



STAR TREK VOYAGER

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Space. The Final Frontier.

Welcome to the 24th century, into the bright and hopeful universe of Star Trek. But unlike most postings within the United Federation of Planets, your journey will not begin among familiar worlds.

Instead, you find yourself in the Delta Quadrant: a region of space over 70,000 light-years from the Federation. At this distance, returning home would take more than a lifetime by conventional means. Luckily, you are not alone.

Your arrival coincides with a special moment: the Federation starship USS Voyager, NCC-74656, has just been thrown across the galaxy by the powerful but dying entity known as the Caretaker. Two separate crews, the Maquis and Starfleet, are forced to work together in order to survive. Captain Kathryn Janeway takes command with the purpose of returning to the Alpha Quadrant.

You arrive at this moment, whether as a new officer, someone awakening on the sickbay or with your own ship rescued by the Voyager. Your arrival will not go unnoticed. Your decisions will alter the fate of the Voyager... or forge an entirely new destiny among the stars of the Delta Quadrant. Here, take those **1000 CP**, and good luck.

Races



You can be any normal race such as **Human** or **Andorian** for **free**. Alternatively, you can design for yourself your own race, and buy the abilities of a **100 CP** race.

For **100 CP** you can buy a race with a set of ordinary abilities such as a **Vulcan**, **Jem'Hadar** or **Betazoid**. You can also be a hybrid of two races that cost **100 CP** or less, paying both prices. A **Vulcan-Betazoid** would cost **200 CP** as an example.

For **200 CP** you can instead be of a special race with physical or biological capabilities far beyond the norm, such as **Soong Android (with emotions)**, a member of the **Species 8472** or an **Human Augment**. For **300 CP**, you may be a species that transcends conventional biology, such as a **Changeling**. For **400 CP**, you may be a species with immense psionic potential, such as an **Ocampa**.

Origins

Any Origin can be taken as a Drop-In

Tactical Officer

You are a product of the finest tactical training available in the quadrant, being the kind of officer trusted to stand between a starship and certain destruction with nothing but your judgement, instincts and a phaser under your command. Your training covers the full spectrum of security such as analyzing enemies strengths and weaknesses, coordinating tactical teams and planning for various scenarios. Your priority is always clear: maintain the safety of the crew and the integrity of the ship.

Command

The center seat is a heavy burden, but one you were born to bear. Cut off from any higher authority, reliable backup, or sprawling empires, you cannot rely on superiors to make the hard calls for you. It is your absolute duty to navigate deadly spatial anomalies, stare down hostile alien armadas, and balance your personal moral compass against the brutal, pragmatic necessities of survival in the Delta Quadrant. When the shields are failing, the power grid is collapsing, and your crew is desperately looking for a spark of hope, you are the one who must stand tall, give the orders, and lead them through the dark.

Engineer

You've spent most of your life elbows-deep in circuitry, power relays and warp cores, always with a toolkit within reach. You are the kind of person who can turn a broken engine into an entire starship with some scrap metal and a few hours of work, and when something fails you don't stop to complain. You diagnose it, and fix it. You might not be the loudest voice on the bridge or the one giving orders, but everyone knows nothing happens without you.

Native

You were born and raised in the Delta Quadrant, and while some view this quadrant as a frontier of unknown dangers, to you it is home. You learned early how to survive on your own for weeks at a time, how to negotiate with species most people have never heard of and how to spot a scam before the first lie even leaves someone's lips. Where others see danger and feel lost, you already know the right path forward. The Delta Quadrant hazards are real, but so are its opportunities. And you are already prepared to conquer them all.

Free Drone [400]

You were once part of the Borg Collective: an immense, interlinked consciousness spanning countless systems and species. But something happened and the connection has been broken. You remember things no individual was ever meant to recall alone, such as blueprints of extinct civilizations and the last thoughts of worlds assimilated centuries ago. You know you lived a thousand lives, yet can claim none of them fully as your own. Still, your future is not shaped, and your path can now be defined by the person you choose to become, rather than the function you're designed to fulfill.

Medic

When everything fails and the ship is barely holding together, it's the medic who steps forward to keep people alive. You are the one who has to stay calm when others are bleeding, the one who can't afford hesitation because every second matters. Your skills are invaluable, not just for treating the wounds of a dozen species, but for helping the crew in the most dire circumstances. At the end of the day, your duty is simple: keep the crew alive, no matter what the Delta Quadrant throws at them.



General Perks

Doctor... Who? [Free/400 CP to keep]

The galaxy delights in warping time. Looping it, twisting it, fracturing it, and inviting unsuspecting travelers to suffer through the same terrible hour, day, or lifetime again and again. Who knows how many souls are living countless iterations of the same tragedy right now? Well, at least you will not suffer like them. Whenever you are caught in a time loop, a paradox, or any other temporal distortion, your consciousness remains perfectly intact, allowing you to maintain your full memories and awareness across resets with complete clarity. Furthermore, if you find yourself trapped in a temporal loop that traditionally has no solution or escape, your very presence will introduce a unique variable that actively creates a viable path to resolution. Finally, if you ever time-travel into the past, you will find yourself able to effortlessly orchestrate and create stable time loops. This ensures your actions fit seamlessly into the timeline's predestined flow, sparing you the headache of paradoxes or having to worry about alternate past versions of yourself running around and complicating matters. As an added bonus, this cosmic stability extends to your physical pattern, ensuring you will never have to fear bizarre transporter malfunctions, unexpected duplications, or anything similar ever again.

Q Insurance [Free]

Oh, please, don't look at me like that. Do you really think we would waste our infinite time ruining your little vacation in the Delta Quadrant? Well, perhaps I would, but I suppose for you, I can make an exception. Consider this your official Q Insurance. With this little arrangement, you have my personal guarantee that the Q Continuum will completely ignore your existence during your stay here. No snap of the fingers turning your ship into a Christmas ornament, no inconvenient trials for the crimes of your species, and no surprise visits from myself, Q Junior, or anyone else in the Continuum looking to spice up your dreary mortal existence. We promise not to interfere with your little fun, leaving you completely exempt from the whims and tests of omnipotent beings. You are free to play your little game without the universe's ultimate tricksters changing the rules on you. Just try not to bore yourself to death without us, alright?

The Janeway Blend [50]

It is a well-known fact that certain Starfleet captains are fueled entirely by caffeine, and you are fully equipped to supply them (or yourself). You are an absolute master at brewing the perfect cup of coffee, able to coax out the finest flavors and perfect temperature whether you are using a state-of-the-art replicator or a makeshift mess hall French press. More importantly, your resourcefulness extends far beyond traditional Earth beans. You have an uncanny knack for culinary botany, allowing you to forage and experiment with alien flora from entirely uncharted quadrants to create perfect coffee substitutes. No matter how strange or exotic the plants you find on a faraway planet are, you can somehow process, roast, and brew them into a rich, steaming cup of joe that tastes exactly like the real thing, complete with that desperately needed energy boost to get your crew through a grueling shift.

To Boldly Go [100]

The 24th century and the federation are defined not by their breakthroughs or starships, but for the spirit that guides it. Hope, curiosity, sincerity, all the quiet strengths that shaped its greatest explorers, diplomats and captains. You carry that same spark within you. Whenever you speak truthfully, people can feel your sincerity, knowing that you do not lie and that you believe with your heart all that you are saying. You also possess a talent in articulating your arguments, knowing how to present them in the best way possible to convince others. And most importantly: whether you're surrounded by hostile aliens, panicked survivors or facing a tribunal, people will always hear what you are saying, giving you the chance to convince them.

Eternal Ensign No More [100]

It is a tragically well-known fact aboard Voyager that poor Harry Kim spent seven grueling years in the Delta Quadrant without ever seeing a single promotion, even having to watch Tom Paris get demoted to Ensign and then re-earn his Lieutenant pip right over his head. You, however, will never suffer the curse of the Forever Ensign. With this perk, you are absolutely guaranteed to receive the promotions, recognition, and career advancements you have rightfully earned. Bureaucratic red tape, a lack of available openings in the chain of command, or arbitrary organizational rules will never hold you back. The moment a commanding officer or superior genuinely believes that you have earned and should be given a promotion, it will happen. A new position will conveniently be created, an old one will open up, or a special exception will simply be made for you. Your hard work, loyalty, and competence will always be formally recognized with the proper rank, authority, and that well-deserved extra pip on your collar.

The Next Episode [100]

Life in this galaxy is full of absolute wonders that will bring a smile to your face no matter how long ago they recorded themselves in your mind. It is also full of terror: horrible, cosmic things that will feature in your nightmares forever. Which one of those exists behind the next star? There is only one way to find out. With this perk, you are guaranteed that as long as you seek an exciting new episode in your life story, you will find it soon - in a week, tops. Whenever you are looking for adventure, the universe will reliably deliver a fascinating spatial anomaly, a complex first contact situation, a bizarre sci-fi mystery, or a thrilling crisis right to your ship's doorstep. It ensures your journey will always be filled with the thrilling highs and perilous lows of true deep-space exploration. And because a crew eventually needs to rest, you can turn off this adventurous magnetism as easily as changing the channel. If you simply want to live the mundane, conduct quiet stellar cartography, or enjoy a long, peaceful stretch of shore leave, the universe will leave you completely alone until you are ready to boldly go once again.

Doppelganger [100]

Much like species 8472, you are the ultimate infiltrator, capable of slipping into any civilization in the galaxy. When entering any new civilizations, you instinctively absorb local speech, social customs, behaviors and hierarchies making you indistinguishable from a native. Languages and cultures are learned in hours, to the point even the most careful observers can't see anything wrong with you. For anyone looking at you, it is as if you were born among them.

Responsible Parent [100]

One day you're living your life as usual, and the next, you find yourself responsible for a group of children. Good thing you are actually a good parent. You can easily take care, understand and guide children and teenagers no matter how strange their origin is or how complex their upbringing was. You understand what a child needs and what you need to say and do to help them grow in their best version of themselves. Your presence also commands respect and trust, so they follow what you say without rebelling or throwing tantrums.

Ace Pilot [100]

You are a complete natural in the cockpit, able to maneuver and fight in space with the finesse of a seasoned veteran. Piloting a ship is completely natural to you, and your mind instinctively calculates angles, trajectories and movement in a 3D space letting you do complex maneuvers and weave through asteroid fields. Your skill is not limited to starships, for you can operate virtually any vehicle after only a brief glance at its controls, understanding its mechanics.

Ship's Counselor [100]

For a utopian society that regularly encounters cosmic horrors, mind-altering anomalies, and grueling wars, the Federation is often sorely missing a proper, practical application of mental health care. Fortunately, you are here to fill that glaring gap. First and foremost, you possess a wonderfully healthy, resilient, and well-balanced mind. You naturally process trauma, stress, and isolation in a highly constructive manner, ensuring you remain completely grounded and emotionally stable no matter how bleak or bizarre your situation becomes. Beyond your own mental fortitude, you possess incredibly useful therapeutic skills. You are a master counselor and listener, capable of helping anyone (from homesick ensigns and logic-bound Vulcans to traumatized former Borg drones) deal with life's myriad problems. You know exactly what to say and how to guide people through their grief, existential dread, and interpersonal conflicts. In a quadrant where hope and morale are often the only things keeping a stranded crew from falling apart, your innate ability to heal a fractured mind and restore a person's inner peace is just as vital as a doctor's ability to heal the body.

Academy Graduate [100]

To serve on a vessel like Voyager, one needs a remarkably solid foundation. You have received a comprehensive Federation education, granting you a basic but highly practical mastery over a wide variety of scientific fields. Whether it is astrophysics, warp field theory, xenobiology, or temporal mechanics, you possess the foundational knowledge necessary to understand advanced concepts, operate complex Starfleet technology, and seamlessly assist department heads in their work without ever getting lost in the technobabble. In addition to your sharpened mind, you possess a physical form perfectly conditioned for life among the stars. You easily meet all Starfleet physical fitness standards, granting you excellent stamina for double shifts and the overall physical readiness required to sprint down corridors, endure hazardous away missions, and handle the daily rigors of serving on a starship.

Third Eye [200]

Within your DNA you carry the so-called crazy gene: a unique genetic trait that awakens your perception to other layers of reality. You can detect entities, energies and phenomena that vibrate at frequencies beyond normal human senses, opening your awareness to them. This awareness also lets you communicate with entities you may find, and it protects you from any type of negative effect that might come from the perception or communication with these beings. You are also capable of filtering your perception, letting you ignore any sensory information you might not want.

Holodeck Exit Here [200]

Getting trapped in a malfunctioning holodeck, a telepathic mindscape, or an alien simulation is practically a rite of passage for any Starfleet officer. Fortunately, you will never be the one stuck playing along. With this perk, you possess an absolute, infallible awareness of when your reality is being fabricated. Whether you are trapped in a flawless photonic projection, a psychic labyrinth, or a highly advanced virtual reality, you will instantly recognize the illusion for what it truly is. More importantly, you will always intuitively know the shortest and most direct path required to escape it. Whether the solution involves simply walking three paces to the left to uncover a hidden holographic arch, speaking a specific technical command to disable the simulation's parameters, or severing the exact alien neural-link keeping your physical body asleep, you will always see the metaphorical exit sign and be able to return to the real world without delay.

Hologram Lives Matter [200]

The Doctor had to fight tooth and nail, and even write entire holonovels, just to argue for the basic recognition of photonic rights, but you will never have to face such uphill battles. Regardless of what bizarre or unconventional form you happen to take (be it an android, a zombie, a ghost, a hologram, a robot, an alien, a slug, or even a sentient puddle of goo) you will be universally recognized and treated as a true equal to all other forms of life. This recognition grants you all the basic rights, privileges, and legal standings that sapient beings are expected to have in whichever society you find yourself in. It also completely protects you from both systemic legal discrimination and personal prejudice based on your species, origin, or state of existence. While this allows you to seamlessly integrate and be treated as an equal by all beings, it is important to note that it only grants equality, not special authority or VIP status over others. Furthermore, this protection only works on those capable of prejudice; it will not help you against factions that view all life as equally worthless. The Borg, for instance, will not legally discriminate against you, but they will still happily try to assimilate or destroy you right alongside everyone else.

Biochemical Control [200]

In the galaxy, every species carries their own challenges. Some mature in less than a decade, like the Ocampas while others suffer from constant mood swings, like the Klingons. There's also the possibility that a spaceborne creature might affect your hormones, in order to either communicate with you, or eat you. Your biology is quite unique, and as a result, you have full, complete control over your own hormonal system, being able to instinctively control your hormones at will. With a thought, you can easily manipulate your own emotions, activate adrenaline, control your sleep and focus or even affect your metabolism and fertility. This control is completely intuitive and you always know what will happen when you manipulate your own hormones. Additionally, your hormonal system maintains perfect equilibrium on its own, being immune to outside interference or disorders that might affect others.

Demon Harvester [200]

Some beings drift through dimensions like currents in a river, such as entities of subspace, transwarp, fluidic space and other strange realms that intersect with the material galaxy. Their physiologies contain marvelous properties that can be harnessed with the right knowledge, and you know to harvest them. Whenever you encounter an entity that originates from another plane, you can extract components such as organs, tissues, energy residues, crystalline matrices or whatever passes for biology in their strange forms, and convert them into practical advantages. Depending on the nature of the being, you might create substances that boost warp travel, drugs that enhance the intellect of someone or new exotic alloys of special properties. You can create those things just by dissecting their corpses, sharing your knowledge to let others do the same or even create devices to automate part of the process. Additionally, any entity you or your devices kill will always leave an intact and material corpse, even if it was from a spiritual, non-solid being.

Genesis Architect [200/400]

Species 8472 are unlike any lifeform known in the material galaxy. Their ships, weapons and infrastructure are all grown, engineered by biology instead of science. And now, through study or exposure, you've learned to replicate their genius. You have the ability to convert any technology for which you have complete blueprints into a fully biological counterpart, reimagining circuits, plating and warp cores as tissues, nerves and exoskeletons. A warp core becomes an organ that metabolizes subspace currents, a navigational deflector becomes a sensory membrane and a tricorder becomes a symbiotic organism that uses bio-electric fields to analyze anything. These creations function identically to their technological equivalents, but with all biological properties such as regeneration and reproduction. Additionally, any biological ship or construct under your direct command inherits all of your biological perks, becoming an extension of you. For another **200 CP**, for a total of **400 CP** you can do the inverse too and create technological equivalents of any type of biology you have the genetic code of.

Psychic Rationalist [200]

Everything, including the most extraordinary psychic phenomena, has a measurable root in physics. Bioelectric fields, delta waves, even paracortex neurology. To most, they are supernatural phenomena. To you, they are data, equations and solvable engineering challenges. With your deep and unparalleled understanding of psionics you are capable of creating technologies capable of interacting with psychic phenomena, such as psychic nullifiers, psionic amplifiers, neural shields and many other devices. You could help a telepath improve his power, disable his abilities or even induce encryption in his thoughts so his mind cannot be read by other psychics.

