

EXECUTIVE OFFICER:

COMMANDER K'MUUR

Ctrl.9 Dar.10 Fit.9 Ins.10 Pres.8 Reas.10 / Cmd.4 Conn.1 Sec.3 Eng.2 Sci.5 Med.1 // Anthropology, Astrophysics, Starfleet Protocols, Unarmed Combat, Xenobiology, Xenolinguistics /// Caitian

K'Muur is gifted with an eidetic memory. She also has a keen sense of situational awareness and can keep track of a thousand tiny details. If she were permitted, K'Muur would be both quiet and introspective—luxuries her duties do not normally allow. A gifted Starfleet officer, with a warrior's instinct and a hunter's caution, K'Muur came up through the Science department and saw duty aboard the starships King, Lassiter, and Revenge before being posted here.

T'Var is a typical Vulcan—calm, rational, logical, and dedicated. She tends to be quiet and introspective—especially when working to solve a scientific puzzle. T'Var spent ten years as a researcher with the Vulcan Science Academy. Believing that her scientific career lacked diversity and field experience, T'Var joined Starfleet. Despite her stoic exterior, T'Var is deeply devoted both to Starfleet and her crew. If pressed, T'Var will, of course, deny any emotional connection whatsoever.

SCIENCE OFFICER:

LIEUTENANT T'VAR

Ctrl.10 Dar.7 Fit.9 Ins.10 Pres.8 Reas.12 / Cmd.1 Conn.1 Sec.3 Eng.3 Sci.5 Med.3 // Archaeology, Astrophysics, Ecology, Exobiology, First Aid, Geology /// Vulcan



TACTICAL ACTIONS OFFICER:

LT. COMMANDER PRIN AJAN "A.J."

Ctrl.9 Dar.10 Fit.10 Ins.10 Pres.8 Reas.9 / Cmd.4 Conn.1 Sec.5 Eng.2 Sci.2 Med.2 // First Aid, Hand Phasers, Small Unit Tactics, Starship Weaponry, Survival, Unarmed Combat /// Bajoran

Lt. Commander Prin grew up on the colony of Cosas III, settled by Bajoran militants. He learned watchful wariness, self-reliance, and a deep suspicion of outsiders. After graduating from the Academy, Prin served along a number of frontiers, making hard choices, some sacrifices, and earning rapid promotion. Prin is proud of his accomplishments and his origins—though he is more than a little reticent to discuss his past.

Thrax is on his first deep-space posting. His previous assignment was a customs enforcement patrol out of DS5. His youth was spent on his family's tramp freighter. As the youngest of the bridge crew, Thrax often feels like everyone is watching, and overcompensates by taking his responsibilities very, very seriously. Off duty, Thrax is cheerful, gregarious, enthusiastic, and curious. He is interested in a wide variety of sports, but is more dilettante than devotee.

FLIGHT CONTROL OFFICER:

LT. (J.G.) THRAX

Ctrl.10 Dar.10 Fit.10 Ins.9 Pres.7 Reas.10 / Cmd.4 Conn.4 Sec.4 Eng.2 Sci.1 Med.1 // Astrogration, Hand Phasers, Ship-borne Weaponry, Small Craft, Starship Strategy and Tactics, Unarmed Combat /// Denobulan



CHIEF ENGINEER:

LT. CHAUDRA (JAV MIRIN)

Ctrl.11 Dar.8 Fit.10 Ins.10 Pres.7 Reas.10 / Cmd.2 Conn.1 Sec.23 Eng.5 Sci.4 Med.1 // EPS Power Systems, Hand Phasers, Impulse Engines, Starship Deflectors/Shields, Transporter/Replicators, Warp Drive /// Tellarite

Short, portly, cheerful, loud, and occasionally obnoxious, Chaudra runs her engineroom with clockwork regularity and precision. Despite being a perfectionist and occasionally a driven taskmaster, Chaudra loves puzzles and equipment and despises the unknown with a passion. While Chaudra can be argumentative on a point of engineering process and procedure, she is more prone to loud and friendly banter than to serious disagreement.

Slightly fussy, and undoubtedly brilliant, Dr. Featherstone is a researcher who prefers a quiet lab all to himself. However, Featherstone had humiliated his last CO over a minor difference of opinion during an inspection by the Chief of Starfleet Medical, who decided he was "unmilitary, unprofessional, and entirely too cosseted" and assigned him to the first deep-space post available. Paul is not a bad man, nor even a bad doctor—merely a pampered prima donna who loves to hear his praises spoken.

MEDICAL OFFICER:

DR. (LT.) PAUL FEATHERSTONE

Ctrl.10 Dar.8 Fit.7 Ins.10 Pres.9 Reas.12 / Cmd.2 Conn.2 Sec.1 Eng.2 Sci.4 Med.5 // Chemistry, Computer Programming, First Aid, Infectious Diseases, Surgery, Xenobiology /// Human

