Wild Card Presents...

Version Alpha
Jumpchain Compliant

THE STAR TREK CYOA

Space: The Final Frontier. So begins the Captain's Oath, the promise made by every Starship Captain as they begin their voyages. Their ongoing missions: to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no man has gone before...

...And now you've been given the chance to make that very same voyage. You've been sent to a familiar blue Class M planet, a world known as Earth, the capital of the United Federation of Planets. Formed in the year 2161 by four allied species, it is dedicated the ideals of universal liberty, rights, and equality, as well as the unending exploration of the Galaxy. Now 2265, over a century later, it continues to uphold these ideals.

To further its goal of intersteller exploration, Starfleet, the branch of the Federation dedicated to deep space exploration, begun a new program of five to ten year missions to uncharted space. The graduates of Starfleet Academy, commanded by experienced Captains, now prepare to depart on these missions into the depths of the Alpha Quadrant. Not all will return.

For the next ten years, you'll have the chance to explore along with them. Whether you join one of these missions, or take your own path into the unknown, the stars are now yours to discover. New life, new civilizations, and the final frontier await you - all that's left is to go find them.

You gain + 1000 CP (Choice Points). Live long, and prosper.

Identity

You have an opportunity to determine your history in the Federation. This comes with connections, both friend and foe, and a set of experiences, memories and thought process you may have to reconcile with your own at times.

Stowaway (0 CP): You've been beamed into the Alpha Quadrant as you are, as if the victim of a transporter mishap. You start with a uniform in the color of your choice, a Starfleet identification appropriate to your skills, and a Commission on a newly-christened Constitution-class Starship. Other than that, you're on your own.

Operations (50 CP): The lifeblood of of a Starship, the Operations division handles the services and military functions of a starship, including security and engineering. You've spent between four and eight years at Starfleet Academy, training for this role, and have just been Commissioned abouard a Constitution-class Vessel.

Sciences (50 CP): Vital to the exploration of the galaxy, the Sciences Division includes researchers and doctors, as well as navigators. You will have gradutated from Starfleet Academy or Starfleet Medical Academy, finishing an eight-year program of study, and have been assigned to a Constitution-class Starship.

Command (100 CP): The leaders of Starfleet, the Command Division consists mainly of those trained to be officers, but also includes helmsmen and tactical officers. You were trained in these skills at Starfleet Command School in an eight year program, and were just given your first Commission on a Constitution-class Starship.

Trader (100 CP): Not everyone in space has a Starfleet background. Until the abolition of the Federation Credit nearly a century from now, there will be countless opportunities for independent traders to make their own way in the world. You're one of these traders, ready to make your way in the Galaxy.

Biological Background

The Federation is an egalitarian society consisting of many member species. You'll be given a new body from one of them.
Pay 50 CP to choose your species, or roll on the table below
Mixed Parentage (50 CP): Roll (or choose) twice, rerolling duplicates. You have aspects of both species, and a hybrid appearance.



[1] Humanity: One of the four founders of Starfleet, known for their adaptability and tenacity. Their expansionist natures have led to them becoming the most common and well-known species in Starfleet.



[2] Vulcan: Second of the four founding members of Starfleet. Known for their stoicism and devotion to logic, as well their limited psychic abilities. Externally similar to humans, though internally they are quite distinct.



[3] Andorian: The third founding species, the Andorians are passionate and have a strong military tradition. Powerful, agile, and able to survive a wide range of environments, with excellent natural balance from their antennae.



[4] Tellarite: Fourth of the Federation founders, Tellarites are stout humanoids with hooflike hands and heavy beards. They have a reputation for stubbornness and make excellent, if frustrating, politicians.



[5] Jelna: A Rigelian species, Jelna are are industrious, intelligent, and suited to trade and economics. While most prefer to seek lives of luxury in business, their exosexes often find roles as Starfleet doctors or diplomats.



[6] Caitian: A species of Felinoids with manes, fur, and golden eyes, hailing from the Cait system. Their keen eyesight and hearing, as well as their cooperative natures and loyalty, make them skilled communications officers.



[7] Saurian: Reptilians from the planet Sauria. Despite their immense strength, they are extremely cheerful and outgoing. They are sensitive to bright light, but are adapted to breathe a variety of gasses without difficulty.

[8] Free Choice: An old Terran proverb states that you can't choose your family. In your case, that's inaccurate. You can choose any species which is a known member of the Federation as of 2275. If your parentage is mixed, you only choose once.

Age: 25 + 1d8, or whatever that translates to for your species.
Sex: The closest analogue to your current sex for your species.
Or pay 100 CP to make these choices for yourself.