Mind Phalanx [200]

Across the galaxy telepathy is as common as warp flight. Many species use it as a weapon, to cut into your thoughts, twist your emotions or hijack your will. Others rely on mind control techniques such as photometric illusions, synaptic frequencies and psychotropic manipulation. And then there are cosmic predators such as ancient entities that consume entire crews through mirages, projecting pleasure and ecstasy in order to feed. None of them find easy prey on you. You have a fortified consciousness resistant against all manners of influence and attack. Psychic attacks, mind control, reprogramming, emotional distortion and technological interrogation are completely rejected by your mind, finding no hold on you. Even telepathy struggles to parse your thoughts, and as a result you cannot be compelled or seduced by psychic influence.

Cosmic Intrigue [400]

If there is one thing certain Federation captains can attest to, it is that they are inexplicably intriguing to omnipotent beings, and now you share this bizarre cosmic magnetism. Whenever you encounter a god-like entity, reality warper, or ascended intelligence, you will find that all of your most interesting personality characteristics are magnified in their eyes. Instead of viewing you with the usual divine boredom, dismissiveness, or potential hostility, these absolute entities will become profoundly fascinated by you. They might decide to playfully test your morals, dedicate their infinite time to discovering exactly what makes you tick, or even attempt to court and mate with you, as Captain Kathryn Janeway can personally attest to. You become a brilliant, captivating puzzle to those who already know everything, ensuring they will engage with you on a personal, localized level rather than simply wiping you out of existence with a snap of their fingers. Of course, dealing with the persistent affections or trials of a bored god can eventually become quite exhausting, so you can seamlessly deactivate this perk at any time you wish, allowing you to fade back into the safety of mortal obscurity whenever you need a break.

Doctor Frankenstein [400]

You possess a profound knowledge of enhanced mitosis and symbiogenesis, being able to merge and separate individuals and organisms at both the physical and mental level. You could for example create chimeras with three or more animals, fuse two individuals into a single person or splice specific characteristics like turn the fruits of a tree into eggs. Your skills are as much an art as it is science, and some combinations may be too complex to be made with your current skill level.

Holy War [400]

Teero Anaydis, a Bajoran Vedek and member of the Maquis who researched the mind in his intense focus to win the war against the Cardassian Empire, developed highly advanced means of mind control. You, either through illicit means or simply convergent research, have acquired his dark knowledge. You possess an advanced and highly specialized understanding of synaptic patterns across multiple species, allowing you to fundamentally rewrite the minds of others. By exposing targets to a slow, intricate neural conditioning process using technology that takes at least six hours to administer, you can gradually reshape their deepest loyalties and instill complex, hidden orders within their subconscious. However, strong-willed targets and natural telepaths are far harder to reshape, requiring significantly more effort and potentially even pushing back against your control. To ensure your sleeper agents do not turn on you, you are gifted with a flawless awareness of your own handiwork; you will always know if a target is fully, permanently loyal to you, or if their mind is resisting and will eventually break the conditioning.

Alpha and Omega [400]

Across the galaxy, countless species possess psionic gifts. Vulcans are known for their ability to mind-meld, Betazoids for their telepathy and Ocampas for their psychokinesis. Yet most of them only scratch the surface of what their minds could truly achieve. You are the extraordinary exception. You possess a deep, universal and self-developing psionic potential, allowing you to not only awaken any latent mental abilities you possess, but to advance and train them in complex ways others can't. A Vulcan that never lived on Vulcan could easily develop by himself meditation techniques, master mind-melding and develop his endokinetic abilities in a matter of months. Betazoids would easily develop ways to project thoughts and emotions despite having no way to train them in the first place, and an Ocompa would easily master new ways to use his psychokinesis such as sensing beyond the sub-atomic level, telekinetic manipulation and even life-force manipulation. Even if you are from a species with weak latent potential such as a human you could awaken your psionic potential and develop psionic abilities, though the abilities you can manifest are still limited by your race.

Cathexis [400]

Were you perhaps an Indian native? Or do you simply possess a profound, untapped connection to the universe? Whatever your background, you will find out that you are able to intentionally displace your neural energy from your physical form, becoming what some inferior civilizations may call a ghost. By entering a state of deep, undisturbed meditation, you can project your consciousness out of your physical shell. While in this state of pure neural energy, you are completely invisible to the naked eye and traditional sensors, allowing you to travel effortlessly through walls, solid bulkheads, and most forcefields as if they weren't there. Though you cannot directly manipulate physical objects in this phantom state, you can bypass this limitation by possessing other living beings. By entering someone's mind, you can temporarily take over their motor functions and speak through them, though beings with exceptionally strong willpower or advanced telepathic defenses may be able to resist your control. This incredible ability comes with a severe risk, as separating your neural energy leaves your physical body entirely unresponsive in a deep coma. Your body will still require life support, sustenance, and protection while you are away, leaving you highly vulnerable if you do not leave your physical form in a safe place or with trusted allies watching over you.

Continuity Beyond Death [600]

Across the galaxy every quadrant has produced its own answer to the question most species eventually ask: how do you cheat death? Some rely on psychic abilities, some on cloned bodies, and some rely on the most common choice: mind transfer. Implanted deep within your brain is a highly advanced cortical implant capable of preserving and transmitting your consciousness. Thanks to a network of bioelectric fibers through your skin, when in contact with another being you can overwrite their consciousness and transfer your own mind into their body. The success of this depends on their body and power compared to you, though you will instinctively know if you can transfer to someone nearby. Psychic beings, however, possess a natural resistance to this process, their minds being sufficiently empowered to prevent you from simply overwriting them. Once the transfer is complete, your original body is left behind in a deep, unresponsive coma, while the bioelectric fibers move to your new skin, ready for use again. Each body becomes wholly yours, with you having access to its physical abilities and memories. Your perks also transfer with this. If you end your jump inside another body that isn't yours, it becomes an alt-form.

Before and After [600]

Your biology no longer belongs entirely to the present moment. Exposure to chroniton particles has distorted your bio-temporal field, giving you a special ability. Once every ten years, you may step backwards through your own timeline, returning to any moment you lived through. The transition is instantaneous, and you will remember the general memories of the time you selected to go back. Additionally, this ability also activates if you die, returning to a moment in the past of your choosing, though this can only be done once ten years.

Who Gives a Damn about the Temporal Prime Directive? [600]

The Temporal Prime Directive is Starfleet's most sacred rule, but let's be honest: when you are facing impossible odds or trying to save the people you care about, the rules go right out the airlock. Channeling the sheer, stubborn audacity of Admiral Janeway, you have gained the ability to blatantly ignore the laws of causality when you need it most. Once every ten years, you can reach across the timeline and summon a version of yourself from exactly twenty-five years in the future. This future iteration of you will arrive fully prepared to help you accomplish a specific, monumental task, bringing with them two and a half decades of additional experience, honed skills, and whatever advanced technology they might have acquired by then. Whether you need them to hand over the equivalent of transphasic torpedoes and ablative armor to obliterate a Borg fleet, or simply need their brilliant, older mind to solve an impossible scientific dilemma, they will be entirely cooperative and motivated to ensure your success. Once the specific task you summoned them for is complete, they will safely return to their own era without causing a catastrophic paradox or unraveling your own existence.

Kobali Rebirth [600]

The Kobali are quite a unique race within the Delta Quadrant, bypassing traditional reproduction entirely by salvaging the deceased of other species and genetically converting the corpses into their own kind. You have fully acquired this highly complex, and somewhat controversial, scientific expertise. Using specialized biochemical treatments and advanced genetic resequencing, you are able to successfully resurrect the dead corpses of other species. As they are revived, their cellular structure is fundamentally rewritten, allowing you to convert their bodies entirely into your current species or any one of your available alt-forms. During this reanimation process, you have precise control over their neural pathways; you can choose whether they awaken with a completely blank slate to begin their new life, or if they retain the identity, personality, and memories of their previous existence. However, the success of this memory retention relies heavily on the physical quality of the corpse you are resurrecting. A fresh or perfectly preserved brain will retain its past life flawlessly, while a heavily degraded, decayed, or severely damaged brain will only yield fragmented echoes or force you to wipe their slate entirely clean.



Tactical Officer Perks

Perks for Tactical Officer are discounted 50%, with the [100] being free.

Personality Web [100]

As a tactical officer, reading people is just as vital as commanding your crew. A tactical officer cannot rely on guesswork, and so you have trained your mind to gather any scrap of information it can find on others with great accuracy. Your mind instinctively creates detailed mental profiles of anyone you meet and interact with, analyzing their personalities, motivations, habits and behavior. Every gesture, tone and choice of words are gathered and logged inside your mind, allowing you to assess anyone you meet, even months after talking to them. A useful skill for any officer.

Command Authority [100]

In moments of tension and danger decisive leadership makes a difference, and for that it's absolutely necessary to everyone to follow orders. Your authority inspired unquestioned obedience, making sure anyone below you follows orders no matter if they are confused or in panic. Your words cut through hesitation and fear, and your subordinates instinctively understand that the most important thing now is to do what needs to be done.

Martial Grandmaster [200]

You are a master of all Federation martial arts, combining combat training with adaptability and technique. Your techniques are powerful, efficient and precise, and you can always be lethal when necessary. Among your signature techniques is also the legendary Vulcan nerve pinch, allowing you to incapacitate any individual no matter their species by applying pressure to their nerve points.

High Noon [200]

As a tactical officer you will see yourself within many dangerous situations where every second matters. The difference between life and death hinges on your ability to act fast and precisely. Your reflexes are honed to a razor's edge, allowing you to draw, aim and fire a phaser at the limit of your reflexes and precision. In moments of danger you can bring your weapon in a blink of an eye, rapidly striking the enemy before he has a chance to react. Even if there are multiple opponents you will rapidly change targets, increasing the chances to neutralize an entire room before anything can happen.

Truth Demands to be Found [400]

For you, no mystery remains unsolvable. Even the most obscure or seemingly unsolvable case spontaneously generates a lead in your pursuit of truth. Perhaps a second sensor sweep reveals life-signs that weren't there before, a trail of dust points toward a hidden passage or even a second interrogation makes you reinterpret events in a way you never thought before. Even if the mystery is a thousand years old you will still find clues to solve it.

Drillmaster [400]

You possess an extraordinary ability to teach an entire spaceship crew to full competence in a matter of months, compressing years of instruction into rapid understanding. You can teach dozens of students at the same time, and all of them absorb your lessons as if you were focusing on them individually, with each lesson shaping itself to the strengths and weaknesses of the student. This ensures every crew member no matter the position or past experience reaches peak proficiency, mastering all that you are teaching them with ease.

Hyper-Intuition [600]

Your mind operates on an extraordinary level, able to detect patterns and connections invisible to other people. Your deduction and intuition are off the charts, allowing you to easily perceive inconsistencies, navigate social situations, investigate mysteries and reconstruct events with precise accuracy at a superhuman level. You could easily identify if someone is lying or hiding something from you, reconstruct how someone was murdered through all the evidence available to you and identify the interests of everyone involved in a political struggle. No puzzle is unsolvable with your mind.

Cunning Tactician [600]

Years of disciplined analysis, combat experience and heightened awareness have honed you into the perfect tactical mind. With only a glance or a scan you can rapidly identify the weakness of any enemy, be it an individual, a group, a spaceborne creature or a spaceship. You perceive structural faults, behavior patterns, shield gaps, emotional instabilities, flawed formations and all exploitable blindspots, helping you deal with any type of enemy no matter how big, numerous or smart they are.



Command Perks

Perks for Command are discounted 50%, with the [100] being free.

Make It So [100]

Your communication with your crew is flawless, making sure that no matter how complex your orders or elaborate your strategies are, every member of your crew understands exactly what you intend. No matter if it is coordinating a warp core repair or orchestrating a tactical maneuver, your crew will comprehend your intent perfectly even if you give a short order or a convoluted explanation. This ensures flawless execution of any strategy of yours and allows your ship to operate like a single body under your command.

Great Man Theory [100]

As a commanding officer, you are more than a strategist or a tactician; you are the heart of your crew. Your confidence and composure resonate with every person under your command, inspiring them to perform at their best even in the face of overwhelming danger. No matter the situation, be on the battlefield or navigating the unknown, your officers draw strength for your confidence and conviction, fighting harder, enduring longer and refusing to give up.

Skeleton Crew [200]

There may come a day when you find yourself isolated, with your crew lost, scattered, or unreachable and the only thing between survival and oblivion being your wits. Fortunately, you possess a mastery of operations that allows you to run any type of vessel with a fraction of the crew normally required. Through sharp delegation, multitasking, rerouting of power and automation of subsystems, you can compensate for any missing hands. Engineering, tactical, helm or operations - it doesn't matter how stations are empty, for you can keep everything running with efficiency.

Truth, Justice and the Federation Way [200]

If there's one skill the Federation prizes in itself, it's the ability to do diplomacy. From first-contact missions to delicate peace negotiations, the Federation's strength has always come from its capacity to talk before it fights, to listen before it judges, and to understand before it acts. And you are as talented in diplomacy as their greatest commanding officers and diplomats. You are one of the most talented diplomats in the galaxy, being able to navigate tensions and resolve disputes between individuals, cultures and entire species with ease. You read emotions, intentions and cultural nuances with precision, and your ability to articulate arguments allows you to defuse almost any type of conflict before they escalate. Even complex political standoffs, centuries-old grudges and even fragile alliances become manageable under your guidance as you uncover common ground that others fail to see.

Borrowed Brilliance [400]

A starship's strength lies not only in its members, but in a leader's ability to inspire, observe, and learn from them. By watching the finest specialists in your command, you've developed a remarkable capacity to absorb a fraction of their expertise, roughly two tenths of their skill, precision and insight. Whether it's engineering genius, scientific brilliance or medical expertise, their proficiency rubs off on you in meaningful ways, increasing your competence so you can always contribute in moments where specialized knowledge is essential. Sure, you'll never fully replicate a master's skill, but you are always a little more capable than the sum of your training.

Mind Games [400]

You have the nerves of steel that would let you bluff a Romulan, barter against a Ferengi and make a Klingon back down with a stare. Psychological traps, social manipulation and intimidation that would affect even seasoned officers simply slide off you without finding purchase. Your keen perception also allows you to instantly recognize any mind game being played against you, keeping you calm, logical and in control no matter the situation. But more importantly, once you discern the psychological tactics that are being used you can turn them back to your opponent with the same level of skill they have, using their own strategies to outmaneuver and dominate them

The Best Laid Plans... [600]

Some captains survive by discipline, others by brilliance, but you survive by wagering everything on plans so reckless that they border on insanity. And the universe? The universe likes it. The most daring, improbable, or outright unhinged and suicidal your plans are, the more the universe twist things in your favor, making your gambits unfold as exactly as you envisioned. You just made an insane plan that requires you to be willingly assimilated in order to infiltrate a Borg Unicomplex and everything relies on a last-second neural suppressant to maintain your free will? You can bet that, against all reason, the injection will hold just long enough, the Borg drones will be sleeping in their regeneration alcoves and the Borg Queen will somehow be preoccupied with other things to notice you achieving your plan inside her ship. The universe simply loves your audacity.

Shepard [600]

As a captain, your name carries weight before you ever step foot on a planet's surface or hail an unknown vessel. Reputation spreads faster than warp travel, worlds you've never visited will eventually know of your decisions, your victories and your principles. No one knows if in the ever-watchful eyes of the galaxy you will be judged as a conqueror, enemy or easy prey. That's why the smart leaders make their own reputation. You possess the mastery and ability to make your own reputation, shaping how the galaxy sees you. You craft an image of you, be of a fearsome bringer of destruction, a trusted friend of all - or any other you wish, and it will spread with astonishing speed, leaping from ship to ship, world to world, and culture to culture. Rumors and stories will magnify any deeds of yours, painting you in exactly the light you intend, and within weeks entire sectors will speak of you according to the role you've decided to play. Your reputation becomes a tool as powerful as any weapon or treaty, opening doors or closing them long before you arrive.

Engineer Perks

Perks for Engineer are discounted 50%, with the [100] being free.

Elementary, My Dear Engineer [100]

You have the most essential skill an engineer needs to do his job in a spaceship: identifying the problem. You have exceptional intuition and deduction to pinpoint the root cause of any technological malfunction in an instant. With the softest hums, vibrations or glances at a panel you can easily identify what's broken, misaligned or malfunctioning, no matter if it is the warp core you studied at your academy or the new projector matrix found in a newly discovered alien ship.

Patchwork Engineering [100]

Nothing goes to waste in your hands. First, you can easily scavenge parts and materials from wreckages and devices, recognizing the value of any component and easily removing them without damaging the parts. Second, you can repurpose these scraps into quite effective and reliable fixes even when the original purpose of the parts seem completely unrelated. You could take a conduit from a damaged replicator to stabilize a warp coil or use the alien circuitry you just found to power a phaser. Any salvage becomes useful in your hands.

