Star Trek is a setting where time travel, alternate timelines, and similar occurrences are fairly commonplace, as are beings with godlike powers and hard-to-understand motivations. In fact, the Prophets, deities of the Bajoran people, could be said to cover both of those topics rather extensively. But there would be no reason to come here only for your existence to be erased due to some trickster figure snapping his fingers, a time loop retroactively ensuring you never existed, or some other far-reaching event wholly beyond your capacity to anticipate or even know about.
This Perk acts as a safeguard against such unforeseen issues, and its effects are twofold. First, retroactive events such as the classic 'grandfather paradox' will not affect you – the timeline you are in is, for all intents and purposes, the one that is the 'true' timeline unless you yourself do something to change it. Second, it ensures that your presence (and your nature as a Jumper) will not automatically draw attention from nigh-omnipotent entities such as Q, and your impact on the setting – if any – will be much more likely to be seen as simply an unexpected but not unusual variation on how things could have gone instead. This does not protect you if you force the issue directly, such as traveling through time yourself or deliberately seeking out and antagonizing powerful beings such as the Prophets, but short of deliberately painting a target on your back you're not going to become 'collateral damage' merely by being in the same Quadrant.

This Perk is free during your stay here, and may be kept for future jumps for 200CP, where it will provide a similar safety net against any local dangers arising from your presence and metaphysical nature.

- Gifted (100CP, discounted for repeat purchases)

Faith. Espionage. Terrorism. Oppression. Bajor certainly doesn't lack danger and opportunity, but one shouldn't forget the simpler things in life. This Perk grants you a great degree of skill and talent in a single civilian skill or profession, sufficient to allow you to make a modest living even in a society as wracked with instability as Bajor's. You could choose to become a cook, and a restaurant you work in would quickly be known for the best Hasperat in the province. Opt for more artistic talents such as painting or music? You could become famous with little effort, evoking emotions with your work like few others. Perhaps a more practical crafting skill, like metalworking, could see any Bajoran proud to wear earrings of your design. And becoming a master of fashion would make a certain future Cardassian spymaster pale when compared to your textile talents.
This Perk may be bought multiple times; each additional purchase grants you a similar degree of talent and skill in a new profession of your choice.

- A Good Doctor (300CP)

The study of medicine offers insights both crude and profound, and your talents in this particular field of science are particularly noteworthy. But let it not be said that you're a mere healer – though you are more than capable of patching up wounds or treating ordinary ailments, your skills extend far beyond such mundane concerns. Whether you're an overworked clinician working on a virus far more lethal than any the oppressors have ever seen, a Cardassian physician pushing their understanding of biology to new heights through experimentation on Bajoran 'subjects', or something else entirely, you are a master at applying your medical insights to inflicting harm – and likewise learn far more from such unscrupulous methods than more squeamish colleagues might. At the same time, you also possess the skill and experience to work with even the most nightmarish compounds without any risk to your personal wellbeing.

Civilian

- Serene (100CP, free for Civilians)

One might think that most Bajorans are some sort of rebellious conspirator, but there are countless others simply seeking to live their lives in (relative) peace. Often, the only way to determine which one someone is is by confronting them… but against you, that's unlikely to matter. You've learned to keep your emotions in check, and to present an outward demeanor of quiet respectfulness that leaves your true feelings - whatever they may be - buried too deep to gauge. You'll never lose your cool or accidentally give away a secret you were entrusted with, even when confronted with the most callously cruel Cardassian or foolishly brazen rebel.

- Attentive (200CP, discounted for Civilians)

What many call 'wisdom' is, to you, something far simpler. Often all it takes to understand others is to merely take a little time to watch and listen – to observe rather than immediately try and

enforce your own viewpoint. Your talent at getting people to open up and share their troubles is great indeed, and you'll often be able to understand and discover difficulties that your conversation partners might not even be aware of yet. From you, a listening ear and a few well-chosen words could see someone come to great realizations about their life and their place in the world. You won't necessarily be able to give good *advice* with just this Perk alone, but merely grasping the truth of another person's spiritual difficulties is often the hardest part.

- Leadership (400CP, discounted for Civilians)

Even under the Occupation, there are still chances for those seeking power and influence. Many Bajoran 'politicians' are little more than figureheads put in place to give the Cardassion oppression a veneer of legitimacy, but outside their grasp a second, informal network has formed to govern Bajoran society… and yours is an important name for those 'in the know'. You'll easily find yourself in a position of influence, with a great number of political connections and other contacts much like individuals such as Vedek Winn and Jaro Essay. You also have a decent amount of political acumen so you can *use* your position… but do be careful your ambitions don't grow past your ability to remain in control. Play your cards right, and you could become a major political figure or even the Kai once Bajor is liberated - but play them wrong and history might remember you far less pleasantly.

- A Worthy Pagh (600CP, discounted for Civilians)

Bajorans believe their spirit, or 'Pagh' can show much of who they are, although the traditional method of pinching another's ears is often… less than pleasant. Felt through your ears or not, your Pagh certainly seems to call out to those who are seeking it out. You are uniquely in tune with spiritual connections, and as a result you are vastly more likely to be chosen for any kind of position of 'divine advice' – not necessarily by a future flock, but rather by those who would *send* such messages, such as the mysterious Prophets that have such an impact on Bajor. Even if you refuse, they won't harbor any ill feelings over your rejection.
Likewise, any more tangible methods to acquire supernatural guidance, like meditating with one of the great Orbs to receive visions of the past or future, will be substantially more effective for you than they would be for anyone else. Unless you decide to actively offend or shun divine (or supposedly divine) powers, you would likely make a supremely capable visionary, prophet or religious leader – few things are as good at inspiring others as a legitimate, provable mandate, after all.

