

CAPTAIN LAKIN VIROMM

Bolian

Male

Starfleet

Biography

Captain Viromm has had a celebrated career, completing missions that have made him the subject of speculation and disbelief throughout Starfleet. His recent standoff with the bioterrorist cell on Verosha Prime has only heightened this reputation and it seems like everyone has been talking nonstop about “Viromm’s Stand” for the last month.

Lakin Viromm graduated Starfleet Academy with a lot of promise and few were surprised when he vaulted through the command structure to captain his own ship, the *New Orleans*-class *U.S.S. Vishpala*. Of course, during those ten years of service, Viromm served on no fewer than eight ships: not quite a record but certainly surprising for a senior officer. By all accounts the transfers were mutually agreed upon but many who served with Viromm as he moved up through the ranks commented that he was difficult to work with and the *Vishpala* has gone through an abnormally high number of crew as officers from the senior staff down to ensigns have put in for transfer.

Many in Starfleet are frustrated with the hero worship that some officers hold for Viromm, citing him as a bad example and a needless risk-taker. They see the transfers from the *Vishpala* not as the “honing of an excellent crew” as Viromm puts it in his reports but a growing cult of personality that makes the ship a community of bad habits and reckless officers.

Of course, the reality is that the *Vishpala* has a record of success that no one can deny. He has come out of many critical situations with minimum crew losses and has even successfully won over new allies to the Federation with unorthodox tactics



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Lakin for the 23rd Century

In some ways, it’s much harder to use Captain Viromm in the 23rd century where nearly every captain is a loose cannon searching for risks and adventure... or so the portrayal of Kirk would have us believe. For campaigns set during the Original Series, a crisis point is needed to showcase the danger of Lakin Viromm’s approach. It’s not enough to have him push the envelope, have him also talk about the need to change Starfleet from some “shrinking violet” into a body that can adequately take on the Romulans and the Klingons. Whether he can do that from within the system or he’s advocating for a coup depends on whether Viromm is an ally or an antagonist in your campaign.

that navigate difficult situations. Even when Viromm directs the *Vishpala* off course to investigate some side mission the ship is almost always back on course and addressing its original mission with little delay in the timeline.

Reckless but Valiant

Viromm makes an excellent ally for the crew and someone who will agree to far-fetched plans that Starfleet Command won't support. As a positive Non-Player Character, Viromm's risk-taking comes from a place of duty and control. From afar it seems like he's constantly skirting the edge of disaster but with all the details it's clear that Captain Viromm considers all options before charging in and he knows the limits of his ship and crew well. The PCs may be put in a situation where they are the only ones defending him.

Reckless and Dangerous

As an antagonist, Viromm is an insidious threat. It would be much easier for this person to be an enemy, but he's a fellow Starfleet officer and a good one at that. At the same time, the Bolian flouts Starfleet regulations in the best of times and breaks directives at the worst. It might be that his crew is covering up his overreaches or it might be that Starfleet Command is aware but no infraction has been great enough so far to warrant serious action. Either way, this sort of Captain Viromm is exactly the type of captain to go rogue and there's no telling what he'll do at that point.

Statistics

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: Bolian

Stress: II **Resistance:** 0

VALUES:

- **The Ends Justify the Means**
- **Generosity is for Friends** (Major NPC)

ATTACKS:

For Major NPC, add 1♣ to each damage.

- **Unarmed Strike** (Melee, 3♣ Knockdown, 1H, Non-lethal)
- **Phaser type-I** (Ranged, 4♣, 1H, Charge, Hidden)
- **Escalation Phaser type-II** (Ranged, 5♣, 1H, Charge)

ATTRIBUTES

Control	8	Daring	II
Fitness	9	Insight	IO
Presence	II	Reason	II

SPECIAL ABILITIES

- **Devoted Crew:** When Captain Viromm uses the Direct or Assist Task with someone under his command or still loyal to him, the captain may roll 2d20 instead of 1d20.
- **Gregarious** (Talent, Bolian Species)
- **Veteran** (Talent, p. 118)
- **Steel Resolve (Major NPC Only):** When engaged in Social Conflict, any time he is subjected to a threat by an opponent Lakin Viromm may re-roll his dice pool if he purchased any bonus d20s.

DISCIPLINES

Command	03	Conn	0I
Security	02	Engineering	0I
Science	0I	Medicine	0I

For Major NPC add +1 to Conn and Security, and +2 to Medicine. This also adds +1 to Stress.

FOCUSES:

- **Inspiration**
- **Protecting the Crew**
- **Athletics** (Major NPC)
- **Securing the Federation** (Major NPC)