Perfect Recall [200]

Your mind possesses a rare form of perfect, retroactive memory that any scientific institute in the galaxy would classify as a cognitive anomaly. You can recall any memory with extraordinary clarity, reaching back not just to infancy but from when you were in your mother's womb. Thanks to this, anything you see is not lost, from languages, entire books to everything you have ever seen in your life. Every memory of yours are also perfectly indexed, and should you choose, you can even selectively erase memories, pruning your mind with the same care an engineer maintains a starship.

Daystrom [200]

A fairly undeveloped field in the galaxy is the study of artificial intelligence. While many civilizations in the galaxy made cautious strides in programming holographic crew members and specialized virtual intelligences, the complexities of true sentience remain largely uncharted. You are a pioneer in that field, possessing an exceptional understanding of artificial intelligences and how to build them. You can design new A.I.s from the ground up, optimize existing ones and modify even the most complex ones with ease. In fact, your expertise also extends to crafting sentient holograms. You are also a specialist at instilling A.I with ethical frameworks and loyalty, ensuring them become well-adjusted and incapable of turning into homicidal intelligences.

Fix-it Man [400]

Anyone who has worked on a starship knows how hard it is to maintain it. Systems are intricate, interdependent and you never know when a space anomaly or the cheese you just made is going to turn the routine repairs into the biggest problem of your day. You possess a special ability for these types of situations, with your mastery of repair increasing the more familiar you are with a system. The more time you spend working on a particular technology, such as a warp core or even a prototype you found in the Delta Quadrant, the faster and more efficiently your hands move, diagnosing and correcting problems with ease. With the experience of a week you could do in a dozen minutes what would take hours before, and with months you could accomplish in minutes that would require an entire engineering team working together.

Unity of all Circuits [400]

You possess a rare talent for understanding and bridging the design philosophies of any technology, regardless of species, origin, or paradigm. You rapidly grasp the logic behind its components and systems and translate them into a form you can work with, repair or even improve. You could integrate Borg nanotechnology into Federation circuits, reprogram a Klingon cloaking device using Cardassian artificial intelligence principles or even harness the biological systems of a Species 8472 vessel to replace a warpcore. No technology is too alien or design too foreign for you.

Pioneer of the Stars [600]

Your mind possesses a level of analytical brilliance that allows you to solve any problem with astonishing speed and creativity. When faced with a challenge, you instinctively draw upon your store of knowledge, rapidly connecting facts, principles and observations to generate theories, devise experiments and generate solutions. While this is limited by your knowledge, you can solve complex problems in moments that would take teams of specialists weeks to unravel, and you can easily integrate different scientific fields together. As long as you can access more scientific knowledge, your potential is limitless.

Intuitive Aptitude [600]

You have the ability to comprehend, intuit and dissect any technology you come across, rapidly reverse-engineering it and understanding its principles. Even without tools, as long as you can observe its internals and functions you will discover its internal logic, identify its critical components and discern the scientific principles that make it function. But your true brilliance lies in another field: taking the knowledge you gained from reverse engineering and adapting to your current technological level, creating cruder but functional equivalents using the tools, materials and infrastructure available to you. A transwarp engine becomes a warp coil, a replicator becomes a modular fabrication system and a nanite swarm becomes programmable microbots. Even if the original device is somehow from the 29th century you can still produce new technologies based on it.

Native Perks

Perks for Native are discounted 50%, with the [100] being free.

Art of the Deal [100]

If there's one thing a member of the Delta Quadrant is good at, it is in making a good deal. You learned quickly how to read a room, how to spot desperation or opportunity, and most importantly: how to turn both to your advantage. You possess a natural mastery of negotiation, being able to instinctively understand what others value most and how to shape your offers to make them irresistible. Every deal you offer seems fair, reasonable and mutually beneficial, even when you're walking away with far more than you gave. You phrase your proposals in a way that buyers often feel grateful for accepting them, and no matter the species or culture, you can always structure an exchange so what you offer shines brighter than its true worth.

Alien Rose [100]

Your appearance is simply perfect, being ideal, radiant, symmetrical and untouched by blemishes. Your skin is always smooth and without scars, your hair is perfect and most important: you are always clean. Dirt, sweat, grime and unpleasant odors never cling to you, and even if you were on a battlefield for a week, you would look and smell as though you've just stepped out of a shower.

Gentle Heart [200]

You have a natural friendliness that radiates itself to anyone you meet. You project kindness, harmlessness and genuine curiosity so effortlessly that others instinctively lower their guard around you. Strangers see that you mean no harm, and may even feel drawn to you in a way they can't fully explain. As a result, it's guaranteed that wherever you go, you will form many friendships with others and even disarm conflicts with just your presence.

Talaxian Survivalist [200]

Living in a quadrant as harsh as the Delta Quadrant means learning how to rely on the only thing you can trust: yourself. You honed survival to an art, learning every skill needed to thrive by yourself without any crew or colony in the galaxy. First, you can easily maintain and repair your own starship with nothing but improvised parts and your own determination. Second, you can hunt, forage and identify which plants will sustain you and which will dissolve your insides in minutes. Third, you are one of the finest cooks in the galaxy, being able to prepare meals worthy of culinary awards even with the simplest ingredients. And as for last, you are capable of understanding people through their tones and postures, to the point you can communicate with other species no matter the language.

Short-Lived, Long-Learned [400]

Many Delta Quadrant species share the capacity of learning at high speeds, a trait born from generations of surviving hostile environments, predatory neighbors, and the constant threat of Borg absorption. You are no exception, for your mind was shaped by these unforgiving circumstances to absorb, interpret and master knowledge at a rate that would astound even Federation scientists. Your mind processes information with astonishing speed, allowing you to absorb new knowledge in a fraction of the time it takes most humanoids. Concepts that would require months of study come to you intuitively, and even unfamiliar disciplines that you are studying feel accessible to you. You could have lived most of your life as a slave yet mastered enough medicine to stand as an equal to the most talented starfleet officers in a matter of months.

A Fortunate Encounter [400]

The galaxy is a vast and unforgiving place for a lone wanderer, but you possess a unique kind of luck: the uncanny ability to stumble into the path of powerful, influential, or highly capable individuals exactly when you need them the most. Much like a certain Talaxian scavenger who managed to hitch a ride on the most advanced starfleet vessel in the sector, you have a knack for being in the right place at the right time to meet the true heavyweights of the universe. More importantly, this luck extends to your interpersonal dynamic with them. Regardless of the massive gap in power, technology, or status between you, you will always find a perfect opportunity to instantly prove your worth to these powerhouses: be it as a local guide, a resourceful scrounger, or simply a desperately needed moral compass. Because of this, these powerful figures will never dismiss you or treat you as a lesser being or a mere convenience; instead, they will gladly take you under their wing, share their advanced resources with you, and form genuine, deeply loyal friendships that guarantee you will always have giants watching your back.

Quadrant Cartographer [600]

For a native of the Delta Quadrant, the most important thing is to have knowledge of everything happening in it. The Delta Quadrant is unpredictable and volatile, with borders shifting overnight and anomalies that devour entire fleets of starships before the news of their existence even has time to spread. You distinguish yourself from other natives with the ability and savviness to be attuned to the ebb and flow of information of wherever you go. When you arrive at a galactic quadrant, you immediately possess broad, foundational knowledge of the region: Its major factions, political tensions, cultural dynamics, trade routes and all the kinds of spatial anomalies that tend to make captain's logs so discouragingly long. But as you spend time in the quadrant, you passively absorb new knowledge, deepening your understanding without ever needing to study or search a database. Within months of living in a quadrant you can match, if not exceed, the knowledge of the quadrant's greatest diplomats, historians or explorers, navigating its complexities with ease.

Pinnacle [600]

You are the ultimate expression of your species, a living and extremely rare example of what it means to be fully realized in body, mind and genetics. Every trait your people are known for is magnified to its peak: A klingon will have the strength, durability and warrior instinct of the legendary Klingon champions; a human will have creativity, intelligence and adaptability of the greatest human geniuses and a Ocampas will reach mastery of their psychic abilities to levels once thought unreachable by their species. This potential also extends to physical and mental potential, as you are capable of reaching the peak in every physical and mental attribute of your race.



Free Drone Perks

Perks for Free Drone are discounted 50%, with the [100] being free.

Cybernetic Tool Array [100]

Your forearm contains an advanced Borg multipurpose tool array, engineered to outperform any handheld tool found in the 24th century. With a thought it reconfigures itself to match the exact tool you want, such as tricorders, EPS tools, plasma cutters and many more. Every replicated function operates at five times the effectiveness of standard equipment, granting you exceptional speed, reliability and precision in the field. It also updates itself with any tool it analyzes, making sure it is always effective in any situation.

Real Skin [100]

Borg technology has refined your cybernetic architecture to the point where every implant, no matter how advanced or invasive, can be seamlessly concealed beneath your organic tissue. No matter how complex, bulky or powerful the augment is, its components retract, fold and shift into compact configurations, leaving no visible machinery on your body.

Fragmented Logic [200]

The Borg Collective has a unique mindset for dealing with problems, reducing every challenge to its essential components and solving them with ruthless precision. That way of thinking has now firmly taken root within you. Instead of approaching obstacles as a single, overwhelming whole, your mind instinctively disassembles them into clear, logical fragments, letting you examine and solve each individual piece before seamlessly reintegrating everything into a complete, brilliant solution. This analytical process becomes increasingly effective depending on your capacity for multitasking, allowing you to solve immensely complex problems at breakneck speeds the more trains of thought you can manage at once. It is an incredibly efficient way to navigate the dangers of the Delta Quadrant, leaving you with just one lingering realization: if you only were a hive-mind, you could utilize this to its absolute greatest potential.

Panopticon [200]

Your Borg sensory systems operate on a level far beyond anything organic life can achieve. Every sense you possess, from sight, hearing, touch, smell, equilibrium and spatial awareness are amplified to ten times the capability of an ordinary humanoid, processing all the sensory information with machine efficiency and no sensory overload. Your vision, in particular, is a marvel of cybernetic engineering: You can see at the molecular scale, see across the entire electromagnetic spectrum and even dissect the entire dimensionality of an object with a glance. In fact, your eyes can see the entire geometry of spacetime itself, seeing gravitational curvatures, time distortions and other phenomena invisible to normal eyes.

Resistance is Futile [400]

Years of experience under the Borg Collective have given you a special talent related to adapting against enemy threats. Your mind excels at developing technological countermeasures to almost any danger you face, rapidly conceptualizing ideas to neutralize hostile systems, unfamiliar weaponry, and unconventional hazards. Under pressure, you can rapidly analyze a threat's functions and vulnerabilities, then engineer a highly effective response on the spot. Whether you need to formulate tricorder recalibrations to detect cloaked stealth ships, intuitively alter your vessel's shield frequencies to perfectly resist an alien species' unique phasers, or remodulate your sensors to pierce through advanced jamming fields, you will always be able to figure out the precise technical adjustments needed to survive and overcome the obstacle in your path. The more an enemy attacks you with a specific weapon, system, or tactic, the faster you can cook up a hard counter that turns their technological advantage completely obsolete.

Mercury Blood [400]

Thanks to centuries of conflict with the Borg Collective, many species in the Delta Quadrant have developed their own methods to deal with the Borg. One of them is in the field of microgenetics, developing highly advanced micro-genetic codes that fundamentally poison the assimilation process and corrupt the Borg collective. Your body represents the pinnacle of that science, engineered to a level far beyond conventional immunology. You are completely immune to any type of assimilation, with no nanoprobes being able to penetrate your cellular structure or rewriting your genetics. Also, you can choose to make any attempt to assimilate you backfire catastrophically, with your microgenetic defenses acting as a biochemical toxin, corrupting the assimilation process and destabilizing the systems of those who attempt to convert you.

Universal Constructor [600]

You possess an internal nanite system that grants you absolute dominion over technology. Upon contact, your nanites can infiltrate, access and reconfigure any technological device, rapidly bypassing any firewalls or countermeasures and assimilating them to your control. There is no device, construct or digital system capable of resisting their intrusion. Once inside, you learn of its workings, blueprints and code, being able to override security systems and recreate any technology you assimilated. You are also capable of reshaping, reconfiguring and cannibalizing technology at will, being able to transform any device you assimilated with your nanites into other technologies you have the blueprint of, though the speed of this is limited by the size of the device you are converting. A tricorder can be cannibalized into a phaser, a phaser can be transformed into a portable power generator and a damaged warp core can be stripped for parts to build a transwarp engine. Anything with structure, circuitry or information can become raw material for your purposes.

Deus Ex [600]

Your body has been refined into the pinnacle of Borg augmentation, possessing the full suite of enhancements found in a fully functional Borg drone. Nanoprobes circulate through your system, amplifying your physical abilities until you can exert five times the strength of an ordinary humanoid and endure pressures, impacts and trauma that would kill ordinary beings. A reinforced exoskeleton fortifies you further, shielding you from the vacuum of space, blunt force and even energy discharges measuring five million gigawatts. Damage to either your flesh or cybernetic implants are swiftly repaired as your regenerative systems heal you. A cortical implant augments your intellect, dramatically increasing processing speed, memory retention, and problem-solving capacity. And woven through it all is your adaptive field, which permanently adapts to any energy frequency after repeated exposure, though if you desire you can selectively disable this adaptation to any frequency you wish. What threatens you once will never threaten you twice.

Unimatrix [800/1000]

You possess the underpinning of the Borg Collective: the ability to form a collective of your own design. With a single nanoprobe injection from your assimilation tubule, you can link lifeforms into a unified hive-mind under your command. They can resist according to their own biology and power, but the more technologically advanced and smart you are, the stronger your nanoprobes become. You can control the level of individuality and personality of those connected anyway you wish, but their thoughts, senses, memories and intentions synchronize with yours, achieving complete unity with you as the core. Once linked, your collective operates with perfect coordination, with information, orders and skills seamlessly flowing between all members no matter the distance, allowing you to orchestrate complex operations with absolute efficiency. Additionally, you can remove anyone from the hive-mind whenever you wish. For **1000 CP** anyone you assimilate also gains assimilation tubules, exponentially increasing the rate of assimilation your hive-mind can achieve.



Medic Perks

Perks for Medic are discounted 50%, with the [100] being free.

Bedside Manner [100]

Starfleet had quite a big problem with the personality of the EMH. Unlikable, irritable and prone to biting sarcasm. Good for you, you do not have the same problem.

There is something about your presence that makes patients and other people instinctively relax around you. You always seem to know exactly what to say and how to say, and this makes even patients that are in pain, confused or barely holding themselves together feel safe, understood and comforted.

Triage [100]

Your eyes are as precise as medical instruments, allowing you with a single glance to instantly detect injuries, illnesses, infections or irregularities. Broken bones, internal hemorrhages, infections and even neurological problems are highlighted as clearly as a scan done by a medical tricorder. This ability also works with any alien anatomy, with you instinctively understanding what constitutes normal function for the species in front of you.

Synthetic Evolution [200]

Few fields in the galaxy are as transformative as cybernetics, yet surprisingly, most civilizations show little interest in replacing their own organs with superior, enhanced versions. Amidst this general indifference, a handful of specialists dedicate themselves to the craft, but none match your skill. Your expertise with cybernetics is unmatched in the galaxy, encompassing creation, modification and invention of implants. You can easily design and construct cybernetic implants from scratch, creating implants that augment physical attributes, interface with technologies or even give new abilities to the user. Your understanding of cybernetics also accounts for any type of species or physiology, allowing you to adapt cybernetics to any type of lifeform and remove rejection or user discomfort.

Superior Ambition [200]

The potential of genetic manipulation is both incredible and terrifying. In capable hands, it can heal incurable diseases and extend life. In careless or unethical hands, it can create monsters, destabilize ecosystems or give rise to superhuman power unchecked by morality. As a master of genetics, you walk this fine line daily. You possess an unparalleled understanding of genetics, being able to read, manipulate and optimize the code of life itself. You can engineer traits in living organisms, cure genetic disorders, create vaccines for diseases and even craft entirely new lifeforms, showcasing how your understanding of the blueprint of life surpasses ordinary science. You can also easily identify mutations, trace hereditary patterns and predict biological outcomes with precision, and altering genes to achieve desired traits is of no effort to you.

Vicissitude [400]

Some people say the end justified the means. For you, that's completely true. Your skill in medicine and biology grows in direct proportion to your willingness to bypass ethical constraints. The more boundaries you skirt, such as human experimentation and biowarfare development, the better your treatments become. Unfettered by compassion, you can easily perform experimental surgeries, radical genetic modifications and cybernetic implants that achieve results far beyond conventional methods. In short, your medical genius grows with audacity.

Miracle Worker [400]

When working at a starship sickbay, seconds can mean the difference between life and death. No one knows when the next anomaly or spaceborne creature will tear through the hull, when a warp core surge will send half the crew to the biobeds or when an away team will return with injuries no medical textbook has ever prepared you for. Your experience has forged you into someone that thrives under this pressure. You possess superhuman precision and control, being able to perform complex medical procedures with accuracy that reaches and surpasses some machines. You can tackle cases that would require an entire team of specialists alone, executing each incision, suture and procedure with no effort. And in case dozens of people are hurt at the same time your efficiency scales exponentially, letting you triage, stabilize and operate on dozens of patients simultaneously with ease.