Rebel

- Enduring (100CP, free for Rebels)

The Cardassians are harsh overlords, and many Bajoran civilians are already close to starvation. For the Resistance, it's often worse – especially those who operate out of Bajor's untamed wilderness, one of the few places the Cardassians can't easily patrol. You might be one of these resistance fighters, but regardless of your allegiance you can keep going in even extremely harsh situations. Sleeping in the bitter cold and still getting rested, surviving on horrible food rationing without suffering emaciation, and generally making it through experiences that would be harrowing for anyone else without being ground down.

- Jury Rigging (200CP, discounted for Rebels)

The Resistance has little available in terms of resources and materiel, most of it stolen from the Cardassians, bartered on the black market or otherwise acquired through questionable and unreliable means. Consequently, much of their gear is old, worn, and barely holding together, requiring someone with a great deal of technical savvy (not to mention a willingness to get their hands dirty) to keep them operational. Someone like you, in fact.
You're a masterful improviser and engineer, capable of repairing, maintaining or modifying a wide range of machinery - especially when it's in poor condition. Sub-par tools likewise get the job done just fine in your hands, and a proper workshop is just a pointless luxury. You might not be one of those Starfleet engineers that turn rocks into replicators, but taking a bunch of broken phasers and building a nice, big bomb out of them is trivial. Just don't expect it to look pretty.

- You Were *All* Guilty (400CP, discounted for Rebels)

Laws? The Cardassians have laws, rules that always favor them. A soldier cruelly murders an innocent child in cold blood, and it's simply 'keeping the order' or 'legal use of force'. That same soldier is shot in retaliation, and it's 'inexcusable terrorism' or a 'threat to safety and security'. But mere words won't change the facts: Bajor is at war, and *anyone* aiding the Cardassians shares responsibility for their actions, whether they carry a rifle or not. So they'll call you a criminal, a traitor and a terrorist, and you'll have earned those titles fair and square – because few can hope to match your talent for unfair warfare.
Sabotage, booby traps and other explosives, poisons… if there's a way to cripple or eliminate your foes, even if – and *especially when* – that means attacking unprepared, unarmed, or non-combat targets, you'll find it as though you're guided by the Prophets themselves. The more unfair or 'abhorrent' your methods might be called by those in power, the better they'll work when you get down to seeing the results.
After all, why attack a Cardassian barracks and get gunned down before you can even draw your weapon when you can just bomb the garrison's favourite café when it's nice and busy, taking out soldiers, clerks, family members and more all in one blast?

- Larger Than Life (600CP, discounted for Rebels)

Sometimes, what matters isn't what you *do*, but how people perceive your actions. Bajor is a world beset by bleakness and despair, so any light – however real or fake it might be – will shine all the brighter. With this Perk, you're all set to become one such light, a name whispered to inspire hope in the darkest times, because your reputation doesn't grow so much as it explodes without warning. Coincidences, rumors and perhaps the occasional lie to help it along will see even minor acts on your part balloon into heroic tales of leadership, combat skill or whatever else might inspire others to follow in your footsteps. Much like Li Nalas, you could (almost by accident) kill an unarmed overseer with his pants down and somehow have the story grow to you performing a brilliant assassination of a hated and feared oppressor.
Just be careful: while it won't be too hard to play the part and keep up appearances, take care to not put too much stock in your own inflated history. Reputation alone only takes you so far without the skills to back it up...

Schemer

- Slick (100CP, free for Schemers)

The first rule in this business is to lie, and lie often. The second is to speak the truth just as often – and to make sure the two can't be told apart. Even if people don't believe you, you still don't want them to dismiss your words out of hand… after all, what if *this time* it's actually genuine? This Perk doesn't make you any better at convincing people, per se, but it certainly helps keep them guessing – because you have absolutely zero tells of any kind when you lie. Even the most perceptive observer or the most sophisticated biometrics couldn't tell the difference… unless you *want* them to, for some reason. Who knows, maybe it's because you've learned there's a kernel of truth – and a coating of lies – to *everything* that people say?

- Duplicity (200CP, discounted for Schemers)

Double agents. Triple agents. Who even keeps track of who they're working for anyway? A job is a job, and when it comes to subterfuge an 'official' backing rarely matters as much as simply knowing the right people – regardless of which side they claim to be on. You've internalized the lack of loyalty of those around you, and have become a master of compartmentalization, obfuscation, hiding any details any current conversation partner(s) really shouldn't know, and otherwise benefitting from multiple groups that would quite literally rather murder each other than admit to any kind of peaceful contact. You could make for a surprisingly decent go-between for more friendly contact… or play groups against one another without any of them ever realizing what you're doing. Show only what you want to show, and they'll never realize your true allegiance – which is likely only to yourself, anyway.

- Strike Unseen (400CP, discounted for Schemers)

Knowledge is power, but when words fail you'll just have to put more disagreeable options on the table. But where amateurs might resort to crude bombs or cause major collateral damage, your patience and skill makes you the perfect scalpel to the bludgeon of the masses. You are a capable assassin and saboteur, with a particular talent for subverting enemy systems and using disposable assets. Whether you eliminate targets with single-use drones, hack life support systems until they release toxic gas, or even just ensure some suitable patsy gets *just* enough information to go in with guns blazing… well, you'll get the job done, and often without leaving anything but dead ends for investigators to trace. Let others haul bombs or rifles around – you can do as much damage from the comfort of your office, and with far less risk to your own wellbeing.

