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**The Orion Campaign**

***Star Trek:* these two words brings up images of adventuring in a spaceship** to the Final Frontier of the Galaxy, where new discoveries await keen explorers of Starfleet. Your duties may take you to the edges of known space, or to Federation colonies in need, to the borders of neighboring galactic powers or into the eye of interstellar phenomena. Your ship and your crew epitomize the best Starfleet and the United Federation of Planets has to offer, and you are needed more than ever.

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### Introduction & Character Background

### You are starting in a high science-fiction game of swashbuckling heroic mortals where your deeds and exploits will determine the future of the galaxy. The characters will be crew aboard a star ship in the Star Trek universe. In order to originate a comprehensive character history, each player needs to develop a character background based on the following:

* There is no *Campaign Background* handout. It is assumed every Player is familiar with the Star Trek universe to some degree.
* The year is 2261. Captain Kirk just finished his historic five-year mission aboard the *Enterprise*. You will be adventuring in the period between The Original Series (TOS) and *The Next Generation* (TNG). For more detail see the History Summary at the end of this document.
* There are a few changes to the standard Star Trek universe:
* There are no transporters or transporter technology. Shuttle craft will be needed to transport characters to and from your star ship.
* There are no replicators or replicator technology.
* The Khitomer Accords did not happen. However, a Klingon – Federation war did not occur either. Instead, there is open hostility between the two factions, but a declaration of war was never declared by either side.
* Cybernetic equipment and body-enhancements are in use in the wealthier part of the Federation. (Thus, expanding the role-playing possibilities for charactgers.)
* All the character are new to the ship and this assignment. Introductions will be made when appropriate.
* All characters are part of the Federation and went through training at the Academy. You swore to uphold the Federal ideals and the Prime Directive.
* Your character starts the campaign between 22 and 45 years old. Select your age. The expected life span is 120 years.
* Minor character changes will be allowed during the first two game sessions.

### Character Creation

1. We will be using a new homebrew 3d6 mechanic. This system lets you choose where you excel and emphasizes a quick resolution.
2. Use the provided **Character Sheet** to help with the creation process.
3. **Concept**: Players should originate a description that explains their characters’ current vocation and status in life. Examples include Swashbuckling Captain, Vulcan Science Officer, Cranky Human Doctor, Bajorian Rogue, Sexy Batazoid Telepathy, and so on.
4. **Intimacies**: Select at least one of your two intimacies. These are things you care about most (Page 90 Exalted), a motivation, a goal, a fact about your character, or even a secret. These will provide a +/- 2 to rolls when appropriate. You can even have a “Limit Break” or “Consuming Temptation” if it helps with the role-playing of your character.
5. **Race:** Assign your race from any standard Federation member race. You must be able to pass for being generally human. That means no Andorians, Ferengi, Gorn, etc. You do not gain any mechanical advantages for choosing a race, so it is purely for role playing purposes. If desired, you could assign your starting *Attribute* points with these standard racial norms:

**Klingon:** +1 body

**Vulcan:** +1 Body, +1 Mind

**Batazoid:** No Telepathy to start.

Base other race ideals on the above examples.

1. **Attributes**: There are six attributes. At PC Creation you get a total of six (6) “+1” bonuses to add to these attributes. You can add a maximum of +3 to any one attribute at first level. In addition, you can take up to a total of -2 negative attributes to other Attributes to get extra points for other *Attributes*.
   1. **Body** – Toughness & Agility
   2. **Mind** – Intelligence & Wisdom
   3. **Charisma** – Appearance & Leadership
   4. **Spirit** – Psionic power & Luck
   5. **Attack** – Melee and Missile
   6. **Defense** – Dodge and Block/Parry
2. **Sub-Skill Points**. To add variety, a character can give up a “+1” in a general Attribute to get two (2) “+1’s” to specialized skills. These are often-used skills referenced on the character sheet and/or highly specialized skills. Name the specialized skill at creation. Examples include computer hacking, scuba diving, lock-picking, etc. These specialty skills are always a sub-set of a general Attribute. For this reason, you can add your general *Attribute* and your specialty skill points together when calculating your roll.
3. **Add** +2 *Attribute* points for specific vocation/job skills. IE: Accounting +1 and Administration +1; Computer programming +2, etc.
4. **Life Points:** At first level, you have ten (10) Life Points plus your Body score.
5. **Powers**: You start with no “powers” or special abilities. You are essentially 1st level in skills without powers. You will gain powers as the game progresses.
6. ***Wealth Level***: Wealth is meaningless for Federation Star Fleet Members. You don’t have to worry about this at character creation.
7. **Equipment**: You will have your basic clothing and your communication badge. All other equipment is dispensed and returned as needed. IE: Tricorder, Phaser, etc.