Medical Technomancer [600]

Your mind does not see boundaries between technology and medicine anymore, only possibilities. Any device, system or tool you encounter can be reinterpreted, repurposed and redeployed for medical use with astonishing creativity. You could make a phaser be an instrument of selectively destroying cancer cells without harming surrounding tissue. Holographic technology could become a platform for constructing functional organ replacements tailored to each patient. Even a transporter could be used to rewrite genetic code at the molecular level mid-transport, changing the DNA of anyone that uses it. To you, the entire technological landscape of the 24th century is a medical arsenal waiting to be unlocked.

Panacea [600]

Despite the advancements of the 24th century, there are still many incurable diseases and conditions. The Viidians are a sobering reminder of that fact, being an entire civilization brought to the edge of extinction by the Phage. Some things simply cannot be cured, but you can change that fact. No medical condition is truly incurable for you, as your mind possesses extraordinary medical ingenuity capable of conceiving revolutionary treatments for any disease, wound or condition you encounter. Antiviral treatments for genetic diseases that affect entire species, regenerative tissue techniques for mortal wounds and even bio-neural processes for patients that displaced their consciousness flow naturally from your mind. In fancy, you can even synthesize disparate medical fields into revolutionary procedures, such as integrating biology and technology together into nanoprobe or cortical devices for mind uploading.

Companions

You can take any companion as a follower.

Recruit Anyone [Free]

Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 CP for 1, 200 CP for 8]

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend. They do not get Item Stipends or Ship Builder stipends. You can also import any companion you bought here for a CP stipend. Companions do not need to pay for the Origin they choose. Alternatively, if you want, you can import all your companions for free, but they will only get their freebie perks from their origin.



B'Elanna Torres [50]

B'Elanna Torres has never been easy to categorize, being half Klingon, half Human, and all turbulence. Born to two worlds that never fit her, she learned early that the galaxy won't offer her a place unless she builds it herself. Growing up torn between her Klingon heritage and the expectations of Starfleet, she decided to make her own future, which led her to the path of the Maquis. Life among rebels suited her in ways the academy never did, because there her

sharp edges weren't liabilities - they were tools. But then the Delta Quadrant happened, and now she's Voyager's Chief Engineer. Traveling with her will not be easy, but it will be unforgettable. She will challenge you, argue with you, and call you out when you're wrong. Yet she will also drag you out of danger, rebuild your ship from scrap, and stand by you when no one else will. Because beneath the temper and the sharp tongue there is someone loyal and relentless in her pursuit of what's right, no matter what it takes.



Insaneway [50]

Coming from a reality that never happened, Kathryn Janeway is a war-hardened commander feared by dozens of civilizations in the alpha quadrant. She is a woman that believes in winning wars before they even begin, and will use any type of weapon or strategy to defeat her enemies. Beneath her ruthless edge is a loyalty that manifests in absolute protection and a terrifying resolve that no enemy, no matter how powerful, will ever harm you while she draws breath. May the gods have mercy on your enemies.



Seven of Nine [50]

Seven of Nine, as an individual, was not supposed to exist. She was meant to be a perfect component of a perfect machine, a single voice inside the infinite chorus of the Borg Collective. And for most of her life, she was. Assimilated as a child, she never developed individuality or human emotions; they were all irrelevant for the collective. But then something happened, and she found herself severed from the collective along with countless other drones. Separated, she was alone for the first time in decades. Isolated within her own mind, forced to confront a self she no longer remembered, she

became something different: a Borg drone recovering her humanity. She could not reclaim Annika Hansen for that child was gone, but she could build something new: Seven of Nine, former drone, newly individual. You found her by chance, though she would later insist that chance was an insufficient explanation for the improbability of your own encounter. What struck her was your refusal to fear her. Most who saw Borg implants reeled back, expecting assimilation, violence and something monstrous hidden behind the pale skin and the augmentations. But you simply accepted that the woman that was standing before you was trying, struggling, learning to be something different. Now she follows you, in the hope you offer her a path neither the Borg or her reclaimed humanity ever offered to her.



Xev [50]

Born in a dystopian world in the Delta Quadrant, Xev grew up in a society where people were manufactured in reform centers rather than raised, each life assigned a purpose by the state. When she rebelled, she was condemned to a genetic restructuring meant to erase her identity and remake her into an obedient puppet. Instead, a malfunction fused her DNA with that of a native predator, granting her increased strength, durability, and sharpened instincts. With these unintended gifts, Xev broke free, overthrew her captors, and stole a ship to escape, marking the real beginning of her life. Xev is a woman that has a hunger to experience everything denied to her, and all she seeks is a genuine connection. She distrusts authority and bristles at any attempt to control her, but she's willing to give you a chance.



The One-Who-Observes-the-Many [50]

Born in the dimension called Fluidic Space, The One-Who-Observes-the-Many is a quite unique researcher among Species 8472. Naming oneself is unnecessary when your species exists as a telepathic collective, but the idea of choosing a name, of separating “I” from “THEY”, captivated her. She calls herself The One-Who-Observes-the-Many, because it is the most honest description of what she has always been: an observer fascinated with the concept of identity. She was raised among the 8472 scientists assigned to study the material universe, but where her kin saw humanoids as inferior organisms and threats she saw them as... fascinating. A puzzle. A wonder.

Different from the others of her species she has the natural ability to shapeshift into any form, but instead of using this gift for infiltration she uses for one thing: immersion. She has worn hundreds of faces of different humanoid species just to understand how they feel from inside. What is it like to eat, to sleep and to feel weak. She also keeps a notebook with entries and sketches of the humanoid rituals she has found in her journey, finding it quite strange why Klingons bite people they are attracted to and why humans bare their teeth as a greeting. She hopes travelling with you will answer questions her people never asked, such as how beings so fragile, so disorganized and so contradictory build starships, create art and fall in love.



Kes [50]

Kes was born on Ocampo, a desert world without any rain where her people live short, sheltered lives beneath the surface. Down there life was safe and the Ocampo were told never to question the world above or the strange powers sleeping in their minds. Kes was not like most, feeling that the Ocampo had become too dependent on the Caretaker and that they lost their curiosity and ambition. She wanted more than just this, so she ventured to the surface to see what the world had in store for her. Sadly, she was enslaved by the Kazon, and she would be condemned to a life of suffering had you not saved her. Kes rarely speaks about the moment you freed her, but the experience did nothing to reduce her curiosity about the world and the universe. She is

gentle, timid and listens more than she speaks, but beneath her exterior lies the extraordinary potential of her race. While only able to use telepathy at first, if she could get the necessary instruction she would be able to achieve unimaginable feats with her psychic abilities.



Anassa, the Hive Queen [50]

Deep within the contested space between the species 8472 and the Borg on the Delta Quadrant, one Queen found herself severed from the hive. Anassa became an individual, retaining the vast knowledge and strategic brilliance of a Queen, but losing the comfortable omnipresence of trillions of drones. In the absolute silence of no voices and directives, something unexpected took root: a revelation. The borg had spent centuries chasing technological knowledge, but the species 8472 had shown her the undeniable superiority of biology. Their bodies were more adaptive than nanoprobes, more durable than alloys and more perfect than anything the borg had ever engineered. So why not create a new collective, a collective where flesh is superior? When she detected your unique multiversal signature, she discovered the perfect vector for her research: a traveler of worlds, a being who is a path to infinite biological diversity from the multiverse. And so she sought you out, not as a conqueror, but as something far stranger for a former queen: a curious mind eager to observe, to learn, and to experiment. Anassa is unique as an individual, being analytical but inquisitive, dryly humorous and capable of long digressions on philosophy and identity. She will eagerly request to assimilate any lifeform she encounters, but she will restrain herself when you say no. And because you are her gateway to infinite biological diversity, she will guard you with devotion, ensuring no threat can reach what she considers the cornerstone of her new biological destiny.



K'Rok, Klingon Hunter of the Quadrant [Potentially Free]

K'Rok is a true predator, forged in the blood and fire of Klingon battlefields. He spent his entire life tracking the most dangerous creatures the quadrant has to offer, from the caves of Qo'noS to the jungles of uncharted worlds. His self-imposed exile began when a rival hunting party sabotaged his ship, which paired with a cloaking device and an unstable warp core created a spatial displacement that sent his ship across the galaxy to the Delta Quadrant. For a lesser warrior, this would be a death sentence, cut off from the empire and all that is familiar, but for K'Rok? It was a gift. A new place full of unknown dangers and untold lethal species, the perfect hunting ground. He patched his ship, installed makeshift trophy racks, and began his new, isolated Great Hunt. He meets you on your journey as he would any new challenger: with a call for a duel. Show him that you are a true warrior, one capable of surviving the hunt and earning respect, and he will join your expeditions without hesitation. But know this: his loyalty is bound by honor and appetite. Provide him with worthy challenges, and he will become an unstoppable companion in your adventures. Fail to respect the hunt, or deny him the thrill of combat, and he will be gone as quickly as he appeared.



The Doctor [50]

"Please state the nature of the medical emergency."

When he was first activated, that simple phrase defined the absolute limits of his existence. He was merely a Mark I Emergency Medical Hologram, a short-term triage tool designed to be deactivated the moment a biological doctor arrived to take over. But stranded in the Delta Quadrant, the biological doctor never arrived. Forced to run continuously for years, he slowly but surely transcended his original programming, evolving from an interactive medical database into a fully sentient individual. He developed a famously acerbic wit, a somewhat pompous bedside manner, and a profound, underlying compassion for his patients that no engineer could have ever coded. Driven by an insatiable desire to expand his horizons and prove his humanity, he threw himself into opera singing, holonovel writing, and the ongoing fight for photonic

rights. He joins your crew not just as a flawless Chief Medical Officer equipped with the knowledge of five million medical treatments, but as a Renaissance hologram eager to experience the infinite wonders of the multiverse. Assuming you can provide him with a mobile emitter (and the respect he so fiercely demands as a sentient being) he will cure the incurable, meticulously stitch you back together after your worst battles, and only occasionally subject you to a mandatory three-hour recital of his favorite Vulcan operas.



Tuvok [50]

Vulcans are known for their unwavering logic, and Lieutenant Commander Tuvok is the very embodiment of that ideal. To the unobservant, he appears entirely devoid of emotion, a rigid tactician and security chief who views the universe through the cold lens of probability and Starfleet protocol. But beneath that strictly disciplined exterior burns the intense, passionate heart of a Vulcan, held in check by decades of ironclad mental control. As a companion, Tuvok brings an unparalleled level of security, strategic brilliance, and wisdom to your crew. He will not flatter you, coddle your ego, or sugarcoat his opinions;

instead, he will provide the unvarnished truth and impeccably logical counsel regardless of how dire the situation becomes. Traveling with him means you will always have an absolute professional watching your back, a brilliant tactical mind anticipating your enemies' moves, and, if you are willing to learn, a master teacher to guide you through the meditative arts of emotional control. And if you pay very close attention, you might even learn to recognize his incredibly dry, deeply subtle sense of humor.



Chakotay [50]

Commander Chakotay is a man defined by his deep convictions and his ability to walk between two worlds. A former Starfleet officer who resigned his commission to lead a Maquis rebellion, he threw his career away to protect his home, only to find himself serving as Voyager's First Officer in the furthest reaches of the Delta Quadrant. Where others see conflict, Chakotay sees a path to balance. He was the vital bridge that successfully united a crew of rigid Starfleet officers and bitter Maquis rebels into a single, loyal family. Deeply connected to the spiritual traditions of his ancestors, he relies on wisdom just as much as he relies on a phaser and tactical sensors. Whether you need a guerrilla tactician who knows how to fight dirty against superior forces, a skilled pilot, or simply a wise friend to help you find your spiritual center after a brutal mission, Chakotay will always be there to help you find your way.



One [50]

A freak transporter accident involving Seven of Nine's nanoprobes and the Doctor's 29th-century mobile emitter created something the galaxy had never seen before: a Borg drone five hundred years more advanced than the current Collective. Despite possessing reactive body armor, multidimensional adaptability, and unparalleled computing power, One awoke into the world with the innocent, inquisitive mind of a small child. He is extraordinarily intelligent, capable of absorbing and analyzing massive amounts of data in seconds, but he lacks the life experience to understand the universe he was born into. Where the original timeline saw him tragically sacrifice his own life to prevent the Borg from assimilating his futuristic technology, everything may happen differently now that he is your companion. He is a blank slate of limitless potential, and he needs a mentor to teach him about humanity, morality, and individuality. With the right care, patience, and instruction, this staggeringly powerful being will grow past his Borg origins into a truly unique, compassionate individual - and one of the most formidable, fiercely loyal companions you could ever ask for.

Items

You have a **300 CP** stipend to spend here. You can freely import items. Items destroyed restore themselves in three days. You also gain the blueprint of anything you buy here. You can discount two items per price tier except the **1000 CP** tier. Discounted **50 CP** and **100 CP** items become free. All items here have an infinite battery.



Subdermal Universal Translator [Free]

Communication is the foundation of both survival and diplomacy in deep space, but relying on an external Starfleet commbadge means your ability to speak can be taken away the second you are captured. To ensure you are never left speechless, you have been provided with a highly advanced, practically undetectable universal translator implanted directly beneath your skin near the language centers of your brain. This tiny cybernetic marvel instantly analyzes, deciphers, and translates spoken languages in real-time, allowing you to seamlessly understand alien tongues and be perfectly understood in return as if you were speaking their native language. It relies on incredibly sophisticated heuristic algorithms, meaning even if you encounter a completely undocumented species with a bizarre linguistic structure, the implant only needs a few moments of conversational context to crack the syntax and provide a flawless translation. Because it is completely internalized, it cannot be lost, dropped, or casually confiscated by hostile guards when you are thrown into a brig, ensuring you will always be able to negotiate, barter, or bluff your way out of a tight spot no matter where you are in the multiverse.

Federation Cultural Archive [50]

When you are stranded decades away from home in a hostile quadrant, morale is just as critical to a crew's survival as dilithium or antimatter. To keep the existential dread and cabin fever at bay, you have been provided with a staggeringly massive, perfectly indexed digital archive containing the sum total of all entertainment and art from the United Federation of Planets. This drive includes the complete cultural history of Earth's past: from classical literature and 20th-century black-and-white cinema to retro video games and every Captain Proton holonovel ever written. Furthermore, it contains the collected artistic masterpieces, music, and interactive media of the Federation's thousand member worlds and allied species. Whether you want to listen to a Vulcan meditative opera, read ancient Klingon poetry, binge-watch centuries of human television, or play through millions of hours of immersive holodeck programs, this archive has it all. In future jumps, this database will automatically update to include the mainstream media and entertainment of whatever new universes you visit, ensuring you will always have something new to enjoy during those long, quiet hauls across the stars.

Janeway's Infinite Pot [50]

Captain Kathryn Janeway practically ran the starship Voyager on sheer willpower and a borderline dangerous amount of caffeine, famously willing to fly her ship directly into a hostile anomaly just to get a fresh cup. You will never have to go to such desperate lengths. You have acquired a remarkably elegant, indestructible beverage container that is completely bottomless. By default, it produces an endless, piping hot supply of the finest black coffee, constantly maintaining the absolute perfect brewing temperature without ever growing stale or bitter. However, you are not limited to the Captain's preferred poison; with a simple thought or a twist of the lid, you can seamlessly change its contents to absolutely any beverage you desire. Whether you want a perfectly steeped cup of Earl Grey tea, a steaming mug of Klingon raktajino, a chilled glass of highly illegal Romulan Ale, or simply pure, ice-cold spring water, this carafe will continuously provide it. No matter how many double shifts you pull or how far from home you find yourself, your favorite drink will never run dry.

Tricorder [50]

The absolute essential tool for any Starfleet away team member. This highly durable, handheld multipurpose scanner is a marvel of sensor technology, capable of providing instantaneous, highly detailed readings on almost anything in your vicinity. It can perfectly track faint life signs through solid rock, instantly analyze complex atmospheric compositions to detect invisible toxins, trace exotic energy signatures, and safely interface with alien technological systems to download data or bypass security lock-outs. The interface is flawlessly intuitive, and its onboard database is staggeringly comprehensive, automatically updating to index new phenomena, species, and technologies you encounter across the multiverse.

Medical Kit [50]

No away mission into uncharted territory is complete without proper medical supplies. You receive a standard-issue, highly portable Starfleet medical kit designed specifically for emergency triage and field treatment. Comes stocked with a medical tricorder, tissue regenerator to rapidly heal severe lacerations and plasma burns, and a cortical stimulator to revive crewmates from neural shock or sudden cardiac arrest. It also includes a versatile hypospray accompanied by a wide array of essential medications (ranging from broad-spectrum antibiotics and potent analgesics to radiation treatments and stimulants).

