

# LIBERATED BORG (xBs)

FROM THE ALPHA QUADRANT'S  
"LIBERATED BORG COOPERATION" OF OHNIAKA III

POST-2379 / STAR TREK: PICARD ERA ONWARD

ONCE ASSIMILATED OR MANUFACTURED BY THE BORG COLLECTIVE, the Liberated Borg (Former Borg, "xBs") of Ohniaka III are individuals that have been recovered and rehabilitated by the Reclamation Project. Spanning a myriad of sapient species, xBs are identified by the augments and cybernetic implants that litter their bodies, an inherent understanding and prowess with Borg technology, and body modifications the individual might make during their Reclamation. Although all xBs share the inherent trauma of once belonging to the Borg Hivemind, their paths into reclaiming their personhood are what keep xBs united, and xBs can forge longstanding, meaningful relationships with other characters and crewmembers.

Liberated Borg rehabilitated on Ohniaka III (or through the Reclamation Project) are immersed in a fledgling society and culture made entirely of xBs. Established by the xB enclave that made contact with the *Enterprise* in 2368, this small settlement made themselves known to the Alpha Quadrant in 2378, and allied with the Federation in the following year thanks to signing The Ohniakan Accords of 2379. Since the signing of these Accords, xBs who were veterans of Borg-related conflicts and escapees of the Collective rapidly immigrated to Ohniaka III's rich and burgeoning culture, thanks to galaxy-wide disdain against xBs for their previous lives as Borg. While there aren't many Ohniakan xBs in Starfleet yet, every individual brings with them unique technical skills, a treasuring of their personhood, and determined ambition to see and experience as much of individual life the Collective once kept from them.

**EXAMPLE VALUES:** Know Thyself || Individuality's Needs, Community's Many || Resistance Is Not Futile

> **ATTRIBUTES:** +1 Control, +1 Fitness, and +1 to one Attribute of player's choice from xB player's base species (unless player was *created* by the Borg, then +1 Reason).

> **TRAIT:** xB. Due to their Borg-given enhancements, xBs possess strength greater than an average humanoid, with the possibility of some specific limbs or body parts being cybernetically reinforced or replaced. xBs are uniquely skilled in dealing with situations or technology relating to the Borg, thanks to their once-shared Collective consciousness. While xB bodily functions are altered by the Collective for adaptability, the character might need to recharge in a regeneration alcove (even if sleep and/or eating and drinking can be overall shirked), depending on the xB's physicality.

> **TALENTS:**

## TUBULE TETHERING

**REQUIREMENT:** xB, and Gamemaster's Permission.

All xBs retain their assimilation tubules—located in one hand on the knuckles, wrists, or distal joints of fingers. During the Reclamation process, these tubules are converted to serve as emergency medical reparations to comrades, or can be used to uplink with various technologies (or between fellow xBs) in a phenomenon called "Tethering." The medical dosage roll can be used twice in two separate occasions until the xB's next regeneration: on a loss the nanoprobes might only restore +1 Stress (with critical failures possibly *adding* Stress), on a hit the nanoprobes restore +4 Stress, and success-level rolls may completely remove an injury. Connections to technology may vary on the success of an Insight roll, GM discretion, or Complications from a Task. Be warned: some technologies may have programs that could harm the player, other characters might not want the player connected to them in such a way, and medical dosage Tetherings to other non-xB characters might lead to Null Assimilations (if the Tethering lasts too long).

## A GREATER UNDERSTANDING

**REQUIREMENT:** xB, or Gamemaster's Permission.

As an xB, the player possesses cranial augments that can store programs in their matrices, allow for heightened senses regarding the immediate area, abilities to scan and record subjects, or even be able to sense the nearby presence of the Borg Hivemind. Depending on a Science roll's results, the player may ask a specific question of the GM: on a success-level roll the GM will directly answer the question (and possibly be asked another), a hit will vaguely answer the question, and on a loss the question will be ignored (or the Collective might look back and start to add Stress on the player).



SPECIES