

KOVAR OF VULCAN

Hologram

Male

Kolinahr Master

Biography

Before the formation of the United Federation of Planets, there were many strong voices in the Vulcan High Council including Ambassador Soval who served as the long-time ambassador to Earth and was part of the group that worked towards the first summit of the Coalition of Planets in 2155. Another was the respected master of *Kolinahr* named Kovar whose secluded monastery was one of the most recognized schools of ancient Vulcan writings on the planet.

The monastery overseen by Kovar read and studied all works by the Vulcan masters but specifically emphasized those writings of Nirak, one of Surak's first students. These writings on the nature of grief and it's dissolution became extremely relevant as Vulcans dealt with the repercussions of Administrator V'Las's plots in 2154 and the subsequent Vulcan Reformation. As such, Kovar is seen as a founding father of "modern" Vulcan politics and the way the species sees its role in the Federation.

This figure, though, is not Kovar. His thoughts and writings are extensive and allowed a half-Vulcan Starfleet officer to create a holodeck facsimile of the great master in order to discuss Vulcan philosophy. As the officer delved deeper and deeper into esoteric subjects she added more and more to the program until the facsimile reached a tipping point and became a sentient hologram capable of editing its own matrix.



Image of a cosplayer taken from Pinterest.

Kovar for the 22nd and 23rd Centuries

If you're playing a game set in the era of *Star Trek: Enterprise*, of course, you can just include the actual Kovar instead of a holographic version. This is a little less exciting and requires some replacement of some special abilities but it does offer some interesting situations. The most intriguing option is to play Kovar in many separate situations for an era-jumping campaign. An *Enterprise*-era crew can engage with a young Kovar at the establishment of the Federation, then a later set of *Original Series* characters can meet an older Kovar who is trying to deal with the straining politics of the times. Later, of course, a *Next Generation* crew can meet the hologram version and a clever GM can pull on all the experiences that the players remember which have entered into this program.

Unlike a similar famous incident aboard the *U.S.S. Enterprise-D*, this holographic Kovar is not a malicious man and has no intention to harm the crew aboard his ship. He does, however, have strong opinions about the proper way for Vulcans to conduct themselves and these are shaped by previous centuries rather than current culture. While the holographic Kovar is determinedly pacifist, following the beliefs of the historical figure he is based on, he is uncompromising in his principles and strongly believes that Vulcans must follow the rigorous ways of *Kolinahr* to fulfill their role of leadership and council in the galaxy.

Learning their lesson, Starfleet has not advocated for the Kovar hologram to be quarantined or put into a stasis mode. On the other hand, his increasing ability with programming holodeck programs as well as the following he has garnered among conservative Vulcans has caused many to worry about his continued presence.

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: Hologram, Master of *Kolinahr*

Stress: II **Resistance:** 0

VALUES:

- **There is Much to Learn from the Ancient Masters**
- **I am Not Flesh But I am Real** (Major NPC)

ATTACKS:

For Major NPC, add 1♣ to damage.

- **Unarmed Strike** (Melee, 2♣ Knockdown, 1H, Non-lethal)

ATTRIBUTES

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

SPECIAL ABILITIES

- **Alternate Subroutines:** While originally programmed just to emulate the 22nd master Kovar, this hologram has gone beyond that. Once per mission, Kovar can swap out one of his existing Focuses for one of the following: Holodeck Programs, Computer Systems, or Encryption. The first focus is restored automatically at the end of the mission or Kovar can choose to replace it earlier, but while it is replaced it cannot be invoked.
- **Purposeful:** When Kovar attempts a Task that could apply two or more of his Focuses (including alternate Focuses if Alternative Subroutines are active as described above) then he may add a bonus d20 to his dice pool.
- **Nerve Pinch** (Talent p. 110)

DISCIPLINES

Command	03	Conn	01
Security	01	Engineering	01
Science	02	Medicine	01

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

FOCUSES:

- **Meditation**
- **Philosophy**
- **History** (Major NPC)
- **Teaching** (Major NPC)