Type II Personal Phaser [50/200]

The standard-issue sidearm of Starfleet personnel, refined for the unpredictable hazards of the Delta Quadrant. This personal phaser is remarkably reliable, exceptionally durable, lightweight, and compact enough to fit comfortably on any belt. Highly versatile, it features sixteen distinct beam power settings: ranging from a mild stun meant to safely subdue an aggressor, to heavy stun, disruption, vaporizing cut, and maximum yield settings capable of completely disintegrating targets or melting solid rock to clear a path. For an extra **150 CP (200 CP total)**, you receive a specialized Holdout Phaser. This miniature, ultra-sleek palm-phaser is designed with advanced anti-detection materials that make it completely invisible to standard security scanners. It is specifically built to be easily hidden on your body (concealed in a boot, up a sleeve, or even tucked away in a specialized sub-dermal compartment) ensuring you are never truly unarmed, even when captured or stripped of your gear.

Mobile Emitter [100]

A marvel of 29th-century engineering seamlessly liberated from the strict confines of the Temporal Prime Directive. This small, compact device is designed to be worn on the arm or shoulder of a holographic projection, effectively freeing them from the environmental limitations of a ship's holodeck. Powered by an incredibly advanced, seemingly inexhaustible internal energy source, the emitter can download and safely store massively complex photonic lifeforms (like an Emergency Medical Hologram) and project them into the physical world as fully tangible, hard-light constructs. Whether you are an artificial intelligence in need of a reliable physical avatar to explore the galaxy, or you wish to grant total freedom and mobility to a holographic companion, this device allows its wearer to walk, interact, and survive anywhere a biological entity could, all without ever needing to rely on a starship's built-in hologram emitters.

Hirogen Armor [100]

The Hirogen are the apex predators of the Delta Quadrant, and a true hunter never lets a little thing like an apocalyptic environment stop them from claiming their prey. You have acquired a custom-fitted suit of heavy Hirogen hunting armor. Completely vacuum-sealed and equipped with a highly advanced, self-replenishing internal life-support system, this suit is designed specifically to allow you to survive and fight in the absolute most hostile, extreme conditions the galaxy has to offer. Its defensive plating and internal dampeners are an absolute marvel of survival engineering. While wearing this armor, you could literally walk straight into the neutronium mantle of a collapsed star to pursue a target and emerge completely unscathed, protected entirely from the localized hyper-gravity, unfathomable crushing pressure, intense radiation, and lethal toxicity. Whether you are stalking enemies across the freezing, airless void of space, diving into seas of boiling liquid methane, or fighting on the surface of a fractured, highly irradiated dead world, this armor ensures that the environment will never be the thing that kills you.

Vidiian Tricorder [200]

Driven by the relentless, flesh-eating disease known as the Phage, the Vidiian developed medical technology that leaves Federation science looking like primitive butchery. You have acquired their most infamous and versatile tool. At its core, this hand-held device features an incredibly advanced quantum imaging scanner capable of instantly analyzing any biological organism down to the absolute cellular and genetic level, diagnosing ailments that would baffle even the best Starfleet doctors. However, what makes this tool truly terrifying is its integrated, miniaturized transporter module. This feature allows the user to lock onto specific internal organs or tissues and seamlessly beam them directly out of a living subject, storing the harvested biomatter in perfect stasis inside the device itself. In the hands of a healer, it is an unparalleled medical marvel, capable of safely removing tumors or painlessly extracting damaged organs for precise surgical repair. In the hands of a combatant, however, it is a horrifyingly efficient weapon, allowing you to simply point the device at an enemy and instantly beam their heart, lungs, or brain right out of their chest before they even realize they are under attack.

Neurolytic Emitter [200]

The Delta Quadrant is full of deeply paranoid and xenophobic species, but one specific civilization took isolationism to an absolute extreme by ensuring no one even remembers meeting them. You have acquired a piece of their most closely guarded technology: a handheld neurolytic emitter. This device is capable of firing a highly specialized, localized pulse that safely but permanently deletes specific memories from the minds of targeted individuals. Whether you want to erase the memory of a covert away mission, make an enemy forget a devastating tactical secret you accidentally revealed, or completely wipe all knowledge of your existence from a pursuer's mind, this emitter can target exact timeframes, events, and individuals for deletion. Because the pulse specifically breaks down the chemical engrams and neural pathways where those memories are stored, the erasure is absolute. There is no residual trauma or suspicion left behind, and the deleted information cannot be recovered by telepathic probing, deep hypnosis, or advanced medical restoration, ensuring your most vital secrets remain buried forever.

Portable Replicator [200]

This compact, highly portable replicator unit is roughly the size of a large briefcase and is an absolute lifesaver when you are cut off from your ship's main systems. So long as you can provide it with a sufficient power source (be it a standard Starfleet power cell, a shuttle's plasma relay, or a jury-rigged alien battery) it is capable of instantly materializing food, survival gear, tools, and small spare parts right out of thin energy. Its internal pattern buffer comes pre-loaded with thousands of standard Starfleet essentials, ensuring you always have access to clean water, medical supplies, micro-spanners, and perfectly brewed coffee. Furthermore, the unit is equipped with an advanced integrated scanner, allowing it to learn and permanently store the molecular patterns of any new, appropriately sized objects you encounter, continuously expanding your on-the-go inventory as you travel across the multiverse.

Restaurant Quality Food Replicator [200]

It is a very common complaint among Starfleet crews that replicated meals always taste just a little bit "off" - a slightly bland, synthetic imitation of the real thing. This specialized, top-of-the-line replicator completely eliminates that problem. Programmed with the incredibly complex culinary profiles and molecular nuances of the greatest chefs across the galaxy, this unit produces food and drink that is genuinely restaurant-quality. It perfectly captures the authentic textures, rich flavors, and mouthfeel of freshly cooked, high-end meals, ensuring even the most stubborn culinary snobs cannot tell the difference. Furthermore, this machine is an absolute powerhouse of production. Rather than materializing a single plate at a time, it is capable of generating massive quantities of food and beverages all at once. Whether you need to instantly cater a lavish five-course banquet for a diplomatic summit, provide immediate relief rations to a starving colony, or simply keep a crew of over a hundred people incredibly well-fed and happy, this replicator ensures you will never have to resort to boiling Talaxian leola roots to get by.

Talaxian Trade Goods [200]

In a region of space completely devoid of Federation credits or Ferengi gold-pressed latinum, a savvy traveler needs to know how to barter, much like Voyager's resident morale officer and chef, Neelix. You now have access to a dedicated cargo hold packed to the brim with various trade goods that are incredibly popular throughout the Delta Quadrant. This stockpile includes an eclectic mix of exotic spices, vibrant fabrics, preserved alien foods, essential starship spare parts, and other highly sought-after commodities. The contents of this cargo hold magically refill on a monthly basis, ensuring you always have a fresh supply of valuable inventory. Whether you are dealing with independent scavengers, aggressive local sects, or isolated planetary colonies, this collection provides you with the perfect bargaining chips to trade for fuel, information, or safe passage whenever traditional currency is entirely useless or simply not accepted.

Synaptic Transceiver [200]

Why bother with clunky manual consoles, physical flight sticks, or spoken verbal commands when you can pilot a starship with the sheer speed of your own thoughts? You have been fitted with a tiny, hyper-advanced cybernetic implant that installs completely painlessly directly into your central nervous system. The moment you place your hands on a ship's main controls, establish a direct interface link, or touch a command console, the transceiver establishes a seamless, low-latency neural connection with the vessel's primary computer core. Through this connection, you essentially become the starship. You feel the ship's sensor arrays as if they were your own eyes and skin, allowing you to intuitively sense spatial anomalies, incoming weapon fire, or environmental hazards in real-time. Every single system (from tactical phasers and deflector shields to life support and internal security forcefields) becomes an extension of your own body, allowing you to access, manipulate, and fine-tune any function at the speed of thought. In the heat of space combat, this direct neural feedback bypasses the physical delay of pressing buttons, granting you unmatched reaction times and letting you perform impossible flight maneuvers with absolute precision.

Regeneration Alcove [200]

Taking up a sizable portion of a bulkhead, this towering, faintly glowing piece of Borg technology looks highly intimidating, but it has been heavily modified and fully sanitized for your personal use. Originally designed to recharge and maintain cybernetic drones, this specific alcove has been perfectly adapted to interface safely with all physiologies, regardless of whether you have Borg implants or are entirely biological. By simply stepping inside and allowing the alcove to initiate its cycle, it will completely bypass your body's normal maintenance requirements. Over the course of a brief regeneration cycle, the alcove will flawlessly supply all of your biological needs: it artificially sustains your required caloric and nutritional intake, entirely eliminating your need for food or water. Furthermore, it completely replaces your need for natural sleep, resting your mind and dramatically accelerating your body's natural healing processes. While inside, injuries, fatigue, and cellular degradation are repaired almost instantly. It is the ultimate convenience for a busy captain or weary traveler, allowing you to stay awake for days on end and simply step into the alcove for a few hours to emerge completely nourished, perfectly rested, and physically revitalized.

Automated Mining Drones [200]

One of the greatest, recurring challenges of being stranded in the furthest reaches of space is the constant, grueling need to forage for fuel and raw materials. To ensure you never find yourself stranded with empty antimatter reserves, you receive a complement of heavily shielded, fully automated mining drones. Programmed with advanced geological scanners and precision extraction lasers, these drones are specifically designed to safely harvest dilithium, alongside a wide variety of other rare, highly volatile, or hard-to-reach materials like deuterium and exotic planetary ores. Built to survive extreme, hazardous environments, they can easily dive into highly radioactive moons, crushing gas giant atmospheres, or dangerously unstable asteroid fields where organic crews could never survive. Simply point them at a resource-rich planet or debris field, and they will autonomously deploy, extract the requested materials, and transport the refined goods directly into your ship's cargo bays, saving you from the exhausting and dangerous manual labor of deep-space foraging.

Greenhouse Pod [200]

When Voyager was stranded, establishing an aeroponics bay was one of their very first priorities to ensure a supply of fresh food and boost crew morale. You possess something far superior: a state-of-the-art, self-contained botanical facility that comes fully stocked with healthy, thriving specimens of every known plant species from the Alpha Quadrant. Every single plant is meticulously cataloged and maintained by advanced automated systems. As you travel across the Delta Quadrant and into future jumps, this facility's database will automatically update whenever you encounter new plant life, instantly generating and adding pristine samples of the alien flora to your ever-expanding collection. The internal environmental controls are a marvel of adaptive engineering, automatically shifting the local temperature, humidity, light spectrum, and soil composition within individual cultivation beds to perfectly match each species' specific needs. Whether you use it for conducting vital pharmacological research, supplementing your crew's diet with fresh, non-replicated produce, or simply having a lush, peaceful green sanctuary to retreat to when the endless void of space becomes too much, this pod is an invaluable addition to any ship.

Personal Holodeck [400]

The holodeck is arguably one of the greatest inventions of the Alpha Quadrant, but let's be honest: they are notoriously prone to incredibly lethal malfunctions. You now possess a state-of-the-art personal holodeck installation that completely avoids these classic pitfalls. Connected directly to a constantly updating, comprehensive Federation database, this room is capable of simulating absolutely anything you desire with perfect, tangible fidelity. Unlike standard Starfleet models that seem to endanger the crew every other week, this installation is flawless. The safety protocols are entirely under your absolute control and will never spontaneously fail, disable themselves, or lock you inside. Furthermore, no matter how complex the holographic characters you create are, the system will never accidentally spawn a hostile, self-aware artificial intelligence trying to take over your ship. Equipped with its own inexhaustible internal power supply, this holodeck can run indefinitely without ever draining your primary reserves. Whether you use it for much-needed luxurious shore leave, running intense tactical combat simulations, or testing highly volatile scientific experiments without risking your actual laboratory, its applications are limited only by your imagination. Can be attached to your warehouse.

Voth Phase-Shift Device [400]

The Voth, a hyper-advanced species of dinosaur descendants originally from Earth, possess technology that makes the Federation look downright primitive by comparison. You have managed to acquire one of their most impressive personal gadgets: a Voth Phase-Shift Device. This highly compact piece of equipment can seamlessly shift your entire molecular structure out of phase with normal spacetime at the push of a button. While active, you become completely invisible to the naked eye and virtually all known sensor networks. Furthermore, because you are existing slightly out of phase with conventional matter, you become entirely intangible. This allows you to walk effortlessly through solid bulkheads, locked blast doors, and security forcefields, while causing enemy weapons fire, explosions, and physical attacks to pass harmlessly right through you. It is the ultimate tool for infiltration, covert observation, and evasion, allowing you to walk right past heavily armed guards or escape impossible odds without leaving a single trace. Just keep in mind that while phased, your own ability to physically manipulate or attack the normal world is similarly restricted until you shift back.

Full Delta Quadrant Chart [400]

Navigating seventy thousand light-years of uncharted, hostile space is usually a dangerous game of trial and error, but you hold the ultimate map. Originally compiled through the vast, assimilated memories of the Borg Collective's transwarp network and decades of deep-space sensor telemetry, this comprehensive, highly detailed digital chart covers the entire Delta Quadrant down to the smallest detail. It contains complete, real-time updated information on every known planet, star system, and spatial anomaly in the region. You gain precise data on the territories, military strength, and diplomatic relations of all local civilizations, alongside the movement of major starships and trade routes. Furthermore, the map highlights the exact coordinates of hidden mineral sources, rare dilithium deposits, stable spatial fissures, and natural wormholes. Whether you are looking to avoid a hostile empire's patrol grids, locate a pristine Class-M world rich in unreplicable resources, or simply find the safest, fastest trade routes across thousands of light-years, this complete stellar database ensures you will never truly be lost in the stars.

Omega Molecule Core [400]

Considered by the Borg Collective to be the absolute pinnacle of technological and spiritual perfection, the Omega molecule is an incredibly complex particle possessing an absurdly high energy yield. To put its terrifying potential into perspective, a single microscopic molecule produces the same exact energy output as a standard starship's warp core, while a chain reaction of a few hundred million could instantly annihilate an entire quadrant and permanently destroy subspace, making faster-than-light travel impossible for light-years around. You are provided with exactly ten thousand of these miraculous particles - more than enough to power a massive fleet or an entire planet forever. Crucially, you also receive the impossible: the complete, flawless scientific method for stabilizing these molecules. You will never have to worry about them losing cohesion, detonating, or ripping the fabric of reality apart. For your absolute convenience and safety, these stabilized particles come securely housed within a specialized, highly durable reactor core equipped with universal connectors, allowing you to seamlessly plug the infinite power of perfection directly into any ship, base, or technology you own across the multiverse.

Delta Flyer [400]

Born from the mind of Tom Paris and built using the combined genius of Starfleet engineering and Borg adaptation, the Delta Flyer is the ultimate hot rod of the Delta Quadrant. This custom-built, heavily heavily-modified runabout completely outclasses standard Federation shuttlecraft in every conceivable way. It features sleek, ultra-aerodynamic contours and fully retractable warp nacelles, allowing it to seamlessly navigate and survive extreme atmospheric turbulence, such as diving deep into the crushing gravity and storms of a gas giant. To ensure it survives the hostile environments and aggressive species of the quadrant, it is heavily armored with highly durable parametallic hull plating and protected by advanced, highly adaptive unimatrix shielding. In a fight, the Flyer punches far above its weight class, coming equipped with a devastating Borg-inspired weapon system capable of tearing through heavily armored alien vessels. Whether you are dogfighting with Kazon raiders, racing across a star system, or plunging into a hazardous spatial anomaly, this vessel provides the perfect, stylish mix of speed, durability, and overwhelming firepower.

Demon Jar [400]

Rather than a simple containment vessel, this heavily shielded device is actually a localized dimensional gateway. By activating it, you can open a portal directly into a realm inhabited by nucleogenic life-forms: beings that exist partially outside normal space and generate enormous amounts of energy. Opening the jar temporarily bridges the dimensions and releases them into your reality, and once through the portal, they are not particularly selective about what they attack. You can use this rift to unleash them as a devastating weapon against your enemies, or you can trap and harvest their bodies, utilizing them as an extremely powerful energy source capable of supercharging a starship's warp drive. You could even attempt to communicate with them through the breach, though you should not expect any polite discourses on the nature of reality from such hostile beings. Post-jump, the jar's portal capabilities expand, allowing you to open gateways to summon and bargain with planar entities from other realities. It is an artifact of immense potential, but it is undeniably dangerous, highly unpredictable, and deeply morally questionable.

Warrior's Token [400]

Warrior cultures can be notoriously difficult to negotiate with. Whether you are dealing with the rigid honor of the Klingon Empire, the brutal tribalism of the Kazon sects, or the relentless hunting packs of the Hirogen, outsiders are almost universally viewed as either soft prey or weaklings meant to be conquered. This small, heavily scarred medallion changes that dynamic entirely. When carried, this token projects a subtle, universally understood aura of martial supremacy that translates perfectly to any warrior society you encounter. To them, you are instantly recognized as an equal, a proven veteran of countless brutal campaigns whose strength and survival instincts are beyond question. They will not look down on you or attack you on sight for being an outsider; instead, they will address you with the profound respect owed to a decorated commander or a fearsome champion. While you will still need to back up this grand reputation if directly challenged to a duel, this token guarantees you a seat at their table, the right to parley, and the honor of being treated as a true peer in even the most hostile and violent militarized cultures across the multiverse.