- Puppeteer (600CP, discounted for Schemers)

There are layers to operating a spy network, each more befuddling or counter-intuitive than the last – and few could manage to thrive in a world as opaque as this like you do. You could keep unreasonably well informed with almost no noticeable effort, set up covert operations or sabotage opponents 'on the fly' with incredible success, contact even the most powerful individuals of entire nations - yet leave everyone else wondering how the hell you do it because *they* certainly didn't tell you anything. Whether you become a ghost unknown to all but the most paranoid or someone paradoxically *known* to be a spy – and all the more effective for it – is up

to you, but even the feared Obsidian Order wouldn't be able to contain you… assuming they tried, anyway. A young Cardassian named Elim Garak could eventually become a peer to your masterful subterfuge, but such would take him another decade and even *he* would struggle to gain any kind of edge over your secretive exploits.

Occupier

- Discipline (100CP, free for Occupiers)

For a planet of technological, cultural and social inadequacy, none can deny the Bajorans are good at making trouble for the Cardassians. Through both talent and experience you've learned the value of keeping your attention on the job, especially when it comes to military matters. You have an iron will sufficient to maintain your focus even in lengthy periods of boredom, and even after hours of dull guard duty you'd still remain alert enough to spot a detail out of place. In fact, you're one of the most perceptive men (or women) in pretty much any squad, and you're more likely to spot ambushes or booby traps than just about anyone else.

- Just Pretend It's All Fine (200CP, discounted for Occupiers)

You might be feared. You might be hated. But until those stolen Phasers come out, it's usually a better idea for you to be treated like just another visitor, customer, or what have you. You have a mix of charisma, bullheadedness and an aura of intimidation that effectively guarantees you'll get service (or 'service') wherever you are, even if the locals would normally never deal with you. Waltz into a person's house and make yourself at home? They'll begrudgingly treat you like a guest instead of an invader. Push past that hastily-put-up 'closed' sign of a store? They'll sell you what you need, even if they hope you leave fast. Once you're out, folks might go right back to scheming your untimely demise, but until then? You're just not worth antagonizing.

- Overseer (400CP, discounted for Occupiers)

You've got a job to do, and that job is making sure that others do theirs. The Bajoran Occupation's primary purpose is to extract the planet's natural resources, and that takes a certain industrial mindset. You are a savant when it comes to managing (forced) labor, and are a master at using harsh methods to maximize productivity. More than that, you also know how to avoid senseless waste, and can deduce with perfect accuracy how much hard work an individual can handle without risk of death… though whether you actually value the lives of your workforce enough to hold back is up to you.

- Unquenchable Ambition (600CP, discounted for Occupiers)

It takes a certain kind of person to handle the responsibilities of the occupation well, but it takes an entirely different kind of person to *thrive* there… and more often than not, mere luck – both good and bad – is the only factor that truly matters. You might be competent or so mad as to be utterly divorced from reality, but one thing is for sure: you've got a fortune second to none. Much like Gul Dukat himself, you are blessed with a level of 'plot armor' that might well deflect a starship's Phasers. Circumstances seem to conspire to bring you, if not success, then at least the chance to mitigate the worst consequences or make your escape and try again some other time. Mistakes and setbacks can be put on your rivals with surprising ease, you'll regularly come

across unique opportunities to regain your power and influence even if you *do* lose such, and no matter how many controversies you're embroiled in, few seem to hold it against you for long. Well, they might still hate you, but you're somehow always the 'evil you know' compared to a supposedly worse alternative.
Finally, once per jump you can experience a run of good fortune so great it will prevent an otherwise certain death.

ITEMS

Skill and ambition can take you far, but sometimes the difference between success and failure simply comes down to having the right tools for the job. A wide assortment of items can be found on Bajor – despite the embargo, smugglers supply a lively underground market, and the Cardassians of course have their own source of supplies.
You may import similar items you already possess into your purchases here at no additional cost. For example, you could combine a personal computer with the 'Illicit Information' storage to ensure it carries the applicable access codes, or merge a (hopefully well-secured) pathogen you've brought with you from a different jump with 'A Plague Upon All' to make it even more contagious or lethal.

- The Taste Of Oppression (Free for all)

Whether rebel, civilian or soldier, sometimes the best time to relax is simply when enjoying a good meal. Each day, you receive a well-made Hasperat meal, one of the most well-known Bajoran dishes with enough spices to make the eyes water and enough taste to take one's heart back home from whatever hole they might be hiding out in. It also comes with a bottle of quality Kanar, a potent Cardassian liquor popular amongst the occupational troops. It's perfect for taking the edge off a long day of maintaining order… or as a bribe, if the opportunity presents itself.
Both the Hasperat and Kanar are guaranteed to not be poisoned, at least unless you add some yourself.

