

The Call of the Prophets; The Bajor Sourcebook

**An Unofficial Star Trek – RPG
Sourcebook for the ICON rules system
by Last Unicorn Games
By DanG**



STAR TREK
DEEP SPACE NINE

Foreword

The planet Bajor, for the seven year run of Star Trek; Deep Space Nine this place was our destination, we saw her lands, met her people and gained insight into her culture. A world rich in history, steeped in deep spirituality and tempered by the fires of war and occupation. Arguably we know more about the planet Bajor and its people then we do any of the other great cultures depicted and introduced in Star Trek, with perhaps the sole exception of Earth and Humanity.

To me it was always an intriguing place, and some of my favourite moments and concepts from the series have been integral to the path of Bajor, and this has firmly cemented them as my favourite of the Star Trek species. It was about time to put this fascination to some use, to wrinkle out some of the oddities I had cropped up along the way and to finally put into words the sourcebook that has been developing and hatching in my mind for quite some time.

Some of the source material here is from the works of Last Unicorn Games, from the DS9 Core rule book and the DS9 Narrators Toolkit, but I have honed and expanded upon these works and hopefully added to them to help develop something that will be of use to you. My focus here is during the 24th century when we had discovered them; whether you want to play on Bajor during the occupation, or in the dark days of the Dominion war or even in the days that follow during Bajor's Third Republic and their fledgling membership in the Federation.

I hope you enjoy it as much as I enjoyed writing it...
... Even if it did take a bit longer than planned. Sorry.

Dan Gurden.
2014

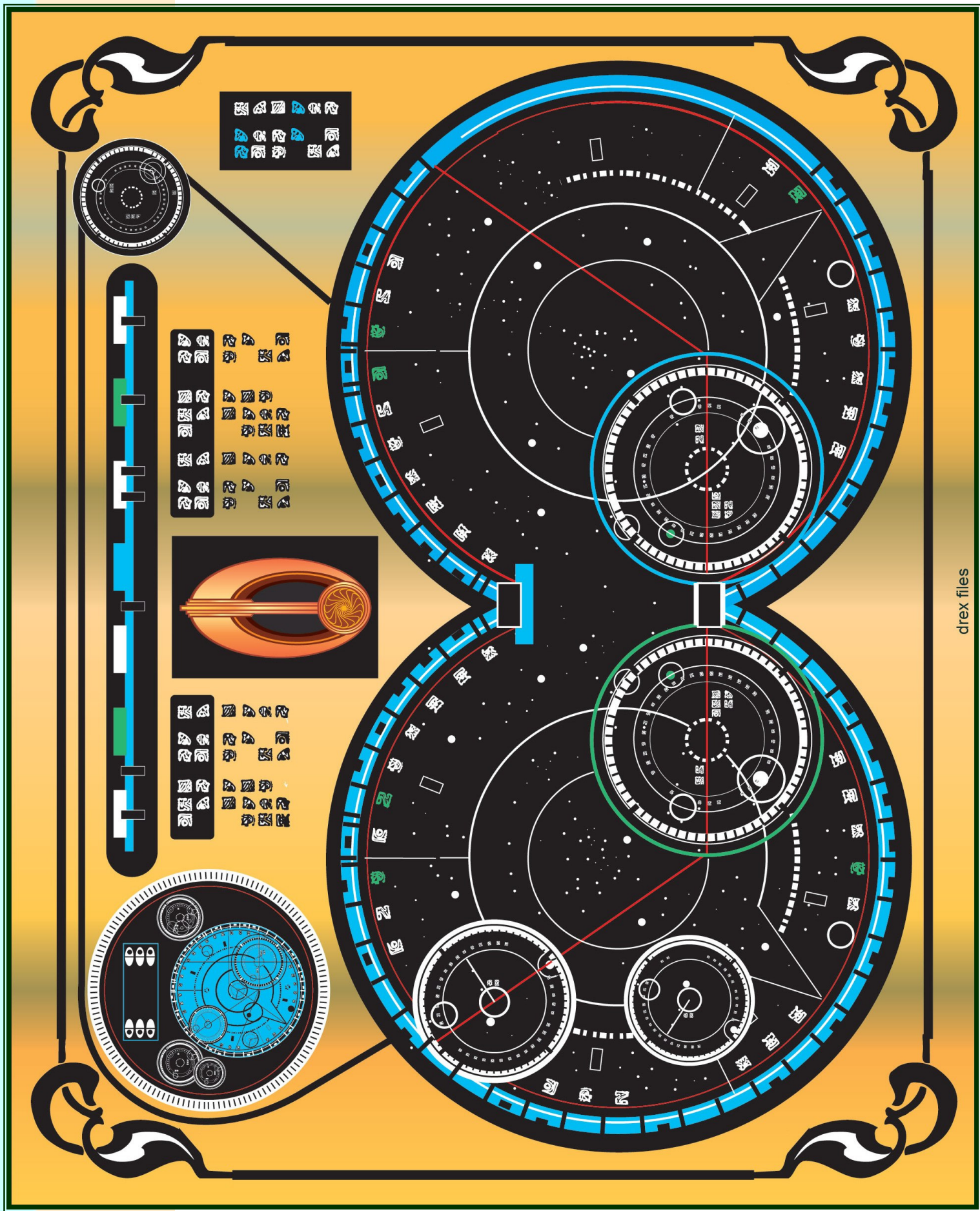
Thanks.

