

LT. SHEMAR VAHRON

Jelna

Male

Starfleet

Biography

Though most Jelna still live in the Rigel system, there are colonies spread throughout Federation space in the Beta Quadrant. One such is on Medaht III, a communally-run science installation for hydroponics and low-impact water reclamation. It is a small colony in a system rarely visited by outside ships aside from regular supply runs, but it produces a surprising number of Starfleet graduates.

One of these is Lieutenant Shemar Vahron, a computer systems technician whose parents both served in Starfleet before retiring to Medaht III. They had Shemar relatively late in life and he grew up with tales of pushing the frontier and serving the mission of the Federation. It was no surprise, then, that he enrolled in Starfleet as soon as he could but when he pushed for an assignment aboard a vessel with a tactical mission his parents were understandably concerned.

On his very first mission as an ensign, Shemar Vahron has stood out as exemplary Starfleet material. While the crew struggled to escape a disruptive energy field, Vahron figured out a way to isolate the ship's computer systems and allow them to escape. Lt. Vahron's specialty of computers and networked systems has proven invaluable many times since, a combination of his intense natural focus and inventive approach to computer problems.



Image created using Star Trek Online from Cryptic Studios

Shemar in the 22nd Century

Using Shemar in the time period of Captain Archer's *Enterprise NX-01* means removing his strong ties to Starfleet. This may seem extreme, but the connection is easily replaced with the Rigellian Trade Commission. Shemar grew up with stories about the greater galaxy and he's one of the pioneers that pushes the species of the Rigel system out to contact the Federation and other groups. He might promote the unity of the Rigellian species and resist meddling from species like the Humans or Suliban. If you need someone sympathetic to the burgeoning alliances that will lead to the Federation, though, Shemar can be an excellent contact for the crew to talk to. The fact that he's not the captain of a ship makes it even better.

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: Rigellian Jelna

VALUES:

- **Everyone Pulls Their Weight**
- **A Ship Is Only As Good As It's Computers** (Major NPC)

ATTRIBUTES

| | | | |
|----------|----|---------|----|
| Control | 10 | Daring | 9 |
| Fitness | 10 | Insight | 11 |
| Presence | 9 | Reason | 11 |

DISCIPLINES

| | | | |
|----------|----|-------------|----|
| Command | 01 | Conn | 02 |
| Security | 01 | Engineering | 02 |
| Science | 02 | Medicine | 01 |

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

FOCUSES:

- **Digital Research**
- **Programming**
- **Communications** (Major NPC)
- **Sensor Systems** (Major NPC)

Stress: 11 **Resistance:** 0

ATTACKS:

- **Unarmed Strike** (Melee, 2♣ Knockdown, 1H, Non-lethal)
- **Phaser type-1** (Ranged, 3♣, 1H, Charge, Hidden)
- **Escalation Phaser type-2** (Ranged, 4♣, 1H, Charge)

SPECIAL ABILITIES

- **Computer Expertise** (Talent, p. 137)
- **Exosex:** Lt. Vahron possesses a Z chromosome that strengthens his physical and survival instincts and abilities. Whenever attempting a Task using Fitness or Daring, roll 1 additional d20 and gain one bonus Momentum on such Tasks.
- **Industrious Mind** The Jelna are naturally enterprising and industrious, and have an affinity for technological developments and industrial engineering. When succeeding an Engineering or Science Task relating to fixing or adapting technology, and spending 2 or more Momentum, Lt. Vahron may add an Advantage related to that technology for free.