- Concealed Weaponry (100CP, discounted on repeat purchases)

Few aside the Cardassian troops would dare carrying any overt weapons on them – the occupational forces know little mercy, and any civilian caught with armaments will be lucky to survive long enough to face a firing squad. But both Bajorans and Cardassians alike have found a certain need for small, easily hidden weapons. Rebels need to operate without being easily identified, after all, and even a Cardassian won't always be in their armor and on duty.
With each purchase of this option, you receive a single weapon that is exceedingly difficult to spot – even pat-downs and scanners won't find it unless they're unreasonably thorough. By default this will be a small, handheld Phaser or Disruptor pistol, packing enough punch to act as an emergency holdout weapon but lacking the raw energy output to deal with hardier targets. However, you may instead choose to receive a compact explosive instead – ideal for both sabotage and assassination purposes.

Whatever option you decide on, you'll receive a new one twenty four hours after the old weapon is lost, destroyed, or used up... as in, you'll just be able to reach into your pocket and pull it out whenever you need it again.

- Illicit Information (100CP)

This purchase grants you a simple Isolinear rod much like those used for data storage across the Cardassian Union, but it's not the rod itself that's important, it's what's *on it*. Containing a handful of single-use access codes, this rod could let you access even heavily restricted systems or facilities without the need for any hacking or demolitions work. That said, do keep in mind that these access codes are merely digital credentials – it won't suddenly convince a guard that you're secretly a Gul when you're rather obviously a somewhat malnourished Bajoran malcontent.
If you need to hand the rod over for a security check it'll only ever show some mundane logbooks, administrative documents, or other such boring and unassuming data, so you're at no risk of being caught with illegal codes. Finally, the rod is, while not digestible, entirely safe to swallow if you do need to keep it out of enemy hands for whatever reason. Or if you just want to impress a future Cardassian 'tailor'.

- A Plague Upon All (200CP, discounted with 'A Good Doctor')

This unassuming glass vial contains something more dangerous than even phaser weapons or photon torpedoes: a biological agent potent enough to bring civilization to its knees if ever released. Comparable in scope to the communication-disrupting 'Babel' virus originally developed by Dekon Elig, you may instead choose a different initial effect for each vial you purchase. Just imagine what could result from a plague that causes rampant paranoia, lethargy, or a similar such effect in all those affected by it?
Regardless of the exact symptoms of infection, however, a number of details of this plague always remains the same.
First, while you receive the instructions for how to create a cure, treatment, or other such protection yourself, no such measures currently exist anywhere else. If those exposed to this pathogen need treatment, it will have to be developed after the initial diagnosis. Second, it is *extremely* contagious, and will rapidly mutate and adapt to shifting environments without losing any of its effects. This means it can shift from a food-borne or contact spread variant to airborne and even other forms with no warning… and perhaps just as terrifyingly, it can infect any biological organism regardless of their biochemical make-up. Be they Bajoran, Cardassian, Human, Klingon or something else entirely… it doesn't matter, all will be vulnerable to this strain. Third, it has a short incubation time and afflicted individuals become contagious before symptoms begin to appear, meaning that by the time an outbreak is discovered it might well be too late.
And finally… although the symptoms and length of the illness are somewhat dependent on your choice of pathogen, among those left untreated this plague has a nearly hundred percent mortality rate.
Note that this purchase does not guarantee you yourself will remain unaffected; handling this pathogen carelessly would be unwise, to say the least.

- A List Of Secrets (200CP)

In a world where deceit might get you killed but the truth is even more dangerous, this unassuming package is worth a fortune - be it in money or blood. When opened, the paper inside will contain a number of names, all of whom are united by some common trait. They might all be collaborators working with the Cardassians, informants for the resistance, individuals taking bribes (or willing to do so), or even just your most dangerous rivals. Limited evidence to corroborate these claims is included as well, so depending on how you use it or who you show it to, this document could result in some very frustrated (or dead) spies. Or you could simply choose to use it for blackmail.
You receive a new notebook at the start of each jump, but the names themselves will only appear once you open it with a specific group of people, faction, or other such target in mind.

- A Little Piece Of Peace (200CP)

Sometimes, the best way to remember what you're fighting for is to stop fighting at all. This small farm is a safe haven from all the woes and dangers you'll likely face on the rest of Bajor, and is somehow never really affected by what happens elsewhere. It'll always have decent weather for the time of the year, the crops and other plants grow just fine without your presence (though you can still decide to do some gardening for the joy of it, of course), and while the farmhouse itself is somewhat worn that's more of a 'comfortably well-lived' kind than anything that might need maintenance or repairs.
The farm is found somewhere near your starting location, but unless you actually tell people about it or bring them there, few adversaries would ever find it – or even think to look for it. It could make for a decent place to lay low… so long as you're careful.

- Jury-Rigged (200CP)

It may have once been a marvelous vessel, but this spaceship has definitely seen better days. It's worn, scorched in places, and more than a few bits and pieces look like they're ready to fall off as soon as it's hit by a stiff wind. Yet despite its appearance, this 'Raider' craft still works – and it's surprisingly reliable, too. Though lacking any kind of Warp drive, it can reach orbit if needed, it's quite fast and agile, and has enough firepower to make it a tricky and lethal atmospheric fighter. Even if it *does* feel like a coffin due to the cramped interior, it's a nasty surprise for anyone not watching the skies and makes for a surprisingly effective blockade runner as well. You can fine-tune it with some proper maintenance if you insist, but it's not really necessary. Much like the Bajoran Resistance, it seems to have gotten used to running on little more than improvised scrap and sheer, unrelenting spite. It'll never run out of fuel and slowly repairs to full functionality... just don't expect it to look pretty, that full functionality is still a flying wreck – if one with teeth.