To the Denizens of TrekRPG where we still keep this game alive, specifically to Owen Oulton mapmaker of the stars who tailor made the official map of Bajor, BrianK my long-time Spacedock collaborator. And of course to all the official LUG and Star Trek source material; Specifically Doug Drexler whose concept artwork may not have always made it to screen, but the discovery of some of those sketches helped influence me and also adorned this document, and the art of Paul Lee whose beautiful paintings from the book New Worlds, New Civilisations really helped bring Bajor alive.

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Chapter 1

Bajor Sector and System

Bajor Sector and System

Despite its location on the spin-ward fringe of Federation space in the Alpha Quadrant, Bajor sector has developed into one of the most important regions in the Alpha Quadrant and the Federation, possibly the most important save for Sector 001, and most certainly the equal of the core UFP member worlds at the least. As the site of the Alpha Quadrant terminus of the Bajoran wormhole it is the sole gateway into the Gamma quadrant (and visa versa), it has survived war, occupation and terrorism and grown stronger through all these ordeals.

Bajor Sector has been well mapped, and is a cubic area of space approximately 50 light years from Core Federation worlds. In relation to Galactic core, Bajor Sector is approximately 85 light-years wide, 102 light-years long, and 90 light-years 'deep'. This area encompasses over a dozen major solar systems, as well as several other natural and artificial stellar phenomena of note. Not to mention the borders of Federation, Cardassian and Ferengi claimed territory, along with territory now ceded to Maquis colonists after the Dominion war.

The Badlands

A major navigational hazard located within Bajor Sector; The Badlands, located slightly rim-ward of the centre the sector, the Badlands comprises of a roughly 10 cubic light year region filled with dangerous plasma storms. These plasma storms make navigation through the region, and even the use of sensors, very difficult – at best. The region is renowned for the mysterious loss of many vessels that had ventured within storms. The last vessel recorded as lost was the USS Voyager in 2371 (Later discovered to have been transported into the Delta Quadrant by an advanced alien species).

However the Bajoran and later Maquis rebels, along with other more unsavoury elements have found the region more than suitable as a place to meet-up or seek refuge, since they can often escape detection and pursuit within the plasma storms.

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The Badlands encompasses several Star Systems, including the Moriya system and the Terikov Belt. A number of small class M planetoids, such as Alpha 441, make excellent locations for a base or outpost. The region has never been thoroughly explored or mapped, and its depths may hold many more unknown secrets.