Training

Your choice of background comes with specialized training in a field appropriate to that background. You may pick one of the skills below to receive the equivalent of four years training in. Stowaways may choose freely. You may also receive additional training for CP: 100 CP for a total of two skills, 300 for three, or 600 for four. These skills can come from other backgrounds, but you cannot have more training in a different backgrounds' skills than your own.

Operations
Engineering: The practical aspects of the sciences, including building, maintaining, and repairing machinery and computer sytems, as well as designing new systems and upgrading deficient ones.
Security: Investigation of potential threats and management of active threats.
Communications: All aspects of the communications process, including managing transmissions, operating sensors, and some training in linguistics and diplomacy.
Quartermaster: Maintaining, overseeing, and distributing supplies, and providing support for operations.

Sciences
Physics: Understanding the natural laws which govern matter, energy, space, and time.
Physical Sciences: Understanding the natural laws which govern the physical world. Includes training in biology, chemistry, geology, and ecology.
Medicine: Diagnosing, treating, and preventing damage to the mind and body, and care of pharmaceuticals.
Navigation: Locating the position and plotting the course of a starship. Includes training in astronomy.

Command
Piloting: Operating and maneuvering a starship, both with and without the assistance of a computer.
Tactics: Managing a ship's weapons and defenses, and utilizing them to defend against threats to the ship.
Adjutant: Administrative, clerical, and managerial skills, required for those who intend to take command.
Intelligence: Gathering and handling covert information, including espionage and counter-espionage skills.

Trader
Diplomacy: Conducting negotiations and maintaining peaceful relationships, generally involving foreign parties. This includes training in linguistics, foreign cultural norms, and xenopsychology.
Mercantile: Trading commodities and services, as well as assessing their value in various markets.
Accountant: Handling money and financial records, and making and recommending financial decisions.
Lawyer: Representing clients in a legal setting. Includes training in the law, both written and unwritten.

Abilities

There are some things even Starfleet cannot teach you. However, you have a chance to acquire these talents when you begin your voyage. Discounted abilities cost 50% less.

Adaptable [100 CP] [Discount Stowaway]

You're able to make the best of a new situation, no matter how strange they may seem. You can quickly learn how to apply skills you've already mastered to new and unusual situations, and even when exposed to something completely alien, you'll learn how to deal with it rapidly.

Tapestry of Life [300 CP] [Discount Stowaway, Merchant]

You have a wide array of experiences and interests to call from, from 20th century literature to tea-making. Your every action carries unimpeachable class, even when grieving or in a righteous fury. You are the most interesting man on the Starship.

Incomparable Reputation [600 CP] [Discount Stowaway]

People will tell stories about you for ages to come. They remember your successes, forget your failures, and boast that they were near you. These tales will spread far and wide, until everyone knows of your glory, or whispers in fear of your wrath.

Ship-Shape [100 GP] [Free Operations]

Any vessel would be lucky to have you aboard. You can remain diligent and work hard much longer than normal, and quickly familiarize yourself with any area you're working in. Once you're familiar with an area, you'll quickly notice if anything has changed or is out of the ordinary.

Combat Aptitude [300 CP] [Discount Operations]

The galaxy is not a peaceful place, but you're well-equipped to handle that. You've had extensive training in both melee and ranged combat, and are adept enough to hold your own against even physically or numerically superior foes with ease.

Miracle Worker [600 CP] [Discount Operations]

Pick one of your Skills. You are now an unparalleled master of it. Every act you perform which utilizes this skill is nigh-impossibly artful, efficient, and quick. You may buy this ability for each skill you have; each extra purchase is at a Discount.

Scientific Mind [100 CP] [Free Sciences]

Some people struggle with the Sciences, but you find them almost intuitive. Even if you have no formal training, you have a basic grasp of all the scientific branches, and if you are diligent, you can quickly pick up more specialized knowledge, even of sciences alien to the Federation.

Highly Logical [300 CP] Discount Sciences]

Your mental control would put a Vulcan to shame. You are perfectly aware of both your needs and wants, and have mastered your emotions. While you still feel them, you can set them aside as needed in order to make the best decision possible, be it for your own sake or the sake of others.

Treknobabbler [600 CP] Discount Sciences]

If you were anyone else, people would think you were making it up as you went along. Your creativity is astounding, and your mind is now filled with brilliant ideas and solutions to problems. Moreover, you are easily able to implement these ideas, even in apparent violation of natural law.

Logistician [100 CP] [Free Command]

The first step to management is learning to understand what you have to work with. You're able to quickly assess a situation and determine what resources you have, be they personnel, goods, or information, how best to allocate them, and how to compensate for those you don't have.

