HOLOGRAM

Hologram are three-dimensional projections of light contained in forcefields, generated by holo-emitters. Advanced holo-programs can create complex simulacrums of living beings, virtual intelligences that behave as sentient beings. Most Holograms are not aware of their artificial nature, simply mimicking sentience. However, a number of Holograms have gained sentience and self-awareness through accidents or prolonged activation. A court hearing in 2365 ruled that artificial entities, such as the Android Data, are afforded the rights and freedoms of all sentient beings under Federation law and are not the property of Starfleet, which can apply to self-aware Holograms. Holograms are confined to areas with a holo-emitter, such as a holodeck, but later classes of starship are equipped with holo-emitters in certain rooms or on multiple decks. Portable holo-emitters and holo-platforms are also in use, and some work has been done in replicating a mobile holographic emitter salvaged from a 29th Century vessel.

EXAMPLE VALUE: I am More Than the Sum of My Code

- **ATTRIBUTES:** Instead of the normal Attribute options, choose three Attributes and add +1 to each of them.

- **TRAIT:** Hologram. You are an artificial construct comprised of photons held together with forcefields. Lacking a biology, you are immune to disease, fatigue, and physical damage. Your physical form can be disrupted, it will reforming after your program restarts. However, your body is dependent on holo-emitters, which can be damaged or affected by radiation or harmful energies. The emitters also require constant power to maintain your program.
  Damage to either your program or emitter is considered an Injury. Fixing damage to your software is a First Aid Task that requires the Science Discipline rather than Medicine, while repairing an emitter requires Engineering.

- **TALENTS:** The character receives access to the following talents:

ALTERNATE SUBROUTINES

REQUIREMENT: Hologram, or Gamemaster's Permission
Your programming includes contingency features and code that you can turn on to react to a crisis. When you gain this talent, pick three alternate Focuses. Once per mission, as a Minor Action you can swap out one of your normal Focuses for one of the three alternate Focuses. The replaced Focus is restored automatically at the end of the mission, or you can restore your Focus early with a Minor Action.
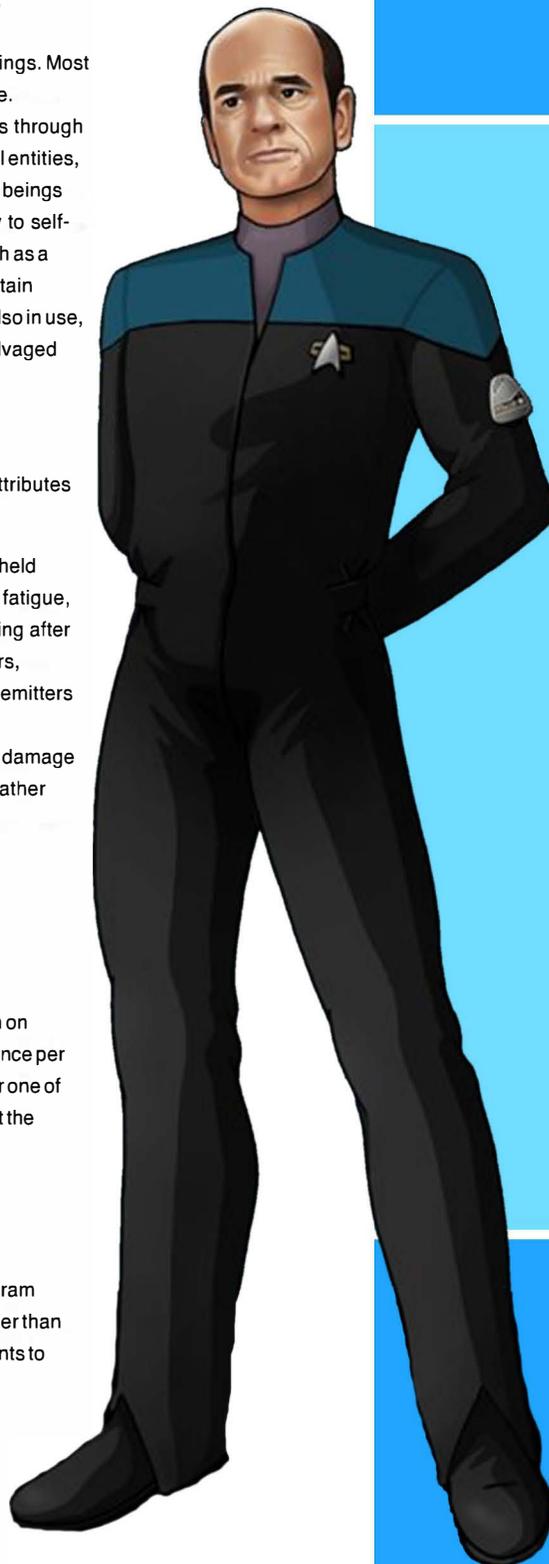
LIMITED GROWTH

REQUIREMENT: Hologram, or Gamemaster's Permission
Your personal growth is limited by the computer storage allotted to your program and any restrictions built into your code, forcing you to rely on your crew rather than personal experiences. You can cross out a saved Milestone to add three points to the group's Momentum pool.

PURPOSEFUL

REQUIREMENT: Hologram, or Gamemaster's Permission
You were created to perform a single Task and are particularly adept at executing that function. When you attempt a Task and could apply two or more Focuses, you may add a bonus d20 to your dice pool.