Treaties

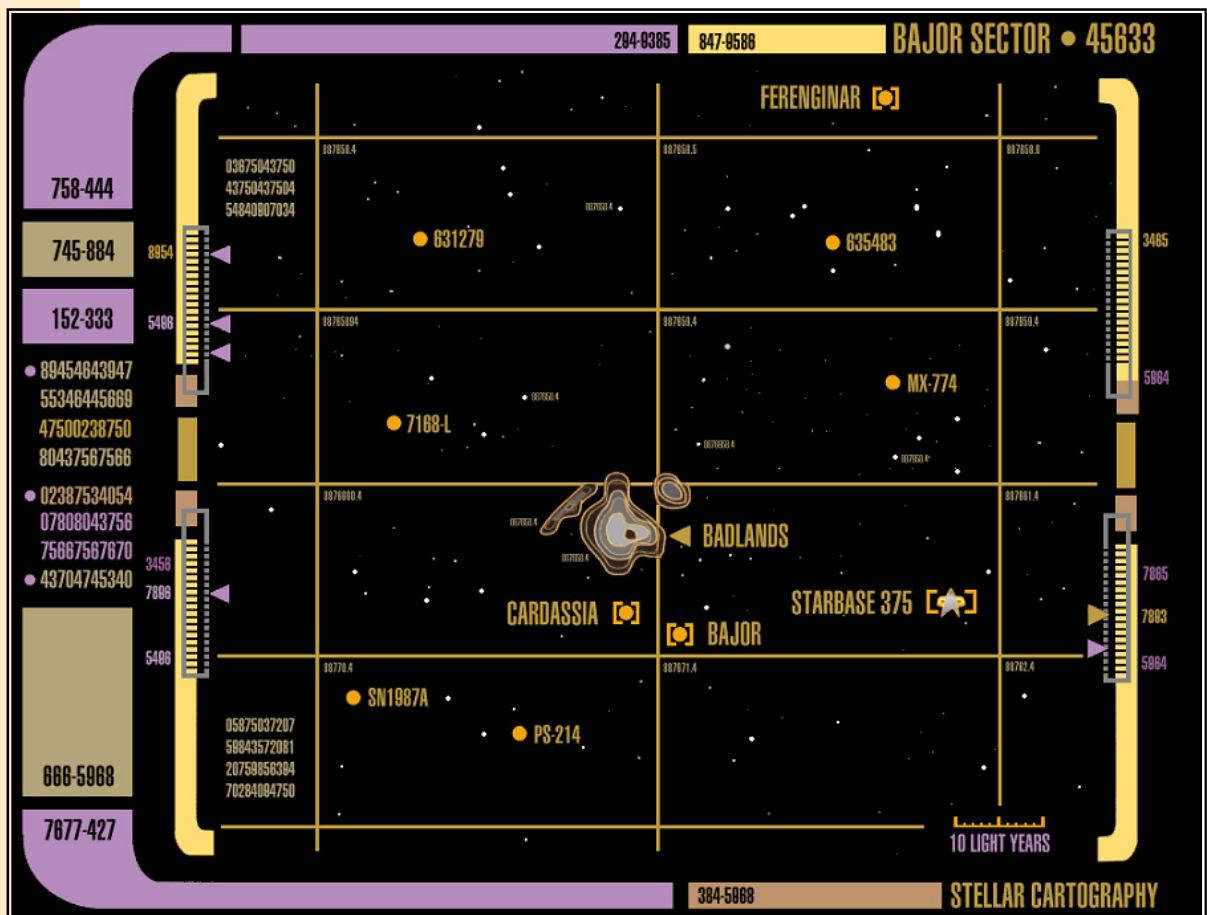
The region has seen significant turbulence in its political bearings. For centuries the leading power in the region was that of Bajor, but as their culture stagnated, the Cardassians and Ferengi overtook them.

Cardassian culture is fond of bureaucracy, and the Ferengi live for commerce, and it was in this way that the region started to influence galactic politics in a series of intricate treaties and trade agreements.

Arguably the most influential treaty affecting the region was the Federation-Cardassian treaty of 2370, a treaty signed after long negotiation and setting a final end to a long war and cease fire in 2367. As part of the treaty some Federation colonies on the border were ceded to Cardassia and Federation diplomats pushed their Cardassian counterparts to release Bajor as part of the agreement.