Born Leader [300 CP] [Discount Command]

You're a natural commander, destined to take the Captain's chair one day. People follow you readily, feeling confident in your ability to lead them well. This confidence isn't misplaced, either - you also have a gift for strategy, management, and quick decision-making.

Original Thinker [600 CP] Discount Command]

You don't like to lose. You have an uncanny ability to spot flaws and weaknesses in any situation, and intuitively know how to exploit them. Even in a seemingly no-win scenario, you're able to discover the one trick that will let you save the day.

Certain Mitigating Circumstances [300 CP]

You are the quintessential maverick, the loose phaser array who gets things done when nobody else can. You have the uncanny ability to disregard the rules and regulations of any organization you are a part of with only token punishment... But only as long as you are advancing that organization's goals. If your actions end up harming that organization, or you act for your own benefit, you will bear the full punishment which you have rightfully earned.

To Boldly Come [600 CP]

Just like Starfleet, your mission is to seek out new life and new civilizations - and you're quite good at it. You find it easy to attract lovers of any gender or species you desire, and figure out what makes them tick...: and what makes them chime. If you'd like, you may also gain a truly 51st Century level of open-mindedness, recognizing any sapient species as a potential dancing partner and losing any innate revulsion you might have had towards such an act.

Equipment

Starfleet will generally issue anything you'll need during your Voyage. However, you have a chance to pick up some things it doesn't have access to, at least not this Century.

Tribble [50 CP]

A small, unintelligent lifeform known for the soothing cooing sounds they emit, their tranquilizing effect on most sapient beings, and their prodigious reproductive systems. Normally illegal, but yours has been spayed. For 50 more CP, yours can be fertile. May God have mercy on your soul.

Federation Credits [50 CP] [Free Trader]

Money may no longer exist in the 24th Century, but in the 23rd, free trade is alive and well. Each purchase provides 60,000 Federation Credits, which is about half a year's pay for a Chief Science Officer. Trader starts with 300,000 credits free, and may buy more at 60,000 per purchase.

Romulan Ale [50 CP] [Free Trader]

This intoxicating blue beverage is illegal throughout the Federation, but also widely beloved by Starfleet officers. Purchasing this provides you with 12 cases, or 27 gallons worth, secreted somewhere safe. Depending on who catches you with it, you may be arrested or asked to share a glass.

Type II Phaser [100 CP]

The personal weapon of choice in the 23rd Century, but yours seems to be far more advanced. Fires directed energy in sixteen intensity settings, ranging from a light stun to a beam that can vaporize rock, as well as a range of frequencies and areas of effect.

TR-580 Tricorder [100 CP]

The Tricorder is a portable device equipped with an array of sensors, databanks, and communications assemblies, providing for constant scientific measurements. Yours happens to be from the 24th Century; making it far more effective and accurate, and giving it a number of extra features.

EV Suit [100 CP]

A tight-fitting white suit, with helmet and life support systemss: It can provide up to 24 hours of oxygen, and will continue to regulate temperature and pressure nearly indefinitely. Severe enough conditions will damage or even destroy it, but it can handle most hostile environments.

Rank Insignia [100 CP] [Free Command, No Trader]

This gold braid denotes you as a Starfleet Lieutenant, and includes the position to come along with it. You can upgrade your insignia as well - 300 CP total makes you a Lt. Commander, and 600 a Commander. The Command Background starts with one rank free, and each upgrade is bumped up appropriately. 600 total CP means you are a Captain, giving you command of your vessel.

Disruptor Rifle [200 CP]

A brutal weapon used by the Klingons, although yours is a Century beyond theirs. Unlike the relatively-merciful phaser, the beams fired by this weapon disrupt the molecular bonds of a target, tearing it apart. Far more powerful than a Phaser, but highly illegal to own or use.

VISOR [200 CP]

Intended to provide sight to the blind, using sensors attached to the optic nerves via input jacks. It provides access to spectra far beyond that which an ordinary person can see, but will require learning to differentiate between all the spectra, and causes persistent pain while worn.

Anti-Grav Generator [300 CP]

A bulky device capable of nullifying the force of gravity, enabling the lifting of extremely heavy loads. Keep in mind that it does not reduce the mass of anything you move with it, and that all other laws of physics remain intact - it's far too small to incorporate an inertial dampener.

Life Support Belt [300 CP]

This prototype, abandoned for unknown reasons, is a belt-mounted personal force field generator. It constantly generates breathable air, and creates an aura-like barrier capable of protecting you from almost any environmeht. Concentrated fire or a strong shock can still disrupt it.

Cloaking Device [400 CP]

A theoretical form of stealth technology, able to render a ship completely invisible to the electromagnetic spectrum and most sensors. Useless for personal stealth, but if integrated into any ship, it will be nearly impossible to detect. This device is of Romulan make; be careful showing it off.