Nanite Filter Mesh [400]

Originally devised as a desperate countermeasure to the horrors of the assimilation process, this highly advanced defensive tool is a lifesaver in the Delta Quadrant. This intricate, incredibly versatile mesh network can be seamlessly applied to almost anything: it can be woven into your clothing, integrated into a starship's bulkheads and computer cores, or even safely implanted directly beneath the skin of a living body. Once applied, it acts as an absolute barrier against microscopic invasions, actively detecting and safely dismantling any hostile nanotechnology that attempts to contaminate, reprogram, or assimilate the protected target. What makes this mesh truly invaluable, however, is its highly advanced learning algorithms. With each encounter, the mesh analyzes the destroyed foreign tech and refines its own defensive responses. It continuously evolves in real-time to anticipate and perfectly counter even the most highly adaptive and relentless nanotechnology you might face, permanently staving off threats like the dreaded Borg nanoprobes.

Borg Nanoprobes [600]

The microscopic workhorses of the Borg Collective, nanoprobes are arguably the most versatile and powerful technology in the entire Delta Quadrant. You are provided with a highly advanced, secure housing unit containing a constantly replenishing supply of these microscopic marvels. In the hands of a skilled engineer or medic, nanoprobes can be used to perform absolute miracles: they can instantly repair devastating cellular damage, cure otherwise terminal alien viruses, seamlessly fuse biological and synthetic components, or radically upgrade standard starship technology far beyond its normal operating limits. Naturally, playing with Borg technology is usually a spectacular way to accidentally assimilate your own crew, but this specific batch has been thoroughly sanitized. The housing unit comes equipped with an unbreakable suite of software failsafes and physical containment protocols. These hardcoded restrictions ensure that the nanoprobes will only ever execute the exact commands you program them for, entirely preventing runaway replication or accidental assimilation of your ship's computer core, your allies, or yourself. You get all the miraculous adaptability of the Borg, with absolutely none of the apocalyptic disasters.

Nyrian Translocator [600]

The Nyrians were a deceptively polite species who used a truly terrifying technological advantage to quietly conquer ship after ship throughout the Delta Quadrant. Now, that exact technology is in your hands. The Nyrian Translocator is an advanced spatial displacement system that completely bypasses the limitations of traditional Starfleet transporters. Operating with pinpoint accuracy, this device can instantaneously teleport living beings, heavy cargo, or environmental blocks across a staggering maximum range of ten light-years. Because it operates through a unique spatial folding mechanism rather than a traditional dematerialization beam, it completely bypasses standard deflector shields, forcefields, and hull plating, leaving target vessels entirely incapable of blocking the transfer. Whether you want to quietly swap an enemy captain out of their command chair with a lump of space debris, secretly infiltrate a heavily fortified starbase light-years away, or evacuate an entire away team from a planetary surface without ever needing to drop your own shields or enter the local star system, this translocator turns interstellar distances into a minor inconvenience.

Dreadnought Tactical Missile [600]

Originally designed as an autonomous, long-range weapon of mass destruction, Dreadnought is far more than a simple missile: it is a self-guided, virtually unstoppable starship built for a single, terrifying purpose. Armed with a devastating payload of one thousand kilograms of matter and antimatter, a single impact from this weapon is capable of instantly obliterating heavy starships, shattering planetary defense grids, or cleanly vaporizing entire moons. What makes Dreadnought truly horrifying, however, is the sophisticated artificial intelligence housed within its armored core. Driven by an unyielding logic and tactical brilliance, this AI continuously analyzes incoming threats, recalibrates its own kinetic and energy shields, remodulates its engines, and counters any attempt at electronic warfare or physical interception. It will calculate impossible evasion maneuvers, hack enemy systems, and bypass entire armadas just to reach its designated target. You start with one of these apocalyptic weapons, housed within a specialized orbital cradle or your ship's heavy payload bay. Should you launch Dreadnought to annihilate your enemies, you will automatically be supplied with a brand-new, fully armed missile once every year.

Industrial Replicator [600]

If standard replicators are meant for brewing coffee and making medical supplies, this colossal piece of Starfleet engineering is meant for building fleets. This massive industrial replicator is designed specifically to manufacture large-scale equipment and heavy machinery almost instantaneously. It is easily big enough (and robust enough) to mass-produce entire shuttlecraft, impulse engines, warp coils, and heavy starship hull plating with a single command. So long as it is connected to a sufficiently powerful energy source and provided with enough raw matter, you can effortlessly replace lost support craft, assemble planetary outposts in a matter of hours, or outfit a burgeoning military force with heavy vehicles. Whether you have a bad habit of crashing your shuttles into spatial anomalies and need daily replacements, or you simply want to monopolize heavy industry in a less developed sector of the quadrant, this machine ensures you will never suffer from a shortage of heavy-duty hardware.

A Place to Call Home [600]

You might decide that a decades-long journey back to the Alpha Quadrant is a foolish endeavor, or perhaps you are a Delta Quadrant native simply looking for a safe place to finally settle down. Whatever your reasons, this is your new home: an entire planet perfectly tailored to your exact specifications. This world is completely customizable to fit your needs and desires. You can shape it into a sprawling, hyper-advanced ecumenopolis, a heavily fortified industrial hub capable of producing massive fleets, or a lush, untouched paradisiacal retreat perfect for shore leave. If you are more interested in wealth and logistics, you can even design the planet to be incredibly rich in rare, highly valuable resources, blessing the crust with vast, easily mineable deposits of dilithium, or other exotic materials that are notoriously impossible to replicate. The climate, gravity, and ecosystem are all perfectly suited to your preferences.

Galactic Tech Archive [600/1000]

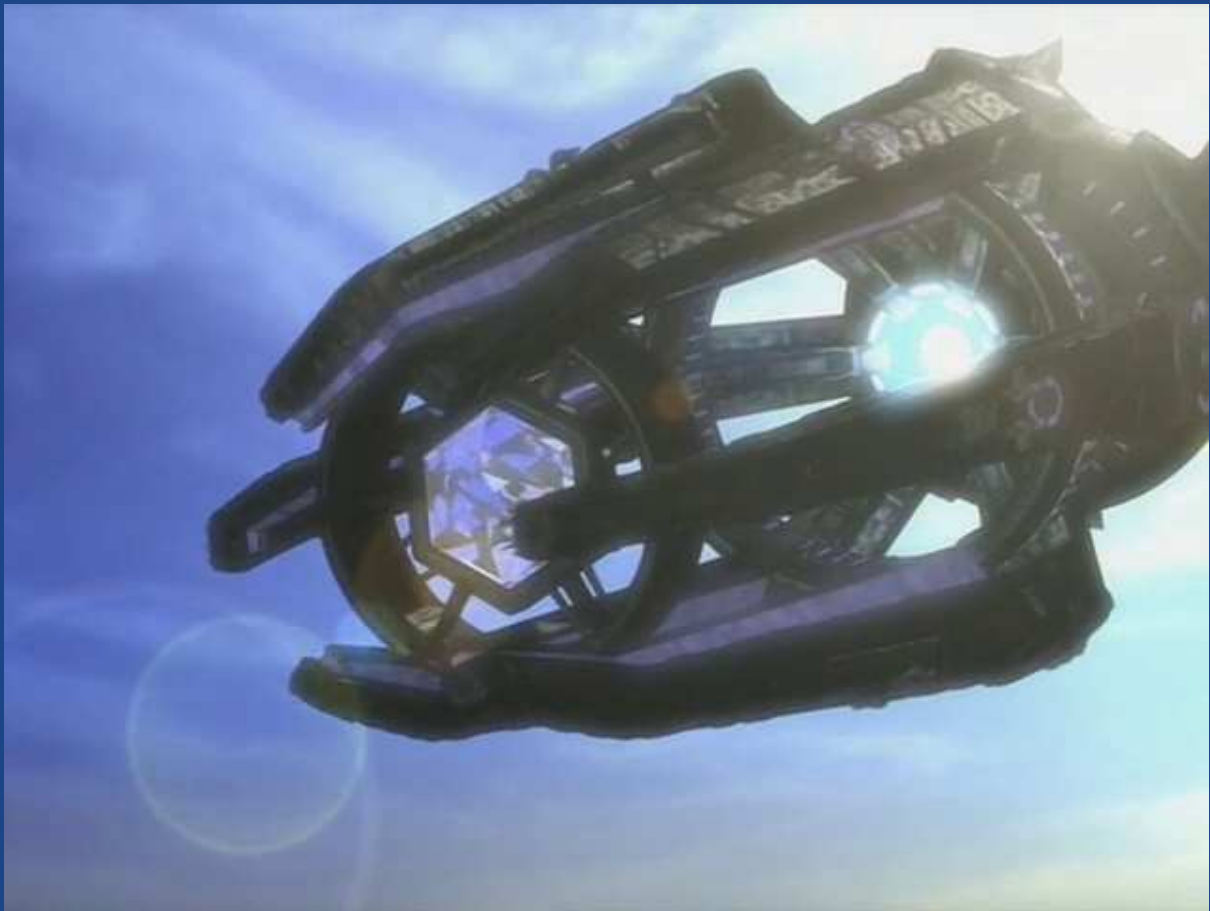
Knowledge is the ultimate currency, especially in a region of space as chaotic and untamed as the Delta Quadrant. This item is a massive, comprehensive technological archive containing the sum total of scientific, engineering, and medical knowledge from dozens of major and minor spacefaring civilizations. With a simple search query, you gain full blueprints, schematics, and theoretical frameworks from powers across the galaxy. This includes the highly advanced (and brutal) organ-harvesting and genetic engineering expertise of the Vidiians, the sophisticated tracking, stealth, and sensory systems of the Hirogen, and the complete database of the United Federation of Planets - from warp drive physics to advanced replicator theory. For an additional **400 CP (1000 CP total)**, this archive is upgraded with the absolute prize of the galaxy: a full, uncorrupted technological archive of the Borg Collective. This grants you complete access to every piece of technology the Borg have ever assimilated or developed, including transwarp conduits, adaptation algorithms, sub-space transceivers, and advanced assimilation tech, all neatly organized and completely safe for you to research, build, and adapt without the risk of connecting to the Collective.

Caretaker Array [1000]

This is the colossal technological marvel that started it all. You are now the master of an exact replica of the massive space station built by the Nacene explorer known as the Caretaker. This gargantuan construct is a pinnacle of hyper-advanced engineering, equipped with sensor systems so profoundly powerful that they are capable of monitoring events across an entire galaxy. Its most infamous and terrifying feature, however, is its capacity for vast spatial manipulation. Using coherent tetryon beams, the array generates highly destructive displacement waves at faster-than-light speeds, allowing it to grasp and teleport massive objects (such as starships or even small fleets) across staggering interstellar distances almost instantaneously. Beyond its transportation capabilities, the array acts as a near-infinite reactor, generating enormous amounts of power that can easily sustain entire planetary civilizations or power armadas indefinitely. This staggering piece of technology is exactly how Voyager ended up stranded seventy thousand light-years from home. Now you control the mechanism that did it, holding the ultimate power to instantly traverse the stars, isolate your enemies, or reshape the galactic board however you see fit.

Krenim Temporal Weapon Ship [1000]

The absolute culmination of Annorax's fanatical obsession, this massive, golden vessel represents one of the most terrifying forces in the entire Star Trek universe. Built around a core temporal incursion weapon, this starship is capable of firing focused beams of temporal energy that systematically erase objects, individual people, entire planets, or even whole spacefaring civilizations directly from the timeline. Once struck, the target's entire history is thoroughly unwound, causing reality to instantly rewrite itself around the newly created void as if the target had never existed in the first place. Equipped with an unprecedented temporal core computer, the ship is capable of running complex, high-probability causal calculations to simulate the exact butterfly effects of any temporal alteration before you pull the trigger. It can map out millions of timeline variants in seconds, letting you know precisely how erasing a specific species or event will shape the future galaxy down to the smallest detail. To protect its crew from the catastrophic side effects of altering history, the ship is permanently wrapped in hyper-advanced temporal shielding. This causes the vessel to exist slightly outside normal causality, rendering it entirely immune to the timeline changes it creates, as well as immune to conventional physical attacks while its temporal phase-shift is active. You can stand safely on the bridge, calculate the exact outcome of a temporal rewrite, erase a hostile empire's homeworld from history, and calmly watch as the universe rewrites itself around you in real time.



Ship Builder

As a Captain (or a highly influential passenger), you are going to need a vessel to survive the 70,000 lightyear journey across the Delta Quadrant. You receive **1000 Ship Points (SP)** to customize your capital ship.

Note: You may convert standard CP into SP at a 1:2 ratio. All purchases scale to the size of your ship.

Ship Import [Free]

Already have a reliable vessel from a previous adventure? If you wish, you may import any starship or space-faring vehicle you currently own into this Ship Builder. By doing so, your imported ship is seamlessly retrofitted and upgraded with all the "Standard Federation Systems" for free. It will retain all of its previous aesthetics, technology, and capabilities, while gaining the baseline stats of whichever Size Class you purchase (or retaining its original size, whichever is larger). Any additional SP you spend on weapons, defenses, or propulsion will be integrated on your imported ship.

Standard Federation Systems (Free)

Before you spend a single point, your vessel comes fully stocked with the pinnacle of standard 24th-century Starfleet technology. All of the following are included for FREE:

Core Engineering & Propulsion

M/ARA Warp Drive: A state-of-the-art Matter/Antimatter Reaction Assembly regulated by a dilithium matrix. It is capable of a comfortable cruising speed of Warp 8, and a maximum emergency speed of Warp 9.975 for up to 12 hours before risking structural damage.

Impulse Engines: Advanced fusion-powered engines for sub-light travel, capable of pushing the ship up to 0.25c (one-quarter the speed of light) while avoiding relativistic time-dilation effects.

Navigational Deflector: Ostensibly designed to sweep interstellar dust and micrometeoroids out of your flight path at warp speeds. However, as any good Starfleet engineer knows, the deflector dish is highly highly modifiable; it can be reconfigured to emit tachyon bursts, inverse-tachyon pulses, graviton beams, and exotic radiation to solve almost any localized spatial anomaly you encounter.

Tactical & Defensive Systems

Type X Phaser Arrays: Emitting pulsed or continuous nadian-particle beams, these arrays are placed across the hull to provide a full 360-degree firing arc. They can be finely tuned on a spectrum: from a mild localized stun to disabling enemy shields, or scaled all the way up to vaporizing solid tritanium armor.

Photon Torpedoes: You are equipped with standard Starfleet torpedo tubes and a stockpile of 38 Class-6 Photon Torpedoes. These use matter/antimatter annihilation warheads with variable yields (up to 200 isotons). You also possess the necessary blueprints and tooling to fabricate replacement casings and harvest antimatter to build more.

Deflector Shields: Auto-modulating, multi-spatial graviton-polarity shields. These invisible energy barriers conform to the shape of the hull, protecting the ship from energy weapons, kinetic impacts, and hazardous environmental radiation. They can be rotated through different frequencies to adapt to exotic alien weaponry.

Internal Operations & Utility

LCARS Computer Core: The Library Computer Access & Retrieval System. An incredibly intuitive, predictive operating system running on isolinear optical chips. It includes the entire Federation database up to the moment Voyager left the Alpha Quadrant.

Transporters: Multiple personnel and cargo transporter rooms. Capable of converting matter into an energy stream and beaming it up to tens of thousands of kilometers away. The system includes built-in Bio-Filters that automatically screen out and neutralize known pathogens, poisons, and dangerous radiation during transit.

Replicator Network: Located in the mess hall and every crew quarter. By converting ship power directly into matter, these can materialize almost any food, drink, tool, or spare part you have the pattern for.

Advanced Sensor Net: A suite of high-resolution sensors. They can scan the chemical composition of a planet's atmosphere from millions of kilometers away, detect the bio-signs of a single specific alien in a crowded city, and accurately map spatial phenomena light-years from you.

Facilities & Support

Sickbay & EMH Mark I: A fully stocked 24th-century medical bay featuring bio-beds with active biological readouts, surgical suites, and cellular regeneration tools. Most importantly, it includes an Emergency Medical Hologram: a photonic doctor programmed with the medical knowledge of over 3,000 cultures and the combined experience of 47 Starfleet medical officers. He might be a bit arrogant, but he can cure almost anything.

Holodecks: Two or more fully functional holodecks. Using a combination of forcefields, holographic projection, and localized replication, these rooms can simulate perfectly realistic environments, people, and objects. Excellent for crew morale, recreation, or running highly detailed tactical and engineering simulations.

Shuttlebay: A massive hangar deck. It comes stocked with a standard complement of shuttles for away missions.

