

CHRIS PARK

Human

Male or Female

Terran Empire

Biography

Chris Park (short of “Christopher” or “Christina” depending on gender) was a strong cadet at the Imperial 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 combat training 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 Chris Park are left open for this reason.

Though they carry the risk of vulnerabilities, fraternizations are hardly prohibited by the Terran Empire. The relationship might have continued into the present but for one critical issue: Chris Park turned traitor. The Terran Empire was once mighty and it destroyed the Klingon Empire when the two met. Now, however, it is sickening and the enemies are closing in. Klingons are attacking with renewed force, and the newly-contacted Cardassians are proving to be a true danger. Imperial forces are beaten back to the immediate volume around the Sol system and for many the writing is on the wall. Chris Park sees the death of the Terran Empire coming and they are determined to be on the right side of that fall.

For a while they stayed with the Imperial Navy, gathering intelligence and feeding it back to the Cardassians. Eventually they were caught by Vulcan interrogators but they slipped away and now are operating on the fringes of the Terran Empire to continue their mission. This all started as a mission of self-interest to ensure clemency when the Empire fell. Now, however, Chris Park genuinely hates the Empire for the torture they experienced at the hands of cruel Vulcan questioners, for the brutal stories they have found in their intelligence-gathering, and for the killing of every Park relative left in the Empire in the wake of Chris’s escape.



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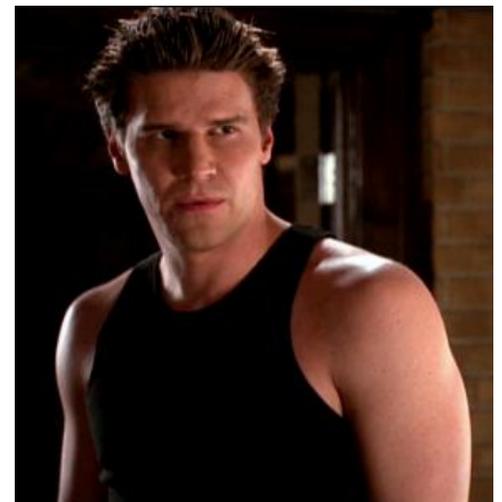


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With Chris Park's crimes against the Empire mounting, Imperial officials are using any leverage they have against them. That includes asking old friends and lovers to help track them down with insights into their psychology and connections. This is grasping at straws but that hardly matters to desperate officials driven to the edge by the collapse of the Empire's territories.

Chris for the 23rd Century

At the height of the Terran Empire's power, Chris Park's role changes somewhat. Instead of being a traitor working with the Cardassians, they are a traitor trying to help the Vulcan underground to force the Terrans to give them freedom. In many ways this is the same function as in the 24th century: former Navy officer now hunted for trading secrets to the enemy. However, players are likely to be hostile to a self-interested Chris Park working for their own gain whereas they will be much more sympathetic to a free-fighting Chris Park working to help subjugated Vulcans. Bear this in mind when designing stories around this character and be sure to play up the disconnect with how the *players* will feel about this and how their *characters* will feel.

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: Human

Stress: II **Resistance:** 0

VALUES:

- **The Last Days of the Empire are Here**
- **Trust Is Something to Be Earned** (Major NPC)

ATTACKS:

For the Major NPC version, add +1♣ to all damage.

- **Unarmed Strike** (Melee, 3♣ Knockdown and Vicious, 1H, Non-lethal)
- **Disruptor Pistol** (Ranged, 5♣ Vicious, 1H)
- **Escalation Disruptor Rifle** (Ranged, 6♣ Vicious, 2H, Accurate)

ATTRIBUTES

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

SPECIAL ABILITIES

- **Spirit of Discovery:** Talent (p. 107).
- **Computer Expertise:** Talent (p. 138).
- **Mean Right Hook:** Talent (p. 137). Included in the statistics above.

DISCIPLINES

Command	00	Conn	02
Security	02	Engineering	02
Science	02	Medicine	01

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

FOCUSES:

- **Making Contacts**
- **Research**
- **Computer Programming** (Major NPC)
- **Tactical Analysis** (Major NPC)