Above all else, have fun! Good Luck!

**House Rules**

* **Languages:**  All characters start knowing how to read Federation Common (I made this up.) You may know a 2nd language if desired. (An ancient Earth language like French or a racial language like Vulcan, and so on.)
* **Luck Check**: Each character can use their “luck” once per session to re-roll anything; even a DM’s roll. Additional luck checks can be acquired during play for good role-playing.
* **Used Equipment**: There is no market for used equipment. Anything not used is recycle immediately.
* **Items of Quality**: Masterwork and items of Quality are available in this campaign like the Black Company campaign book.

**Meta-Gaming Notes**

* At least one Player must volunteer to be the **Captain**. If there are no volunteers there will be a random roll-off to determine who gets the job.
* It is highly recommended to be human. You will suffer severe social penalties if you look too different from human.
* In this game, there are no resurrection spells, long-distance teleport abilities, summoning spells, or time-travel abilities available to the characters.
* **Tone**: This is supposed to be a somewhat swashbuckling game that will at times be serious. Think in terms of the Star Trek shows and movies.
* All characters must be willing to cooperate with others in order to accomplish tasks only your characters can perform. Characters cannot be “evil”.
* Please create a **name** for your character that is appropriate for the period and setting. No joke or pun names.
* This could eventually turn into a sandbox campaign. At times, you will have to be self-motivated to find adventures. In some cases, the adventure will find you. (Fair warning given.)
* Replacement characters will use the same character generation as original characters and will come into the campaign at the same level as the rest of the characters.
* This chapter is focused on action, adventure, and exploration. Make sure to develop a character that has depth that you will enjoy playing.
* Stunting is greatly appreciated. If done well, you can gain bonuses.
* **Out-of-Character Knowledge**.
  + Please develop your character concept with other Players in mind. This can be shared as much as desired.
  + The characters will start in a Star Trek universe. They will not stay there.
  + When things happen, you will need to develop an alternate character concept very quickly. Do not share this alternate concept with other Players. This will be part of the character exploration and role-playing experience.

## Character Niche Ideas

It is best for each character to be unique. Noted below are some ideas.

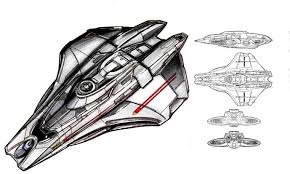
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| Captain | Ship Counselor |
| Navigator | Commander |
| Weapons Officer | Stellar cartography |
| War Engine Engineer | Intelligence Operative |
| Doctor | Science Officer |
| Nurse | Priest of Bajor (DS9) |
| Security Officer | Helmsman |
| Xenophile Expert | Yeoman |
| Diplomat | Comm. Officer |

**Available Powers**

Please see the core rules for examples of available Powers characters can acquire when available. Some more samples are show below. Please note these are just samples. Feel free to develop your own Powers within the core rules guidelines. Of course, consult with the referee before finalizing a selection.