These agreements laid the foundations for much of the turmoil that was to come, from the formation of the Maquis to the withdrawal of Cardassia from Bajor in 2369. It's thought that this treaty also helped set the political situation that eventually led to the Dominion war itself.

In 2374, Bajor was about to ratify its membership in the Federation, but at the insistence of the Emissary of the Prophets, the decision was delayed. And it was this delay that allowed Bajor to sign a non-aggression pact with the Dominion during



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the war. Allowing Bajor to avoid the pain of another terrifying occupation, even while the Galaxy around them burned. Bajor was also host to the signing of the Dominion Peace accords; The Treaty of Bajor itself, where the allies accepted the unconditional surrender of Dominion forces. Thrusting Bajor suddenly to the forefront of galactic politics again. Now Bajor seems set to be the gateway to post-war rebuilding efforts as well as allowing the planetary government to return to the previously postponed membership ratification for their place in the UFP.



Bajoran Colonies

The Bajorans are not one of the leading warp capable species, they are however part of a thriving interstellar community, and several colonies have been setup outside of the Bajor system, but within Bajor sector.

Dreon. Located coreward from Bajor-B'hava'el, and within Federation space. The Dreon system includes eleven planets, of which the seventh is habitable Class M. Dreon VII is home to a Bajoran colony established by refugees who fled the Cardassian Occupation.

Pedrigal. Named for an ancient Bajoran hero, this system is located closer to Cardassian space than any other Bajoran territory. A colony called Prophets Landing was established on the fourth planet, but was evacuated during the Dominion war. The colonists had hoped to return to Pedrigal IV after the war.

Sanelar. Located coreward from Bajor, this systems fourth planet is home to the Bajoran colony of Free



Haven.

Valo. Located directly between Bajoran, Cardassian and Federation territories, many Bajoran refugees fled to Valo II and Valo III which are both class M worlds.

Bajoran freedom fighters also maintained facilities in a hidden base on one of Valo I moons. Since the end of the occupation the colonists facilities have improved considerably and the Bajoran Militia have maintained and expanded the operational base on the moon orbiting Valo I.

New Bajor. The first colony set up on the Gamma Quadrant side of the wormhole was Bajoran, but supported by UFP colonial resources. The colony was destroyed by Jem'Hadar as a warning, the



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opening salvo of what would become the Dominion war. Since the wars end Bajorans have sought to re-colonise in memorial of those that had died.

There are also a number of additional colony worlds located nearby in this populous region, but most are UFP, Maquis or Cardassian colonies, and so do not fall under Bajoran jurisdiction or ownership.

Bajor

*"I didn't want some cushy job or a research grant; I wanted **This**. The farthest reaches of the galaxy; one of the most remote outposts available. This is where the adventure is. This is where heroes are made. Right here - in the wilderness. "This '**wilderness**'... is my home."*

- Dr Julian Bashier
and Major Kira Nerys

The Bajor Star System is a remarkably benign space. The fourteen planets orbiting Bajor-B'have'el include eight terrestrial worlds, three gas giants and 3 ice/ice rock conglomerates. All of the terrestrials correspond to basic Hartmann definitions, consisting of nickel-iron cores and silicate mantles, with varying proportions of elemental compounds, dependant upon solidification distance from the sun. The gas giants standard hydrogen-helium masses, and the frozen outer worlds consist mainly of water and methane ices along with rocky materials. A standard variety of cometary and asteroid objects round out the mix with occasional appearances by both within the inner system, visible from Bajor.

Bajor VII is a planet approximately the size of Earth which, even after the Cardassian Occupation, remains relatively rich in natural resources. Many regions of the planet are considered lush, even paradisiacal.

The planet meets many Earth norms, despite the large number of moons, and the slightly extended daily rotation (A Bajoran day runs to 26 hours).



Ashalla was the capital city of Bajor, in Dakhur province. It is home to the Shikina Monastery, where the Orb of Prophecy was hidden and protected during the Occupation, and the Great Assembly which is home to the Bajoran government, both the Chamber of Ministers and the Vedek Assembly.