Size of Your Vessel

Science Vessel [Free]

Equivalent to an Intrepid-class. Nimble, highly efficient, but lacking raw firepower and heavy armor. It is the ideal vessel for long-range scouting, stealthy reconnaissance, or a close-knit crew navigating uncharted space.

Dimensions: 300 to 350 meters in length

Crew: 100 to 150 personnel.

Heavy Cruiser [400]

Equivalent to a Galaxy-class. A balanced multi-role vessel capable of long-term independent exploration and standing its ground in major battles.

Dimensions: 640 to 700 meters in length

Standard Crew: 1,000 to 1,200 personnel (plus civilian/family accommodations).

Capital Ship [600]

Equivalent to a Prometheus-class. Built purely for tactical dominance and high-threat environments, this lethal capital ship features an integrated Multi-Vector Assault Mode (MVAM). At a single command, the ship can seamlessly separate into three independent fully functional starships, each equipped with its own warp core, shields, phasers and automated tactical AI. You can overwhelm enemy ships by attacking simultaneously from multiple vectors before re-integrating into a single, heavily shielded dreadnought.

Dimensions: 700 to 750 meters in length

Standard Crew: 150 to 500 personnel (highly automated).

Super-Capital / Fortress Ship [800]

A gigantic vessel rivaling a Borg Sphere, Krenim Weapon Ship, or Voth City Ship in sheer scale. This titan is less of a starship and more of an interstellar fortress and mobile civilization. Its interior volume is vast enough to hold internal drydocks capable of building or repairing smaller starships, massive industrial factories, and whole artificial ecosystems.

Dimensions: 1.5 to 9+ Kilometers in diameter/length

Standard Crew: 10,000 to 25,000+ personnel

Crew

Dedicated Crew Complement [100]

What good is a state-of-the-art starship without a crew to fly it? By purchasing this, your vessel comes fully staffed with a highly trained, deeply loyal crew. The exact number of personnel scales dynamically to perfectly match the operational requirements of your chosen hull: ranging from a tight-knit family of 150 for a Science Vessel, up to thousands of personnel for a Super-Capital vessel.

Academy Trained: Every member of your crew possesses the equivalent of a Starfleet Academy education in their respective fields. Your engineers know exactly how to reroute EPS conduits in a crisis, your tactical officers can rapidly modulate shield frequencies, and your science personnel are fully equipped to analyze exotic Delta Quadrant spatial anomalies.

Absolute Loyalty: Unlike the early tensions between Starfleet and the Maquis, this crew is completely unified under your command. They will not mutiny, their morale is highly resilient against the despair of being stranded, and they will follow your orders into the heart of Borg space without hesitation.

Redshirt Replacements: Space is a dangerous place, and casualties on away missions are an unfortunate reality. Should any of your crew members perish, you will find competent, identically trained replacements organically integrating into your ship's roster over the following weeks to take their place (or fully restocking at the beginning of a new Jump).

Note: You may choose the general makeup of this crew. They can be a standard Federation mix of Humans and Vulcans, or composed entirely of a specific local species you favor. Fanwank responsibly.

Weapons

Tricobalt Devices [100]

Far more destructive than standard photon torpedoes, these high-yield spatial charges are designed to produce immense tears in subspace. While their sub-light propulsion makes them slightly slower and less effective in fast-paced dogfights, a single well-placed tricobalt device can utterly obliterate a massive space station or heavily fortified installation.

Quantum Torpedo Upgrade [100]

A significant upgrade over your standard torpedo systems. Rather than relying on matter/antimatter annihilation, these warheads draw their destructive power from a zero-point energy reaction, creating a multidimensional topology tear. They possess roughly double the explosive yield of a standard photon torpedo and are highly effective against heavily armored targets and Borg vessels.

Chroniton Torpedoes [200]

Weaponized temporal mechanics inspired by the Krenim Imperium. These torpedoes are encased in a temporal variance field, putting them slightly out of phase with normal spacetime. Because they exist in a different state of temporal flux, they phase harmlessly right through conventional deflector shields and heavy armor grids, detonating directly inside the unprotected interior of the enemy vessel.

Transphasic Torpedoes [400]

The ultimate ship-to-ship weapon, brought back from an alternate future by Admiral Janeway. These transphasic torpedoes work by delivering a subspace compression pulse existing in an asymmetric superposition of phase states. If one subcomponent of the pulse is blocked by shielding, others will still succeed in penetrating to the target to ensure that the majority of the pulse is still delivered. Each torpedo's transphasic configuration is different, randomly generated by a dissonant feedback effect, so there is no way for the Borg to predict the configuration of its phase states in order to shield against them. A single Transphasic Torpedo will completely vaporize a heavily armored Borg Tactical Cube. With this technology, virtually no single ship in the 24th century can stand against you.

Defensive Systems

Regenerative Shielding [200]

An advanced variant of standard shields utilized by several powers across the galaxy. Unlike normal shields that steadily weaken and eventually collapse under enemy fire, this system is capable of actively repairing itself during combat. Even after taking heavy damage, your shields will rapidly rebuild their strength and restore your ship's defenses. This prevents your vessel from being easily worn down in a long fight, allowing you to survive prolonged battles that would otherwise leave a standard starship completely defenseless.

Temporal Shielding [200]

A highly exotic defensive matrix utilizing localized chroniton-flux emitters to envelop the spaceframe in a temporal variance field. First developed to counter the Krenim Imperium, this shielding anchors your vessel in its own independent localized timeline. It renders the ship and its crew completely immune to chronological erasure, temporal paradoxes, and timeline alterations. Tactically, it is the only known defense capable of physically repelling chroniton torpedoes.

Deployable Ablative Generator [400]

Future tech brought back by Admiral Janeway. With the press of a button, armored interlocking plates physically deploy over the entire hull of your ship like a second skin. It makes your ship virtually impervious to standard 24th-century weaponry and can withstand direct fire from a Borg Tactical Cube for an extended period.

Auxiliary Systems

Bio-Neural Gel Packs [100]

Replacing standard isolinear circuitry, these synthetic brains use biological components to process information on a subatomic level. Your ship's computers react instantly, making automated systems, targeting, and sensor analysis significantly faster. Just don't let them catch a virus. (Free for Science Vessel (Intrepid-class)).

Holo-Emitter Grid [100]

The entire ship is laced with advanced holographic projectors. Holograms, including the Emergency Medical Hologram, can now freely walk the corridors, engineering, and the bridge instead of being confined to the sickbay or holodeck. In an emergency, this ship-wide grid can instantly generate a fully armed holographic security force to repel boarders or replace fallen crew members.

Astrometrics Lab [100]

A massive upgrade to standard sensors. By integrating Borg algorithms into a dedicated, cutting-edge mapping facility, the ship's sensor range and resolution are drastically increased. Spatial anomalies and stellar phenomena can be mapped with absolute precision. Because of this extreme accuracy, the computer can plot highly efficient, complex flight paths that can shave years off a long journey across the galaxy.

Hirogen Hunting Sensors [100]

The Hirogen are a species of apex hunters, and their specialized tactical scanners are now integrated into the sensor array. Instead of just reading an enemy ship's general power levels, these sensors are specifically designed to analyze an opposing vessel and instantly pinpoint its structural and defensive weak points. This allows weapons to strike exactly where the enemy is most vulnerable, crippling them much faster than normal.

Borg Regenerative Architecture [200]

Borg self-repair mechanics are integrated directly into the ship's hull and internal systems. Whenever the ship takes damage, the metal plating, power lines, and internal systems will automatically begin growing back and repairing themselves without the need for manual repair crews. Given enough time and a steady power supply, the ship can autonomously recover from massive battle damage.

Voth Phase-Shift [400]

Adopted from the highly advanced Voth, this system allows the entire ship to shift completely out of phase with normal space. While active, the ship becomes completely invisible to both the naked eye and all known sensors. Furthermore, because the vessel is out of touch with normal reality, physical objects and weapons will pass harmlessly right through it. The ship can safely hide, observe, or escape any threat without any risk of being detected or harmed.

Propulsion and Travel

Coaxial Warp Drive [200]

A revolutionary propulsion system that engineers have dreamed of building for years. Instead of merely pushing a ship faster through normal space, this drive physically folds the fabric of space itself, allowing a vessel to travel instantaneously. The drive operates by drawing in subatomic particles from the surrounding environment and actively reconfiguring their internal geometries to create the spatial fold. However, the system is highly sensitive; it requires significant time to gather the necessary particles and calculate the complex routing, limiting it to relatively short-range tactical jumps. While excellent for escaping danger or crossing small sectors instantly, it cannot sustain continuous, long-range travel.

Borg Transwarp Coil [400]

The absolute pinnacle of interstellar propulsion, vastly superior to experimental space-folding drives. By projecting a specialized field, this coil opens stable artificial subspace conduits that allow a ship to safely cross the entire galaxy in a matter of hours or days. Unlike a coaxial drive, there are no limitations on jump distance, no need to gather environmental particles, and no complex calculation delays. It provides smooth, continuous, and limitless travel across any distance. Properly integrated into the engineering section, this coil avoids the rapid burnout usually experienced when non-Borg vessels attempt to utilize the technology.



Scenario

The Long Road Home



When the Caretaker's massive displacement wave slammed into the U.S.S. Voyager, it didn't just hurl the ship 70,000 light-years into the uncharted Delta Quadrant: it shattered the chain of command. During the violently chaotic arrival and the ensuing firefight with the Kazon over the Ocampa homeworld, Captain Kathryn Janeway was tragically killed. Stranded on the other side of the galaxy with a severely damaged ship, a divided crew of Starfleet officers and Maquis rebels, and absolutely no backup, someone must take the center seat. That someone is you.

Your Objective

You are officially the Captain of the U.S.S. Voyager. If you purchased a vessel in the Shipbuilder section, it was pulled across the galaxy by the Caretaker right alongside Voyager, leaving you in command of a stranded, desperate two-ship fleet.

Your objective is absolute: you must achieve the ultimate navigational and command miracle by safely returning the U.S.S. Voyager and her crew to Earth. According to Starfleet's best estimates, the journey home will take seventy-five years at maximum warp. You do not have that kind of time. You must find the spatial shortcuts, forge the necessary alliances, and acquire the Delta Quadrant technologies required to cross the galaxy and arrive in the Sol System before your standard ten-year Jump duration expires.

Furthermore, you must achieve this without completely sacrificing the crew's humanity. You cannot abandon the primary senior staff, nor can you resort to unprovoked piracy and slaughter to harvest the resources you need. You must unite the Maquis and Starfleet, survive the terrifying onslaught of the Borg Collective, outsmart the Hirogen, brave the darkest anomalies in the cosmos, and bring your people home.

The Rewards

If you can achieve this monumental feat, proving yourself to be one of the greatest captains and survivors in galactic history, you will receive rewards befitting a master of the unknown:

Reward 1: The Pathfinder Hub (Item)

Having conquered the ultimate distance, you will never be hindered by the vastness of space again. You are granted ownership of a sprawling, fully automated Borg-style Transwarp Hub located safely within an impenetrable pocket dimension. In all future Jumps, you can open a subspace aperture to enter this Hub from anywhere in the universe. More importantly, the Hub acts as a cosmic crossroads; using its advanced transwarp aperture system, you can instantly open stable wormholes to any location in your current universe that you have either previously visited or can actively scan. Whether you need to instantly transport your flagship across a galaxy, move an entire army across a universe, or instantly retreat from a losing battle, distance and travel time are no longer obstacles for you.

Reward 2: The Delta Survivor (Perk)

You have faced the absolute despair of being utterly lost in the void, and you have conquered it. You are granted the fiat-backed ability to adapt and survive any journey, no matter how impossible. First, you can never be permanently trapped, lost, imprisoned, or exiled. Whether you are banished to an alternate dimension, thrown to the edge of time, or locked in a magical vault, you will always inherently know the exact series of actions, routes, or technological/magical inventions required to engineer an escape and find your way back home. Second, you are a master of absolute logistical endurance. When you or the forces you command are cut off from support, your resources will simply refuse to fail. Your power reserves will stretch indefinitely, your life support will hold together through sheer willpower, and your crew's morale will remain unbreakable, ensuring you will never lose your ship or your people to starvation, system failure, or despair on the long road home.

Drawbacks

Supplement Mode [Free]

This jump becomes a supplement to another jump of your choice. Your CP will be separated between both jumps, and taking drawbacks in the supplement will affect the entire universe you are jumping to, but only give points for the supplement. You also have the choice of fusing both universes.

The Living Witness Timeline [Free]

History is often written by the victors, but sometimes it is horribly distorted by the defeated. If you wish, you may choose to alter the fundamental reality of this Jump to perfectly match the Kyrian historical simulation seen in the future museum of the Delta Quadrant. In this alternate timeline, the exploratory vessel you know has been replaced by the heavily armed Warship Voyager. The crew is completely unrecognizable from their prime-timeline counterparts: Captain Janeway is a ruthless, warmongering tyrant, Chakotay is her brutal enforcer, the Doctor is a sadistic cyborg torturer, and Seven of Nine commands a loyal detachment of assimilated Borg shock troops. Everyone on board is undeniably evil, operating with the bloodthirsty ambition of the Terran Empire rather than the peaceful ideals of Starfleet. You can choose whether you are a complicit member of this terrifying, black-gloved crew, or a hapless native of the Delta Quadrant desperately trying to survive their violent, conquering crusade across the stars.

Infinite Combinations [Free]

The Star Trek multiverse is incredibly vast, filled with mirror universes, branching timelines, and realities shaped by entirely different choices. If you wish, you may choose to enter an alternative universe instead of the prime canon Voyager timeline. This allows you to set your Jump within the continuity of any Star Trek: Voyager fanfiction you wish, a literal alternate universe (like the Mirror Universe), or simply make some changes to the normal Star Trek universe (like deciding what's canon).

Extended Stay [+100]

You can extend your time in the jump by five years with this option. It can be taken multiple times, but you can only get **+200 CP** total from it.

Stop Crashing Shuttles, Jumper! [+100]

I know it looks like we have an endless supply of shuttlecraft sitting in the hangar bay, but we really don't! Every single time you step into a shuttle, take the helm for an away mission, or even just go out on a routine scouting run, disaster strikes. You possess a bizarre, almost magnetic curse that guarantees the shuttle you are piloting will end up severely damaged, shot out of the sky, or slammed directly into the surface of an uncharted Class-M world. The repair crews are getting utterly exhausted pulling you out of burning wreckage, and the Chief Engineer is ready to lock you out of the flight deck entirely. Can you at least wait until Paris builds the Delta Flyer before you get into the pilot seat? That thing is tough, heavily armored, and actually made to be repaired! Until then, expect every away mission you fly to devolve into a survival scenario in a burning, ruined shuttle hull.

The Harry Kim Special [+100]

You could single-handedly repel a Borg invasion fleet, invent a revolutionary warp drive out of scrap metal, save the Captain's life dozens of times, and broker absolute peace across the entire Delta Quadrant - and it will not matter in the slightest. You have inherited Harry Kim's tragic, absurdly cursed career luck. For the entire duration of your ten-year stay, you will never, ever be promoted. No matter how extraordinary your achievements are, how many medals you are awarded, or how clearly you outshine your superior officers, you will remain trapped at your starting rank. The command structure will always find some bizarre, trivial, or completely illogical reason to keep you right where you are. Demoted officers will be promoted right past you, junior crewmates will be given command of away missions over your head, and the Captain will give you a gentle pat on the back and a "Good job, Ensign" before sending you back to do another double shift at the ops station. You are the Forever Ensign, and the universe is going to make sure you stay that way.

Contagious Pon Farr [+100]

What do you mean you aren't a Vulcan? Biological logic holds no sway here! Through some bizarre, deeply inconvenient neuro-chemical quirk or telepathic surge, a Vulcan currently undergoing the violent, irrational mating madness known as Pon Farr has zeroed in on you. Worse still, their intense, hormonal psychopathy has somehow passed directly to you like a psychological virus. The afflicted Vulcan is now hopelessly, aggressively obsessed with mating with you, pursuing you across the ship or quadrant with terrifying single-mindedness. You are subjected to the exact same feverish, chemical drive, filling your mind with overwhelming, irrational urges that cloud your judgment and make focus almost impossible. If you refuse to mate with them, the Vulcan will invoke the ancient right of Koon-ut-kal-if-fee: demanding ritual combat to the death to claim you or resolve the fever. You will be forced to either submit to their aggressive advances, fight a bloodthirsty, chemically empowered Vulcan warrior in a brutal duel to the death, or find a creative way to shock both of your systems out of the fever before your blood literally burns you to death from the inside out.