Runabout [400 CP] [Free Trader]

Your own personal, warp-capable shuttle, with a lot of storage space and amenities for comfort. It's well-armed, and while it can't fight off a military-class vessel, it can defend against most pirates. Includes with all necessary papers, and an optional honorable discharge from Starfleet.

Holodeck [600 CP] [Discount Trader]

A large chamber which uses a combination of photon and force field manipulation to perfectly simulate the environment of your choice. Food, odors, tactile sensation, and even large environments can be simulated. Comes with programming manuals and a lifetime guarantee on safety protocols.

Replicator [600 CP] [Discount Trader]

Using 24th Century Technology, this device can scan and copy an amazing array of objects using any matter as fuel. It cannot copy anything with too complex a quantum structure, including antimatter, dilithium, living things, and any material which has properties not known to this universe.

Drawbacks

If you need extra CP, you may take up to 2 Drawbacks for up to +600 CP. Any additional drawbacks provide no benefit.

Anomaly Magnet [+0 CP]

Nothing can ever be simple around you. Unexplained scientific phenomenon, ancient superweapons, mysterious and inscrutiable beings - all a regular part of your life. And that's if you stay in Federation territory. Once you start exploring uncharted areas, things are only getting weirder and weirder.

Living Sterotype [+100 CP]

Whatever your species' stereotype is, you exemplify it. Humans and Andorians seem manic-depressive, while Vulcans are near-robotic. Tellarites will get in an argument with a Stop Sign if nothing better presents itself, and Saurians will never stop talking. Expect to annoy everyone around you.

Curse of Lieutenant Sue [+100 CP]

Strange powers? Knowledge of future events before they unfold? There's a name for your kind here. As long as you exhibit any "special" behavior, you'll be hated and shunned by everyone. Fit in and pretend to be normal, and their ire will fade... but one slip means you'll deal with months of scorn.

Exploding Consoles [+200 CP]

By some remarkable happenstance, a 20th Century invention known as the "Fuse" has somehow been lost to mankind. Technology around you now reacts catastrophically to any power surges, exploding into lethal shrapnel when damaged, overloaded, or sometimes for no reason at all.

From Hell's Heart [+200 CP]

You have a habit of making dangerous enemies. Expect to regularly infuriate powerful, cunning people who are capable of both great subtlety and brutal acts of fury, and who will stop at nothing to kill you. No matter how long it takes, they will do anything to ensure you feel their wrath.

Transporter Necrosis [+300 CP]

Transporters don't actually teleport you. They actually create an exact copy of you, and destroy the original. Ordinarily, this would get glossed over. In your case, any transporter trip will effectively result in your death. At least your copy will continue exploring the final frontier in your memory.

Redshirt [+300 CP]

Some people seem armored by fate, but you? It's as if you exist solely to be killed. You'll be the first person chosen for any dangerous task, and any threats focus on you first, to a nearly suicidal degree. Survive that danger? Don't worry, more will be coming along shortly.

That's My Q [+600] CP]

A race of Godlike beings have decided to test humanity for their own inscrutable purposes. For some reason, they've chosen you as humanity's representative. One of them, striking resemblance to John de Lancie optional, will now be following you around, insulting your species, bantering with you, and putting you through a bewildering array of devious tests. You can expect them to be extremely confusing, often cruel, and generally extraordinarily dangerous. These tests will also be custom-tailored to push you to the very limits of your abilities - especially those particularly interesting ones you hoped you could sneak past it.

Should you survive 10 years, all drawbacks will be revoked, your Background's mind will no longer affect yours unless you want it to, and you will have one final choice to make. If you instead perish, then you simply wake up as if you had chosen The Voyage Home.

The Voyage Home

Your journey has been a long one, and it's time for a well-deserved and long-incoming retirement. You'll end up home safe and sound, right where and when you left. You keep any skills, abilities, and memories, and any items will be put in a safe place of your choosing, but everything else will remain in the 23rd Century. Whether this is an end of your voyage or a new beginning is up to you.

The Final Frontier

After the 23rd century, returning to the 21st may be difficult. Fortunately, you can stay if you'd prefer. In the 21st Century, you will mysteriously vanish. Your affairs will be put in order just as mysteriously, and those you left behind will mourn you but move on. In the 23rd Century, however, and into the distant future, your voyage shall continue until the day you breathe your last.

The Undiscovered Country

If you're tired of the 23rd Century but not ready to return to the 21st, you have one final option. You will be sent to another universe, probably quite unlike this one, for another ten years. As with the Voyage Home, you'll take only your memories, skills, abilities, and items; anything else will remain in the 23rd Century, should you one day somehow find a way back.