- Contraband (300CP)

The Bajoran people are sorely lacking in many things, and have had to get *creative* to get the supplies they need. The Cardassians, for that matter, also aren't strangers to illegally acquired goods despite their supposed dedication to law and order. Smuggling is a profitable – but risky – profession around these parts, and with this purchase you've got someone willing to get you that thing you need. Medical supplies, technical components, whatever it is you need urgently

can get delivered to a dead drop of your choosing, with the authorities guaranteed to be just far enough behind that you can collect the delivery and get out before they can identify or track you. Depending on the size and illegality of the drop, you might be able to arrange for a new shipment after anywhere from a day or so (for a 'misplaced' Cardassian sidearm) to roughly a month (for a shipment of medicine sufficient to keep a small town in reasonably good health for the next half year).
Oh, and whatever exorbitant payment you'd normally need to provide for such a service is waived for some reason. Maybe whoever's smuggling this stuff owed you a favor?

- Ruling From On High (800CP)

It's no secret that the Cardassians look down upon Bajor with open hostility and disregard, but with this purchase you could do the same in a far more literal manner. Where before the leaders of the Occupation ruled from the orbiting *Terok Nor*, the space station that would eventually be made into Deep Space Nine, now a second such station was built in orbit.
You are placed in charge of this station, be it as its overseer in service of the Occupation, as a civilian appointed there (possibly in the bizarre conviction that you can be trusted there), or maybe you simply have enough underground contacts there that you make all the major decisions despite not having any *official* authority whatsoever.
The station contains substantial mining and industrial facilities, and can serve as a major travel and logistics center. It's also reasonably well-armed, and unlike the finicky systems of the United Federation Of Planets it's built with Cardassian ruggedness, meaning it's exceedingly reliable and resilient even with just basic maintenance. Just don't expect a lot of comfort unless you're going to redecorate.
The station comes with a skeleton crew of forgettable but competent staff to keep the lights on, and grants you a single purchase of one of the four 200CP follower options out of the Companion section below to further expand the station's population. If you want to further build on that with extra bartenders, 'workers', additional security personnel, or other such inhabitants you'll have to make arrangements for such additions yourself.

- Memory And Wisdom (800CP)

Only a handful of the artifacts known as the *Tears Of The Prophets*, or simply 'Orbs', were ever recovered on Bajor. Sent by the Prophets themselves, each is a vaguely hourglass-shaped object that possesses remarkable and mysterious powers. Defying conventional physical laws and effectively impossible to analyse by any means available to the major factions of the quadrant, each Orb is considered an artifact of tremendous divine importance and a direct connection to the Prophets that are worshipped by the Bajorans. Only nine of these Orbs are currently known to exist, and the Cardassian occupation has confiscated most, seeking to tame their power. Now… another Orb has been released to Bajor, and it has come into your possession.
Unlike most of the other Orbs, you have full power over who can use the Orb, rather than it being bound to the will of the Prophets. Likewise, any attempt to destroy it or steal it from you – secretly or through force – will simply see the artifact return to your possession the moment you wish it, no matter its former state, location, or any containment measures a would-be 'owner' might have put into place.

As for what the Orb itself actually *does…* their actual limits are unknown, mainly due to their resistance against any kind of analysis. Orbs can cause visions in those who study them or meditate in their presence, showing them possible futures, details of the past, and even 'what if' scenarios that could have resulted if they had made different choices in their lives. These visions are not always particularly clear in terms of the lesson(s) they seek to impart, but will almost always result in some manner of spiritual growth in the observer – if perhaps only over longer times. Whether addressing lingering traumas or uncertainty, giving greater clarity of purpose and a renewed confidence in their current path, or warning of the consequences if they persist in their current folly, only those who outright reject the potential wisdom they may gleam from such visions will not benefit from the experience.

Finally, while the visions of past, present and future merely offer insights into what was, will be, or could have been, the Orbs can also *change* history itself. This Orb, much like the *Orb Of Time,* is capable of transporting an entire starship plus crew into the past, easily traversing a century in an instant. This time travel protects the user and their passengers from any 'paradox' that might be caused by actions they take in the past. The Orb can likewise return the user to their time of origin, and ensures that the results of any changes are smoothed over for a seamless re-insertion into the (changed) timeline by the user and anyone else traveling beside them. As a result, attempts to use the Orb for time travel result in what initially appears to be 'closed time loops', where any changes made during the voyage retroactively become events as they always should have been. This means that it functions best when travellers seek to make minor adjustments, but none can match it when it comes to undoing or countering the influence of other temporal changes.

Like any other Orb, using it well likely requires approaching your goals with a certain degree of patience and wisdom rather than with haste and impulsiveness. And though it hardly needs to be said: any Bajoran who knows you are the master of this marvellous artifact will likely see you as *at minimum* one of the greatest religious leaders the Bajorans have… and any Cardassian will likely consider you a priority target for capture or elimination, even if you hand it over to the occupational forces.

COMPANIONS

Trust is in short supply on Bajor - but with the right friends and allies, your stay could be a successful one - and maybe even quite pleasant.

- Friends, Fascists And Freedom Fighters (Variable Cost)

Though there's certainly a good number of people who would change the course of the Bajoran occupation single-handedly, those are still few and far between. If you're going to make a difference, you'll want people you can trust… and trust is a rare commodity indeed, so why not invest where it's worthwhile? You may purchase Companions for 50CP each, or get a group of eight at once for 200CP. These purchases may be used to import existing Companions, create new ones according to your wishes, or some combination thereof. Each receives a Background and 300CP to spend on Perks or other purchases, and may take Drawbacks for additional points if desired.