Bajor has 6 moons. Kelana, Dremal, Samian, Durna, Jeraddo and the outermost; Brela (known as the Prodigal).

A small number of crew-tended outposts and monitoring stations had been established on selected uninhabited planets and moons by the Bajoran resistance prior to the Cardassian retreat. These hidden stations were often automated and many should still function with little standard maintenance. Some have been up-rated by Bajoran Militia and Starfleet, supplemented with subspace monitoring devices, emergency beacons and supply caches. Some have been decommissioned, while a few others have been lost, the secret of their location lost to time.



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Durna. The small and uninhabited fourth moon of Bajor. In 2375, during the Dominion war, The Romulan Empire requested permission to setup a field hospital on Derna. This request was granted by the Bajorans however it was soon discovered that the Romulans were also setting up weapons platforms, and this was felt to be a breach of the permissions and a potential threat as this could ensure a Romulan presence near the Wormhole after the war. The Bajoran militia blockaded the moon, initially alone, but as the Romulans dispatched a fleet to retake the moon from the Bajorans Starfleet sided with Bajor. After a tense stand-off the Romulans backed down rather than break the alliance.

Jerrado. The fifth moon of Bajor, and was a class M body, during the Occupation of Bajor some settlers had fled to Jerrado and took up residence on this moon until 2369, when the Bajoran provisional government decided to utilise the molten core to provide much needed energy for Bajor. The colonists were relocated as this left the moon's surface uninhabitable.



The outermost moon, **Brelida** is known to the Bajorans as 'the Prodigal'. It has an unusually wide and elliptical orbit which only brings it into view of Bajor once every five years. It has recently been discovered that the chemical composition of the moon causes it to glow when its orbit brings it close to the Bajoran wormhole. This event has been dubbed the "Illumination of The Prodigal", with the next orbit due in 2380.

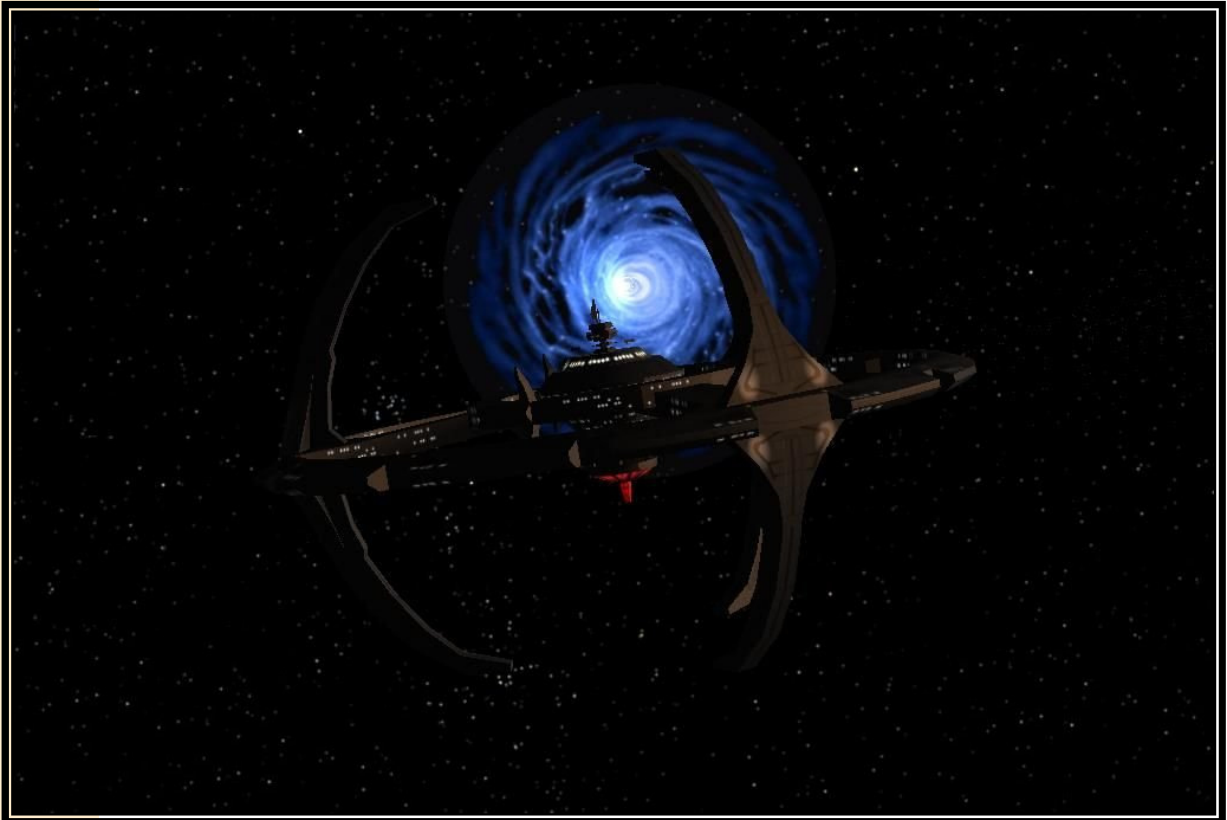
Bajor VIII Also known as Andros is the eighth planet in the Bajoran system; known to the Bajorans as Prophets Landing, and is also a class M world with at least two moons of its own. It is the location six Bajoran colonies, with a thriving population in the thousands. Life on Andros is very similar to that of the homeworld due in large part to its proximity to Bajor, and travel between the two planets is easy on scheduled shuttle flights.

