

# ADMIRAL LAKIN VIROMM

**Bolian**

**Male**

**Starfleet**

## Biography

The long-celebrated captain of the *U.S.S. Vishpala* resisted efforts to promote him for some time. He turned down several promotions to Starfleet command to stay on the bridge of his starship with his loyal crew but, like his friend Captain Jean-Luc Picard, Lakin Viromm eventually had to let the next generation of leaders through.

His ship, now the *Luna-class Vishpala-A*, continued on without him while Admiral Viromm took a desk job overseeing logistics in the Betazed Sector. The new captain was his first officer, a Bajoran woman named Kepit Zirja who shared Viromm's fire and drive if not his easy-going nature. Admiral Viromm kept in touch over the next few years but eventually stopped responding so regularly as he found it hard to hear about missions he was not a part of.



Image by STAvatars.net

Then came the news that the *Vishpala-A* had been destroyed. It was on a routine mission near the Tholian border when Captain Kepit sent a subspace message saying they were responding to a distress signal from a Tellarite freighter. That was the last anyone ever heard of the *Vishpala-A* and its disappearance remained a mystery until a massive Tholian warship crossed to Federation space and began destroying border planets. The resulting war, so close after the end of the Dominion War, was bloody and extreme. Starfleet had to make terrible sacrifices to appease the Tholians and gave up over a dozen Federation colonies to ensure peace.

Admiral Viromm spent the Tholian War thinking about whether he could have stopped it if he had still commanded the *Vishpala-A* and struggling with feeling that he had let his crew and Starfleet down. Even after the end of the war, Viromm obsessed over it and retired suddenly from Starfleet in order to concentrate on mapping out the events that had led to the Tholian War.

Now, Admiral Lakin Viromm knows when the warship project started in the Tholian Assembly and when to target it. Using logs from the original *U.S.S. Enterprise*, Viromm took a risk to travel back in time to the months just before the Dominion War, a time when he can stop the Tholians before that war even starts, and before the *Vishpala* is destroyed.

## Lakin for the 23<sup>rd</sup> Century

Finding a comparable war in the 23<sup>rd</sup> century is difficult. The Federation-Klingon War would work but it happens *before* the original *Star Trek* series rather than after so you can't have Viromm traveling back in time to prevent it...

Instead, a time-traveling Admiral Viromm in the time of the original *Enterprise's* five-year mission can be trying to prevent a war that doesn't actually happen. In this case, Viromm is coming from a future where the Federation went to war with the Klingons following the destruction of Praxis. In this future the conspiracy against the Khitomer Conference was successful so Viromm has come back in time to stop it. Captain Kirk and Captain Sulu played a role, of course, but Viromm has knowledge from the future about another branch of the conspiracy that also needs to be stopped. The characters' actions will make sure that the sacrifices in *Star Trek VI* aren't wasted.

## 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, Time Traveler

**Stress:** II    **Resistance:** O

### VALUES:

- I'm Prepared to Give Anything
- The Ends Justify the Means (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

- **Gregarious** (Talent, Bolian Species)
- **Veteran** (Talent, p. 118)
- **Devoted to the Mission:** When Admiral Viromm uses the Direct or Assist Task in a situation where one of his Focuses applies, the captain may roll 2d20 instead of 1d20.
- **Steel Resolve:** 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	02
Security	03	Engineering	01
Science	01	Medicine	03

### FOCUSES:

- Inspiration
- Athletics
- Temporal Mechanics (Major NPC)
- Protecting the Federation (Major NPC)