Alternatively, you may also leave any purchased ‘slots’ unfilled, and offer a position of Companion to characters that already exist in this setting. Perhaps you’d like to make a recruitment pitch to a young Kira Nerys, or see where the ruthless ambition of Gul Dukat takes him among the multiverse? Such individuals must agree to join you, but you may ask any number of people as often as you like until you’ve filled your roster. Once they’ve accepted their position, newly recruited Companions receive a Background and 300CP to spend on purchases much like other Companions, but may not take Drawbacks.

- Temple (200CP, discounted for Civilians)

After the Cardassians conquered Bajor, many facets of Bajoran society were outlawed or suppressed. Cultural heritages were taken away or destroyed, the old caste system was abolished, and much of Bajoran society became almost unrecognizable outside hushed, carefully concealed gatherings… but not even the Cardassians dare to eliminate the Bajorans’ worship of the Prophets. As a consequence, religion has become a centerpiece of Bajoran culture, the last bastion of traditions and history still (somewhat) untouched by the occupation. With this purchase, you become the patron of a modestly sized temple. You may optionally take a position of authority within said temple, such as becoming a Vedek, though this position may be little more than ceremonial if you don’t wish to truly follow its teachings.
The temple has little to offer in terms of funds, material support or other overt power – but it’s a social hub with far-reaching contacts throughout local (and some not-so-local) society. Further, the clergy is excellent at diplomacy and keeping people out of trouble, be it by convincing hostile parties to take a calmer and less adversarial approach… or by convincing such that whoever they’re seeking most certainly isn’t present on the premises.

- Rebel Cell (200CP, discounted for Rebels)

Combine desperation, grit, and a decent number of weapons – improvised or otherwise – and you’d usually get something rather less than impressive. But the Bajorans have learned to make do with very little, and the Cardassians have learned to fear rebels no matter where they go. From the cities and villages where anyone could be a saboteur to the harsh wilderness where patrols might be ambushed by entire teams of rebels, few on this planet are safe from retribution… and now, they’d best be especially wary. You gain the support of a large group of rebels, with a particular talent for breakouts, sabotage and the occasional assassination. Most of them are merely civilians in their daily lives, but provide things like shelter or alibi’s where needed, while a smaller number have dedicated themselves to the honing of their combat, technological and stealth skills. You’ll be considered either their leader (if you wish), or merely an honoured and trusted member otherwise, though in either case they’ll only refer to you by a code name or other such moniker – even if one of their conversations is overheard by a traitor working for the Cardassians, your identity will remain safe.

- Network (200CP, discounted for Schemers)

Calling this a ‘spy agency’ might be a bit much, but don’t let that lull you into a false sense of safety. Often, the greatest spies work not with vast organizations, endless funds and ominous titles… they’re just ordinary people, who sometimes tell one another about things they really shouldn’t know. You now have just such a network, becoming the spider in a perfect web of

rumors, intrigue and seemingly innocuous little details. Whether you're connected to these people through bribes, favors, or just the occasional drinks after a hard day's work, these informants can let you get your hands on some absolutely delicious intel – and without anything so unsubtle as hacking or theft. They can do that too, of course, but the best course of action is often to… *entice* cooperation by sharing a secret or two. 'Blackmail' can be such an ugly a word, after all you're really just doing them a favor by ensuring the truth quietly goes away…

- Gainful Servitude (200CP, discounted for Occupiers)

The Cardassian regime has only one purpose for Bajor: to extract and put its natural resources to use in their own industry and economy. But while powerful machinery is often useful, their leaders opted for a more straightforward approach: putting the conquered *Bajorans* to similar use. Forced labor has become the most common punishment for any wrongdoing on Bajor, and few places are feared as much as the 'labor camps'.
With this purchase, you receive a facility comparable to the infamous Gallitep labor camp, built around a mine producing some modestly valuable but otherwise uninteresting resource. It's not actually very productive, especially on a 'per capita' basis… but then, productivity was never really the goal to begin with. Instead, this camp is unmatched when it comes to breaking the will of anyone interred there, the harsh living conditions, back-breaking labour and high mortality rate whittling away defiance and pride day after relentless day. Even if those you threaten to send here never knew anything useful, the mere suggestion of a lengthy stay may already be enough to get captured foes talking.
The camp comes with a sizable guard contingent sufficient for both keeping the inmates in line and to keep watch over the surrounding areas – and they're competent enough to not take it easy or miss crucial details out of a sense of routine.

DRAWBACKS

A life on Bajor is one of hardship, no matter who or what you are. But if you're hardy enough to take it, you *could* face the worst that the occupation has to offer for additional CP… but do be careful. The occupation has claimed far too many lives already - see that yours doesn't join them.

- Dreams And Prophecies (+0CP)

The Orbs can show many things, be they past, present or future… and some of them are even the truth. But which ones? Well, that depends as much on your point of view as any kind of objective fact. With this toggle, you can decide just what the past and future hold, if anything, by deciding which parts of Star Trek you consider 'canon' during your stay here. You may choose to include or exclude any part of established Star Trek canon, be it that shown in the various TV series as well as the numerous books, games, and other media set in the franchise, though the overall situation of Bajor will remain the same.
Maybe the many schemes involving stable time loops on and around Bajor aren't actually so stable after all, and you're free to choose your future as you otherwise would have. Perhaps the stories of Captain Kirk's exploits are just that: stories. There might not even be an Emissary, just

an imperfect man making the best of a difficult and unexpected situation, if you'd rather not involve yourself in *that* mess – even if it's still years in the future.