**Power Examples**

* Cleave – if you “drop” an opponent in combat, take another attack on a new opponent within range. This continues until you don’t kill an opponent in one hit, or you run out of movement/range. Think in terms of “Great Cleave” from D&D. (Can also be useful for an Archer type character.)
* Great Leap – Jump up to 20’ as part of your movement action. You may not exceed your total movement allowance
* Extra Lucky – gain an additional luck role during the gaming session.
* Enhanced Attribute – increase one *Attribute* by +1.
* Attribute Specialty – give a specific skill +2 to the die roll. IE: Perception checks, or an attack roll with a specific type of weapon.
* Reach attack. You use a long melee weapon. Therefore, you gain an opportunity attack when an enemy enters the area you threaten. I.E.: Pike, or Long-spear
* Extra Attack – gain an extra attack with a specific weapon. You are at *disadvantage* with all other weapons and you are at *disadvantage* for your defense when you take the 2nd attack. You can only gain this power once.
* Backstab – Gain +2 to your attack roll if you surprise your opponent.
* Sharp-Shooter – You no longer shoot into melee combat at *Disadvantage.*
* Healthy Body – Gain an additional two (2) Life Points + Body modifier
* Low light vision – you can see in darkness as a normal human sees in light if there is a little bit of light in the area.
* Swift of Foot – Increase your movement by 10’ per round
* Weapon Improviser – you can pick up and use almost anything as a melee weapon so that you are not at an *Attack* *disadvantage* when doing so
* Throw Anything – the PC can throw almost any hand-held (light) item and throw it at a range of 30’ as a weapon without *disadvantage*
* Dark Vision – see in normal darkness as a human sees in light. This could be racial, a Cybertech implant, or something else

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**Star Trek History - Summary**

* 2032: Ares IV, first manned mission to Mars is launched. Zefram Cochrane is born.
* 2037: The spaceship *Charybdis* makes an attempt to leave the solar system using rudimentary iron-engine drives. The spacecraft disappeared as it approached Jupiter.
* 2051: The Eugenics Wars begin. Escalation of the war results in World War III.
* 2053: World War III ends and Earth is left devastated due to nuclear warfare.
* 2063: Zefram Cochrane makes the first human warp flight with the *Phoenix*. This attracts the Vulcans and they make first contact with humans.
* 2067: The first unmanned interstellar warp probe *Friendship 1* is launched
* 2069: The colony ship SS *Conestoga* is launched. It would found the Terra Nova colony. Terra Nova was Earth's "great experiment," and was an early human colonization mission, which set its sights on the closest habitable planet from Earth. The world was 20 light-years from Earth, and the early warp drive colony ship heading there took 9 years to reach it. All adults from the original colony were killed after a radioactive asteroid struck the planet. The children survived by going underground and living in caves.
* 2079: Earth begins to recover from its nuclear war. The recovery is aided and partially organized by a newly established political entity called the *European Hegemony*.
* 2088: T'Pol of Vulcan is born
* 2103: Earth colonizes Mars
* 2111: Jonathan Archer is born in upstate New York on Earth.
* 2119: Zefram Cochrane, who now is residing on Alpha Centauri, sets off for parts unknown and disappears. Some thought he was testing a new engine. After an exhaustive search, it is believed that Cochrane has died. He becomes one of the most famous missing people in history.
* 2142: Warp 2 Barrier broken by Commander Robinson in NX Alpha and Warp 2.5 achieved by Commander Archer in NX *Beta*
* 2145: Warp 3 Broken by Commander Duvall in NX *Delta*
* 2150: Keel laid for *Enterprise* (NX-01)
* 2151–2155: The events of *Star Trek: Enterprise* takes place**.**
* 2154: Foundation of the Federation of Planets coalition.
* 2156–2160: The Earth-Romulan War is fought between United Earth and its allies, and the Romulan Star Empire. The war ends in a stalemate though the Romulans are defeated at the Battle of Cheron. The Romulan Neutral Zone is established.
* 2161: The United Federation of Planets is founded by Earth, Tellar, Andoria, and Vulcan.
* 2160s to 2196: The Daedalus class starship is active.
* 2233: James T. Kirk is born in Riverside, Iowa on Earth. Note: we are **not** using movie alternate timelines
* 2245–2254: The USS *Enterprise*, a Constitution class vessel is launched and commanded by Christopher Pike.
* 2254: The eventsof"The Cage".
* 2255–2260: James T. Kirk is captain of the starship *Enterprise* on a historic five-year mission.
* 2260: The Khitomer Peace talks with the Klingons ends without an Agreement. Open hostility between the two star-faring nations is on the rise.
* 2260: The *Enterprise* returns from its five-year mission and enters a major refit/overhaul.
* 2261: **Start of the Campaign**.