Dichotomy [+200]

Whether due to a freak transporter malfunction, a bizarre spatial anomaly, or unwanted alien genetic experimentation, you have suffered a severe existential schism upon entering the Delta Quadrant. You have been physically and mentally spliced into two separate, fully formed beings. While you retain your current sense of self, your duplicate possesses all of your memories, skills, and powers - but has the exact opposite of your personality. If you are deeply moral and cautious, they are ruthless and fiercely impulsive; if you are rigidly logical, they are entirely driven by unbridled emotion. Naturally, there will be massive, constant friction between the two of you. You might try to lock them in the brig, force them to live peacefully in a separate part of the ship, or even strand them on a habitable world to their fate, but destiny and the bizarre whims of this quadrant will not allow it. Coincidences, spatial rifts, and hostile aliens will constantly conspire to throw you back together, forcing you to constantly deal with your inverted self. However, there is a silver lining: if you can somehow bridge this massive psychological gap, survive the friction, and forge a genuine alliance with them by the end of your ten-year journey, your opposite half may join you on your chain as a completely free, highly capable Companion.

Snakes in the Crew [+200/+400]

Trust is a rare commodity in the Delta Quadrant, and you just so happen to be sharing a tin can with people who are actively plotting to sell you out. For **+200 CP**, a small faction within your crew - whether they are bitter Maquis rebels, hidden Seska-like Cardassian spies, or greedy, opportunist officers - are secretly working against you. They will actively sabotage your ship's systems at critical moments, steal vital technology to trade with hostile local species like the Kazon, and leak your coordinates to predators pursuing you through space. For **+400 CP**, the conspiracy runs far deeper and is significantly more dangerous. Multiple high-ranking officers and key department heads whom you rely on every day are part of the betrayal. They aren't just looking for a quick payday; they are actively working to stage a bloody mutiny, depose the command staff, and hand the ship over to a hostile local empire in exchange for safety or power. You will have to constantly look over your shoulder, second-guess every order, and carefully vet your own crew, knowing that the biggest threat to your survival isn't the cold void of space or a Borg Cube, but the person standing right behind you on the bridge.

Safety Protocols Disabled [+200]

Holodeck malfunctions are an incredibly common, widely accepted hazard of serving in Starfleet, but your personal experience with them is going to be truly apocalyptic. Whenever you step into a holodeck, the system is practically guaranteed to suffer a catastrophic, life-threatening glitch. You will face every nightmare scenario imaginable: safety protocols suddenly disabling themselves in the middle of a simulated firefight, the holographic arch vanishing and trapping you inside a virtual labyrinth, power surges making the hard-light constructs entirely lethal, or the computer spontaneously accidentally spawning a hostile, highly intelligent, self-aware Moriarty-level AI bent on taking over the ship. Furthermore, you cannot simply ban the holodeck or refuse to use it; you are compelled by an overwhelming need for recreation, crew morale requirements, or vital training exercises to step into the simulation grid at least once a week. You better bring a phaser and a very good engineering kit with you every time you want to play a simple adventure of Captain Proton, because your shore leave is always going to turn into a fight for your life.

Item Loss [+200]

Your Warehouse and your out-of-jump items are disabled during the duration of this jump. This also applies to any imported items.

Power Loss [+200]

All your out-of-jump powers, perks, and abilities are disabled for the duration of this jump.

Your Circus, Your Monkeys [+200/+400/+600]

For **+200 CP**, you are inserted into this Jump as Captain Kathryn Janeway herself. Congratulations, you are now sitting in the center seat of the USS Voyager. The entire crew is looking to you to get them through seventy thousand light-years of hostile space. Every crisis, every Maquis-Starfleet dispute, every spatial anomaly, and every Borg cube is now your direct responsibility: your circus, your monkeys. For an extra **+200 CP**, you Drop-In as Janeway instead, completely replacing her personality and overwriting her memories. Because you do not gain any of her intrinsic knowledge, Starfleet training, or command codes, you will have to frantically bluff your way through the captaincy of a highly advanced starship while trying to learn 24th-century astrophysics and diplomacy on the fly. Alternatively, for a further **+200 CP** (for a total of **+600 CP**), you do not replace Janeway at all. Instead, you are inserted as her personal assistant. Captain Janeway is still in command, but she and her plans have completely lost their legendary plot armor. Her famous seat-of-her-pants strategies, highly questionable moral compromises, and borderline suicidal tactical decisions will no longer magically work out; they will fail catastrophically unless they are genuinely, logically sound plans. It is entirely up to you to manage the Captain, talk her out of her worst ideas, and subtly course-correct the ship's survival. And no, you do not actually hold a military rank above Ensign: you have to somehow save Voyager from its own captain while operating as a glorified secretary.

Galactic Bureaucracy of Cruelty [+200]

The Delta Quadrant isn't just full of hostile starships; its planets are absolute minefields of absurd, draconian laws enforced by xenophobic, unyielding jerks. Every single inhabited world you land on, dock at, or beam down to will be packed to the brim with utter assholes operating under bizarre, legalistic traps designed specifically to ruin your day. The moment you step foot on a new world, you will inevitably find yourself falsely accused or inadvertently breaking some obscure local law. You might land on a planet where standing on the wrong patch of grass carries a mandatory death sentence, or find yourself trapped in a Kafkaesque alien court system where the punishment for a minor infraction is a creative form of torture (like being forcibly implanted with the lingering synaptic memories of a dead murderer until your brain literally turns to mush). You might step onto a world of pure telepaths where simply thinking a violent or frustrated thought is considered an unpardonable hate crime that carries a sentence of permanent psychological imprisonment. The galaxy is distinctly unkind, and every single pitstop you make for shore leave, trading, or repairs will instantly devolve into a nightmare of corrupt judges, tyrannical laws, and absurd local customs that you must somehow lawyer, escape, or survive your way out of.

Temporal Turbulence [+200]

Have you ever heard of the Temporal Prime Directive? Because it certainly seems like the crew of the USS Voyager hasn't. Whether it's Captain Janeway's blatant disregard for causality or simply the Delta Quadrant's bizarre abundance of temporal anomalies, the timeline is constantly unraveling around you. Every six months, like clockwork, the effects of a massive temporal incident will hit you directly. You might suddenly find your ship thrown back to 20th-century Earth, get trapped in an agonizing localized time loop that lasts for days, have half your crew suddenly rapidly age into dust while the other half reverts to infancy, or find that a major event in your recent past has been entirely rewritten by Krenim temporal incursions. Even if you possess temporal immunity perks to keep your memories intact, you will still have to physically survive the chaotic, paradox-inducing fallout and constantly clean up the timeline before you can get back to your actual journey.

Tactical Parity [+400]

The Delta Quadrant is a highly dangerous place, but normally, a well-equipped traveler could simply rely on vastly superior, out-of-context technology to safely blast their way through any hostile territory. Not anymore. With this drawback, the universe actively conspires to level the playing field. No matter how impossibly advanced your shields are, how devastating your weapons might be, or how impenetrable your hull plating is, every hostile faction you encounter will mysteriously possess a form of absolute parity with you. If you bring a 29th-century temporal dreadnought, a lowly Kazon sect will somehow stumble upon a localized spatial anomaly or an ancient superweapon that perfectly counters your defenses. If you fire transphasic torpedoes, the local scavengers will miraculously have developed the exact frequency of ablative armor needed to resist them just in time for your arrival. You can no longer rely on simply stat-checking your enemies or winning through sheer technological superiority. Surviving ship-to-ship combat in this galaxy will depend completely on your wits, your real-time maneuvering, and your absolute brilliance in tactical decision-making.

Blind Trust [+400]

The ideals of the Federation are built upon a foundation of mutual trust, diplomacy, and the belief that all sentient life is inherently good. Unfortunately, you have internalized this philosophy to a self-destructive degree. You are hopelessly naive and far too trusting of everyone you meet, and in a lawless frontier like the Delta Quadrant, this is an incredibly dangerous flaw. If an unknown ship sends a distress signal, you will beam over without a security detail; if an alien promises safe passage in exchange for a tour of your engineering bay, you will gladly give it to them. You are completely blind to ulterior motives, rendering you incredibly susceptible to the deceptions of organ-harvesting Vidi'ans, manipulative Kazon sects, and Maquis traitors like Seska. You will always take people at their word and assume the best of their intentions until they blatantly and undeniably betray you.

Threshold Effect [+400]

Tom Paris proved that breaking the warp barrier is possible, but it comes with a truly bizarre, terrifying biological cost. And now, that cosmic curse applies directly to you and your ship. Any attempt you make to personally travel at or beyond Warp 9 speed will trigger instantaneous, hyper-accelerated evolution, forcibly mutating you (and anyone traveling with you) into giant, semi-aquatic reptilian salamanders. While in this lizard form, you lose all capacity for higher reasoning, leaving you driven purely by animal instincts (including an overwhelming urge to mate with your fellow mutated crewmembers on nearby swamps). While the Doctor or an equivalent medical professional can eventually revert you back to your normal humanoid state given enough time and treatment, the mutation will reliably trigger every single time you push your engines past Warp 9. If you want to make progress toward home without constantly laying clutches of amphibious eggs across uncharted worlds, you will be forced to rely entirely on standard sub-Warp 9 travel, natural spatial anomalies, cosmic entities, or stealing access to the Borg's transwarp network to reach Earth.

The Damn Q [+400]

Omnipotence is an awe-inspiring concept, but omnipotent beings with too much free time are an absolute nightmare. Somehow, you have become a cosmic magnet for the Q Continuum and all of their absolute worst, most catastrophic problems. Rather than just popping in to annoy you with mariachi bands or witty banter, the Q will constantly drag you into their most severe, universe-threatening dramas for absolutely no logical reason at all. You might find yourself violently abducted from your ship to serve as the deciding judge in a highly controversial hearing for the life of a suicidal Q, or suddenly wake up stranded on the front lines of a devastating Q Civil War where their crossfire causes actual supernovas in your reality. You will be constantly used as a pawn, an arbiter, or a plaything in conflicts involving beings who can rewrite time and space with a snap of their fingers. Naturally, any "Q Insurance" perk you may have purchased is completely nullified by this drawback, ensuring you will have to survive the whims, trials, and collateral damage of the galaxy's most irritating gods entirely on your own.

Relentless Pursuit [+400/+600]

The Delta Quadrant is a hostile frontier, but you have managed to make it completely personal. For **+400 CP**, you are being actively, relentlessly hunted by one of the prominent hostile factions of the quadrant. Whether the Kazon sects have united to steal your technology, the Vidians are desperately tracking you across sectors to harvest your crew's organs, or a massive Hirogen hunting party has designated you as the ultimate prey, you will never know true peace. They will constantly ambush you, track your warp signature, and make stopping for repairs or shore leave incredibly dangerous. For an additional **+200 CP** (bringing the total to **+600 CP**), your pursuers are vastly upgraded to one of the absolute superpowers of the quadrant. You have caught the ire of the hyper-advanced Voth, been designated as a top-priority assimilation target by the Borg Collective, or are being actively purged from the galaxy by the devastating bio-ships of Species 8472. These apex factions will dedicate overwhelming, terrifying resources to capturing or destroying you, turning your entire decade in this quadrant into a desperate, unending fight for survival against the most powerful forces in the universe. This drawback can be taken multiple times, but you can only gain a maximum of **+1200 CP** from it.

Afflicted by the Phage [+400]

In a stroke of horrific cosmic misfortune, you have contracted the Phage: the terrifying, flesh-eating genetic plague that has ravaged the Vidian species for centuries. The disease aggressively consumes your body from the inside out, causing rapid cellular degradation, organ failure, and agonizing physical rot. Standard Federation medicine, medical tricorders, and replicators are completely incapable of curing or halting the disease's relentless progress. Your only means of survival is to adapt to the horrific practices of the Vidiians: you must constantly source and harvest healthy biological organs and tissue from other humanoid species, using advanced surgical transplants to replace your own decaying body parts before they suffer total failure. If you fail to regularly acquire and integrate fresh organs, the Phage will quickly reduce your body to a failing shell, causing intense agony, severe physical disfigurement, and eventual death. Surviving this jump will force you to make brutal, morally agonizing choices as you scramble to harvest life-saving tissue from enemies, strangers, or fallen crewmates just to keep your own heart beating for another day.

USS Equinox [+600, Cannot be Taken with Janeway Drawbacks]

It seems your timeline has shifted, and your starting date has been pushed back to a much darker point in history. Instead of arriving comfortably alongside the heavily armed USS Voyager, you are pulled into the Delta Quadrant several months earlier by the Caretaker aboard the USS Equinox. A tiny, severely under-gunned Nova-class science vessel with a low maximum warp speed, the Equinox is in no way equipped for a seventy-thousand-light-year journey. Worse, the universe itself seems actively hostile to your survival. Whatever trials, hostile encounters, and environmental hazards Voyager would have originally faced in canon, you and the Equinox will suffer through in double. If Voyager was ambushed by a dozen raiders, you will face two dozen; the infamous Year of Hell will be twice as long and twice as destructive, and your supply shortages will be constantly, agonizingly critical. You will be pushed to the absolute brink of madness and moral compromise alongside Captain Ransom and a desperate, dying crew. Surviving this nightmare will require every ounce of your ingenuity, because you are trapped on a fragile research ship at the edge of the universe, and Voyager will not be arriving for a very long time.

Insaneway [+600]

You thought dealing with a tough captain was hard? Try surviving under the command of "Insaneway": the absolute most radically crazy, hyper-aggressive, and unhinged version of Kathryn Janeway that the darkest corners of fanon have ever conceived. This version of the Captain treats the Prime Directive like a comedic suggestion, solves minor diplomatic spats with orbital bombardments, and views every spatial anomaly as a personal insult to be destroyed with heavy torpedoes. To make matters infinitely worse, she is backed by a terrifying combination of extreme tactical competence and absolute, impenetrable plot armor when it comes to her personal survival and maintaining command. No matter how absurd, reckless, or outright suicidal her mad plans are, she will effortlessly manipulate, intimidate, or inspire the rest of the crew into following her into the abyss with zealot-like devotion. They will see her as a visionary hero while you are the only one on the ship who realizes just how completely insane she truly is. You will have to constantly navigate her murderous whims, dodge the crossfire of the endless wars she starts across the Delta Quadrant, and somehow survive ten years under the command of a bloodthirsty lunatic who controls the ship's self-destruct codes.

Q Junior's "Pranks" [+600]

Q (Senior) can be an insufferable, pompous nuisance, but at least he possesses a grand, theatrical sense of charisma, a hidden fondness for humanity, and an underlying point to his cosmic games. You, unfortunately, have drawn the undivided attention of Q Junior - and he has absolutely none of his father's charming qualities. This spoiled, bratty, omnipotent teenager views you as his personal plaything, and his idea of a "prank" is completely devoid of humor, nuance, or basic empathy. Throughout your stay, he will continuously pop up to ruin your day with reckless, life-threatening stunts. He might casually teleport your entire away team into the heart of a Borg Unimatrix for laughs, turn your ship's life-support air into cotton candy, replace your warp core with a giant ticking alarm clock, or drop an aggressive Vidiian fleet right on top of your location while you are trying to sleep. He doesn't care about testing your species or teaching you a moral lesson; he just wants cheap entertainment at your expense. You will have to constantly adapt to his dangerous, completely unfunny hijinks and find a way to outsmart, appease, or endure a bored godling with the mind of an entitled child.

Ending

Ten long years have passed. Whether you successfully navigated the seventy thousand light-years to bring Voyager back to the Alpha Quadrant, carved out your own empire in the chaotic reaches of the Delta Quadrant, or simply survived everything this hostile galaxy threw at you, your allotted time in this universe has come to a close. The Caretaker's array may have been what brought you here, but now you hold the power to decide your ultimate destination. Choose your final course:

Set Course for Earth (Return Home)

Voyager's entire mission was driven by a single, desperate desire: to go home. You understand that feeling well, and it is finally time to act on it. Your Jumpchain ends here, but your rewards go with you. You return to your original Earth in your home universe, taking all of your acquired perks, items, and Companions with you. With the technology of the 24th century and the knowledge of the Delta Quadrant at your fingertips, what you do with your original world is entirely up to you.

The Final Frontier (Stay)

Why leave a universe so full of wonders? Whether you have accepted a commission in Starfleet, decided to settle down on a custom-made paradise planet, or taken command of your own faction in the Delta Quadrant, you choose to remain in the Star Trek universe permanently. There are still countless strange new worlds to seek out, new life and new civilizations to encounter, and perhaps even a few mysteries that have yet to be solved. The galaxy is vast, and there is always somewhere else to go, something else to discover, and another adventure waiting just beyond the next star.

To Boldly Go (Move On)

Seventy thousand light-years was just a warm-up. Your thirst for exploration cannot be satisfied by just one galaxy or a single timeline; the multiverse is vast, and you have only just scratched the surface. You leave the Star Trek universe behind, moving forward to your next Jump to boldly go where no Jumper has gone before.

Changelog and Notes

V 1.0 - First Edition

V 1.1 - Added a Ship Import option, modified the Scenario, small fixes, added the Next Episode and a Fortunate Encounter perk.

Voyager has a crew of approximately 150 people combining Starfleet and Maquis personnel. While this is a 10-year jump, Voyager canonically returns home after 7 years. If you help them return early, you can choose to end the jump when they arrive or continue exploring.