- A Rebellious Upbringing (+100CP)

Life is hard enough on Bajor as an adult – be it as a Bajoran, Cardassian, or a stranger from further away. But the hardships of the occupation care not for one's age, and children have to grow up fast in a world where innocence rarely offers any protection. Rather than becoming an adult, you instead enter this jump at the age of six years old, and will remain stuck as a child (or eventually, teenager) for the remainder of your time here. It's not much of a 'childhood', really, but perhaps you'll grow up for the better because of it?

- Inattentive (+100CP)

A few too many glances your way. A cart full of produce that seems a bit heavy for the load it's supposed to carry. Unusually attentive or numerous guards. Documentation signed by an officer you're not really familiar with but who *probably* wouldn't involve themselves in such matters. Oftentimes, it's the small things that give the game away – and with the dangers of a rebellion, that's a game you really should play to win. Unfortunately for you, you tend towards the more oblivious side of the spectrum, and easily miss or gloss over vital details of your surroundings. Whether it's an incoming Cardassian raid or an imminent rebel bombing, you're unlikely to notice anything off until it's already too late. Ignorance, as they say, is merely the first step towards failure – and you'll be a step ahead of everyone else this way.

- Coping With Adversity (+100CP)

It's a harsh world out there, regardless of whose side – if any – you're on. Sometimes, you just need a little help to get you through the day. Something to lift your spirits, and give you the strength you need to get out of bed in the morning. Unfortunately for you, your particular method of handling the struggles of life on Bajor can only be found at the bottom of a tall glass. You're stuck with an alcohol problem that would make a future Damar uncomfortable. Whether you prefer local spirits or would rather drink Kanar, you find it increasingly difficult to function without a good few drinks each day. And no, this doesn't protect you from getting drunk or suffering a hangover.

- Foretold (+100CP)

You're not fated to be some grand, important figure in Bajor's history (though you might very well become one if you try). But with this Drawback, you're most certainly going to be one of its most complicated ones. You'll find yourself with an unreasonably high chance of running into any kind of Prophet-related shenanigans, from Orb visions to accidental time travel, with no alternative but to simply go along with things until their inevitable conclusion.
These events won't necessarily be dangerous to you, at least not directly, and many people might not even be aware of what – if anything – has happened afterwards. But they'll certainly make your time here a lot *stranger*.

- Unloved (+200CP)

Almost every Bajoran hates the Cardassians, seeing them as brutal oppressors. Almost every Cardassian hates the Bajorans, believing them all terrorists and malcontents. And both hate halfbloods, for no matter the reason your parents got together, be it coercion or some bizarrely unlikely romance, those with mixed blood are nothing but a reminder of the pain caused by the occupation. With this Drawback, you will spend your coming decade as a half-Bajoran, half-Cardassian… and no matter how sheltered your upbringing might have been (unlikely as that is), you'll become *very* accustomed to hatred and derision from all those around you. If you're going to find any acceptance at all, it'll be an uphill battle like few others.

- Vendetta (+200CP)

Don't assume that just because the Cardassian Union has vast reach and the Bajoran rebellion hides around every corner that *numbers* are the biggest reason for danger… oftentimes, it's down to individuals. A Gul who's taken a particular interest in your demise. A rebel leader seeking your head for your crimes. Someone betrayed, hurt, or merely inconvenienced by your existence. With this Drawback, you'll learn to fear the loner, because you're now hunted by someone. Someone with a seemingly endless drive to see you not just dead, but *suffer* before your end comes.

They'll rarely face you directly unless they believe they can kill you outright; instead, they'll usually seek out your connections to break you. Family members targeted with raids or bombs. Secrets – real or fabricated – exposed to destroy your reputation. You can certainly oppose them, try to limit or prevent the worst of the damage until they slip up and you can track them down in turn, but nothing except their death will stop them. And even if you *do* find and eliminate them, another will take their place in at most a year, with all-new reasons to hate you and all-new cruelties to inflict in recompense.

- Ill Repute (+200CP)

It's not that you're the one everyone hates – though that may well be the case. No, it's rather that rumors and circumstantial evidence always point to you as being… well, interesting. A possible suspect in whatever crime happened recently. An individual that might make a good target of opportunity. Or just a person that needs watching, for whatever reason. Deeper investigation might well show you're not the guy (or gal) they're looking for… but how often are people just not going to bother looking further into things? Appearances matter, after all, and somehow your reputation just puts you in the metaphorical crosshairs again and again.

- Diminished (+200CP)

Bajor is a world that becomes more and more inhospitable each day. Between the Cardassian strip mining the natural resources, farmland becoming polluted to the point of outright toxicity, and supply interruptions due to sabotage and terrorist strikes, hunger is a frequent sight among the people on this battered planet. For the entirety of your stay here, you'll never go a day with a full belly. Whether it's because there's simply no food available at all, you gave your own meal away to someone you felt was more deserving, the military rations you received were poisoned to leave you ill, or some other cause entirely, you'll never get quite enough food to sate yourself. You'll never be more than a few bad days away from starvation… and like many of the Bajorans, you'll find yourself treasuring every bite you do manage to take.

