

ENSIGN JAIRIM MERU

Bajoran

Female

Starfleet

Biography

Jairim Meru grew up in the remote and idyllic Eastern Province of Bajor, an area of the planet with little raw material and so largely overlooked by the Cardassians. She heard about atrocities and executions happening in other areas of Bajor but her family was much more concerned with maintaining a traditional religious community dedicated to the Prophets. Religion is embedded in Meru's every thought and many thought she would take orders and join one of the local monasteries. Instead she surprised them all by joining Starfleet.

Many Bajorans left the planet after the Occupation ended and the provisional relationship with the Federation allowed Bajoran citizens to enlist in Starfleet. Jairim Meru did just that, becoming a skilled engineer with a focus in holographic technologies. She was a natural when it came to computer systems and many of her classmates were shocked to learn that she hardly had any digital systems in her house growing up and instead worked with farming equipment. She quickly picked it up, however, and began to work on a special project under the tutelage of her professors.

The Bajoran religion, like other faiths, relies on ritual and tradition. There are a number of substances and ceremonies that require absolute faithfulness to the



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Jairim During the Dominion War

There are a number of ways that Ensign Jairim's role could change once the war with the Dominion goes from cold to hot. She might end up using her expertise in a new way, creating holographic disguises or tricks to use against the Dominion. Having intimate knowledge of Bajoran technology and with the capabilities of Federation holographic technology, Ensign Jairim would be an excellent asset on the front lines finding creative solutions. There's also the possibility that Jairim would resign from Starfleet once her homeworld was threatened again, returning to Bajor to lend her engineering training to whatever problems the planet might face.

Perhaps most interestingly, however, Ensign Jairim might find herself inducted into Starfleet Intelligence to work on the problem of the Jem'Hadar. This isn't an immediate fit, but consider that Jairim has been working for years on replicating foods with such precision that it would satisfy the vedeks back home. If anyone can crack the problem of synthesizing ketracel white using replicators, it's probably Ensign Jairim Meru.

established way of doing things in order to be considered orthodox and legitimate. The Bajorans call this process *bekal* and obtaining *bekal* candles, cloths, or inscriptions is relatively easy on Bajor. With so many Bajorans leaving for other parts of the quadrant, however, the need for *bekal* items became a real hardship. For her senior project, Jairim proposed creating vedek-approved holoprograms of Bajoran religious ceremonies for crewmembers to observe as they served throughout the galaxy. Though still in progress, Ensign Jairim believes they will be declared *bekal* in the next six months and then hopefully *bekal* replicator food patterns will be approved after that.

This may seem like a trivial matter but Starfleet Command considers it an essential part of their efforts to win over Bajor as a permanent Federation member. The Federation Diplomatic Corps has made the case to the Bajorans that they respect their culture and religion and neither will suffer from becoming a member world. Joining a rival power like the Dominion or trying to stay isolated and suffering another occupation might mean an end to all such traditions. Projects like Ensign Jairim's are proof of that commitment and so there is significant pressure for it to work.

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: Bajoran

VALUES:

- Faith Isn't a Choice
- I Create Reality (Major NPC)

ATTRIBUTES

Control	II	Daring	10
Fitness	10	Insight	12
Presence	II	Reason	12

DISCIPLINES

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

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

FOCUSES:

- Holographic Technologies
- Bajoran Religion
- Replicator Technologies (Major NPC)
- Agricultural Science (Major NPC)

Stress: II **Resistance:** 0

ATTACKS:

For Major NPC, add 1♣ to each damage.

- **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

- **Intense Scrutiny** (Talent, p. 137)
- **Right Tool for the Job:** Whenever Ensign Jairim uses an engineering tool that has an Opportunity Cost, the tool grants an Advantage if it did not do so originally, or increases the Advantage it provides by one step.
- **Technical Expertise:** Whenever Ensign Jairim is assisted by the ship's Computers or Sensors, they may reroll one d20 (which may be the ship's die).
- **Holographic Tricks (Major Only):** Ensign Jairim can use the Create Advantage Momentum Spend by spending only 1 Momentum instead of 2, as long as the Advantage involves a holographic construct or only affects holographic systems..