The Denorios belt

Located 300 million km from Bajor-Bhava'el, between Bajor VIII and Bajor IX, is a torus-shaped charged plasma field known as the Denorios Belt. This region is subject to extremely strong neutrino disturbances, tachyon eddies and other phenomena which makes the navigation difficult. Historical evidence seems to indicate that age-old Bajoran solar sailors used the Tachyon eddies to help propel their vessels at FTL vessels.

According to traditional Bajoran beliefs the Celestial Temple of the Prophets existed within the belt, and five of the Nine orbs of the prophets were discovered in the region. In the eyes of many this was later proved by the discovery of the Bajoran wormhole in 2369 on the edge of the belt. It is theorised that much of the regional disturbances recorded historically can be attributed to the wormhole and once the location of the Wormhole entrance is factored into navigational planning traversing the area becomes significantly easier.





Deep Space Nine

In 2346, the Cardassians used Bajoran slave labour to build an orbital space station known as Terok Nor. Much of this station was devoted to processing ore mined on the planets surface and prepare it for transport to Cardassia Prime, a task that was assigned to the Bajoran work force retained aboard the station.

Temperatures in the ore processing section sometimes reached as high as 55 °C, and in addition to exhaustion, heatstroke became a common cause of death. Deaths from such causes were seen as unfortunate but acceptable losses in the eyes of their Cardassian work-bosses.

Certain areas of Terok Nor were cordoned off and designated Bajoran areas. Most Bajorans were forced to live in overcrowded community quarters, but some of the more fortunate (mostly collaborators) were assigned their own. Even the holding cells were overcrowded, with as many as a dozen Bajorans filling cells built for two. A few Bajorans were

allowed to earn a meagre wage working for Quark, in his bar. Many of these were women who won their jobs by showing Quark their "credentials." Those Bajorans in his employ had twelve-hour workdays with two five-minute breaks, for which they earned a single strip of latinum, a position much desired by the Bajoran workforce.

In 2369 the Cardassians withdrew from Bajor and abandoned Terok Nor. Soon after the Bajoran Provisional government invited The United Federation of Planets and Starfleet to help rebuild Bajor they allowed Starfleet to administer the space station now Christened 'Deep Space Nine', one of the first acts of Starfleet's administration resulted in the movement of the station from orbit of Bajor into the Denorios belt upon the discovery of the Wormhole, which is where the station has remained ever since.

