# LIEUTENANT COMMANDER CHRIS PARK

#### Male or Female Starfleet Human

## Biography

Chris Park (short of "Christopher" or "Christina" depending on gender) was a strong cadet at Starfleet Academy, known for keeping their attention focused on classes

and with an excellent mind for research. They had friends, a tightly knit group in fact, and were known to be friendly and outgoing but they were fairly private.

That's why it was such a surprise to that tightly knit group of friends when Chris started dating someone. One of the player characters met Chris on campus, perhaps in the lab or at a party off-campus or even on an extended wilderness training session. Any PC can be the former flame of Chris Park: the circumstances of their meeting as well as the gender and specific research project of Lt. Commander Park are left open for this reason.

Whatever happened during their brief time together, though, the relationship ran its course and the two moved on. Well, at least the player character moved on. Chris hadn't engaged in many relationships in the past and this first big one really stuck with them. They carried a torch for the player character throughout the rest of their time in the Academy and continuing through their subsequent assignments.

For most of their career, Chris Park has served on

them figure out just exactly what is going on.

## scientific missions in the sort of adventurous career that everyone dreams about when applying to Starfleet. Just recently, though, they've transferred onto a project that is top-secret and things have been getting... unusual. Their project supervisors seem to be ignoring the normal chain of command and one of the other researchers on the project mentioned something called "Section 31" before catching himself. Now Chris is looking for allies to help

### No Damsel. Minimum Distress

It's tempting to treat Chris Park as a fragile character helplessly smitten with the player character. This is not the most effective way to use them, however, and can





make their role in the story comedic and distracting instead of interesting and fun. The old flame that occurs to fawn all over the hero is a cliché, and a bad one at that. Don't make Chris Park some shrinking violet, particularly if the character is female, or you're likely to get nothing but eye rolls and (worse) adolescent jokes.

Lieutenant Commander Chris Parks is a decorated Starfleet officer with a vibrant career and many commendations. They have seen battle, developed a reputation in their chosen scientific or medical field, and generally led a fulfilling and healthy life. Their connection to the player character is air-headed infatuation, but just the strong emotions of youth that resurface when you meet someone from your past.

### Chris for the 23rd Century

The original series of *Star Trek* was full of love interests and throwaway characters for Captain Kirk to make out with and then leave behind. Don't let a female Chris Park fall into this category as well. Recall also that *Star Trek* broke many social taboos of the day, including the first interracial kiss on the television screen. Lt. Commander Park can be seen in that vein instead, a strong-willed and competent love interest that knows what she wants and is straightforward about it. A male Chris Park can also buck convention, a quiet and earnest man in a universe full of swaggering captains and sardonic surgeons.

### **S**tatistics

Use the following statistics for a Notable or Major version of this character. The statistics note what changes are necessary for a Major NPC.

**TRAIT:** Human

#### **VALUES:**

- Everything Happens for a Reason
- Personal Bonds Over Professional Duty (Major NPC)

#### ATTRIBUTES

Control	9	Daring	
Fitness	9	Insight	9
Presence	II	Reason	

#### DISCIPLINES



For Major NPC add +1 to Command, Engineering, Science, and Medicine.

#### FOCUSES:

- · Making Friends
- Research
- Computer Programming (Major NPC)
- Molecular Analysis (Major NPC)

### Stress: IO Resistance: O

#### ATTACKS:

- Unarmed Strike (Melee, 2♠ Knockdown, 1H, Non-lethal)
- Phaser type-I (Ranged, 3 , 1H, Charge, Hidden)
- Escalation Phaser type-II (Ranged, 4\, 1H, Charge)

#### SPECIAL ABILITIES

- **Spirit of Discovery**: Talent (p. 107).
- In the Nick of Time: Talent (p. 138).
- Cautious (Major NPC Only): Talent (p. 136). This should be for Science or Medicine, depending on which field Lt. Commander Park works in.