- Giving (+300CP)

Loyalty is a funny thing, really. Everyone thinks they understand it, though fewer actually have it. But *true* loyalty, not to mere individuals or people, comes from those who believe in something greater than themselves. The divine guidance of the Prophets. The greater glory of the Cardassian Union. Maybe it's even something simpler – like merely 'doing the right thing'. Over the years, more than a few have given their all for some greater purpose, and more still will continue to do so in the future. Now, you might well join individuals such as Kai Opaka, Vedek Bareil or Aamin Marritza when it comes to just how *far* you'll go, even at cost to yourself. With this Drawback, you consider your own health, wellbeing and reputation to be of little value, and will easily trade them away to solve whatever problems you (or those you care about) face. And if the need is great enough? You might just go even farther...

- Magnanimous Glory (+300CP)

The harsh reality of Bajor's troubles can crush one's hope for the future, but better to despair than to be *blind*. Some people simply reject the truth, dwelling instead in a twisted mockery of their own design – and will deny any evidence that runs counter to how they believe the world *should* be. Gul Dukat sees himself as a merciful and kind ruler in complete defiance of the atrocities he commits. Wynn Adami would think herself the only one who can ensure Bajor's prosperity, no matter how much damage she caused to its people. And you… well, you, too, will become incapable of seeing any error in your own ways, living in a self-made delusion where all that goes wrong in your life *must* be the fault of some other party. You might well act normally most of the time, but as time continues the incongruities might well build on one another… and from such madness are *monsters* made.

- Reviled (+300CP)

Even on a world as shifting and unpredictable as Bajor, reputation still matters. Some names are spoken with a reverence or hatred greater than any other. Dukat. Shakaar. And now… *you*. Earned or not, you have become one of – or even the – most wanted individuals by one of the sides of this conflict. Perhaps your horrific methods of oppression have left even the temples to openly call for your death, or your efforts to liberate the planet have made you the equivalent of 'Cardassia's Most Wanted'. You might want to cultivate a healthy degree of caution (or outright paranoia), because while it certainly won't be true that *everyone* is gunning for you, danger can come from many places.

- Schism (+300CP)

Most of the Bajoran people venerate the Prophets as their divine guides and creators… and they may well be right, but the Prophets aren't the only ones involved in the shaping of Bajor. Where before the dark entities known as the 'Pah Wraiths' would remain sealed within various artifacts and caverns until years after the liberation of Bajor, with this Drawback that is no longer the case. Now they are free, and as their release would have resulted in upheaval and what is effectively a civil war among the Bajorans even *before* they began to puppet the Cardassians… well, you'll be in for one hell of a decade. These spirits have vast and largely undefined powers, their atemporal nature makes them exceedingly hard to kill or even contain, and unlike the

Prophets they have no interest in holding back unless doing so benefits them. They are driven by rage and hate, seeking to bring destruction to all, but they are especially vengeful towards the Prophets who imprisoned them… and while no-one else will be aware, they will know it was you who set them free. This means they won't view you with any particular hostility, if only because you might be a temporary asset, but it's practically guaranteed you'll be in their path. This Drawback automatically applies to both yourself and any of your Companions, if applicable.

- Nothing But Hatred (+300CP)

There's enough suffering and chaos on Bajor without muddying the waters even more with whatever bizarre dangers you might bring with you from elsewhere. With this Drawback, you'll have to engage with this world much like everyone else – because you'll lose access to any Perks, Items or other advantages you might bring with you from other jumps. You likewise can't access your Warehouse, and are effectively reduced to nothing except your Body Mod and whatever you've bought for this jump. Try not to get blown up, would you?

ENDING

A decade has passed, and whether you've brought freedom to Bajor, ensured the continued dominance of the Cardassian Union, or just made it through the past few years mostly alive and unscathed, now it's time to choose. As normal, all Drawbacks cease to affect you.

First, you may choose to **go home**. Your time here might have left enough scars - be they physical or spiritual - to last one a lifetime, and perhaps your journey just doesn't hold any real appeal any more? Whatever the case may be, you return to your reality of origin, retaining everything you've acquired during your chain. You'll spend the remainder of your existence where you began… and perhaps your time here has taught you the value of *home*.
This is the only option available to you if your time here ended in your death.

Your second choice is to **stay here**. For all its troubles, Bajor holds great beauty - and there's an entire galaxy out there with greater adventures if you feel like exploring it. You end your chain in this setting, and will spend the rest of your days among the stars we've seen in so many shows and other stories.

And finally, there is of course the option to **move on**. The chain beckons, as it always does. Go forth, explore beyond that final frontier once more, and continue to your next jump using whatever process your chain employs. And who knows? Even if it's just an appreciation of well-made Hasperat, maybe you'll carry a little bit of Bajor with you wherever you go.

NOTES

This jump was made primarily based on Deep Space Nine, obviously, but also includes bits and pieces from other Star Trek media.

In case you're worried, feel free to treat the use of transporters as maintaining continuity between departure and arrival – no chain-failing due to 'dying' the moment you get beamed anywhere… you'd be better off watching out for knives, bombs and phaser pistols instead. And maybe poisoned Kanar, if you like to drink.

Any technologies or the like you acquire here will continue to work in future settings (barring active intervention, presumably), even if you didn't spend any CP on them.

When in doubt, fanwank responsibly and have fun.