The Wormhole

The Bajoran wormhole is the only known stable wormhole discovered to date. Scientific analysis identifies it as a;



[illegible]

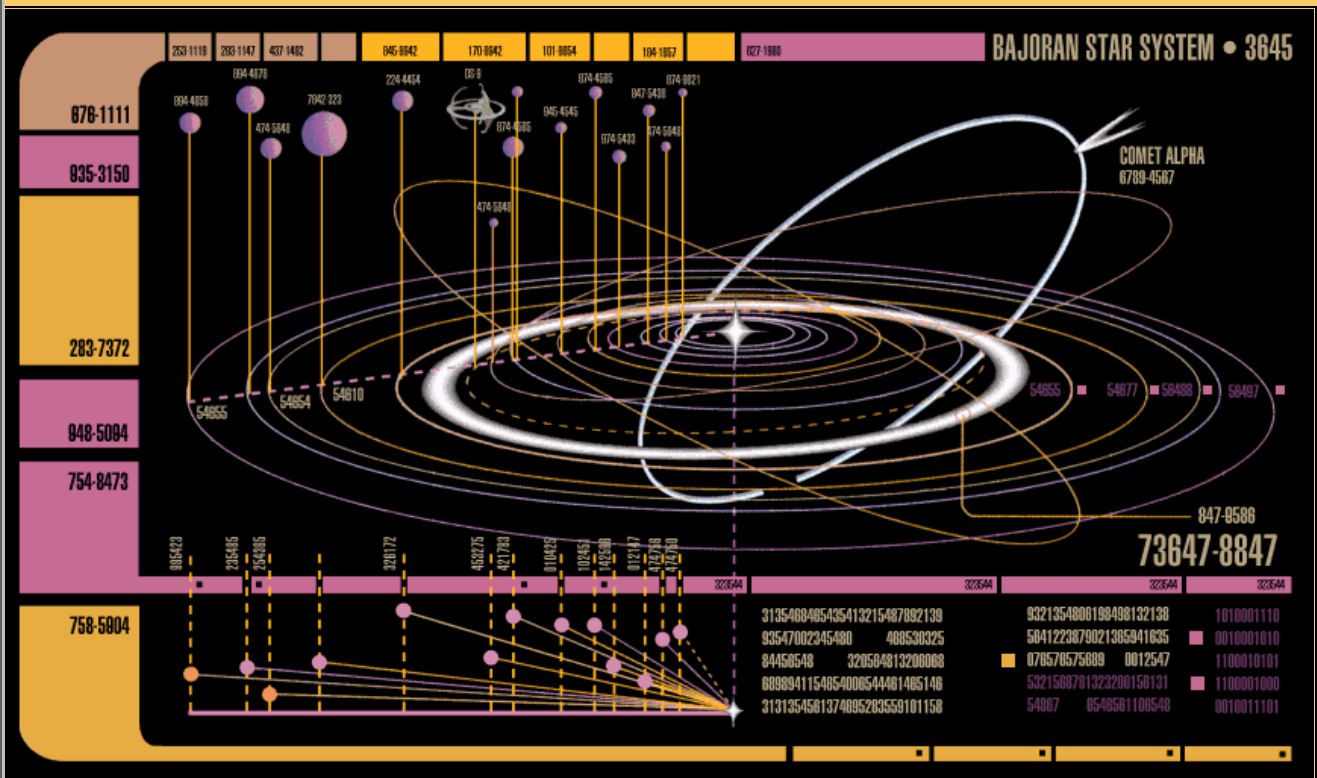
This wormhole has been confirmed as artificially created by the entities known as the wormhole aliens. To the Bajorans these entities are the Prophets and the wormhole is the Celestial Temple itself. Many are happy to allow both theories to

Several attempts have been made to close the wormhole (notably by the Romulans and even hard-line Bajoran terrorists), but all attempts have failed for one reason or another. In 2373 a desperate Federation plan had sought to seal the wormhole as a defence against the Dominion, however a Founder infiltrator had sabotaged this attempt and the plan not only failed, but actually resulted in the wormholes spatial matrix becoming more stable than ever. Since then, not even a trillithium explosion would suffice to collapse the anomaly.

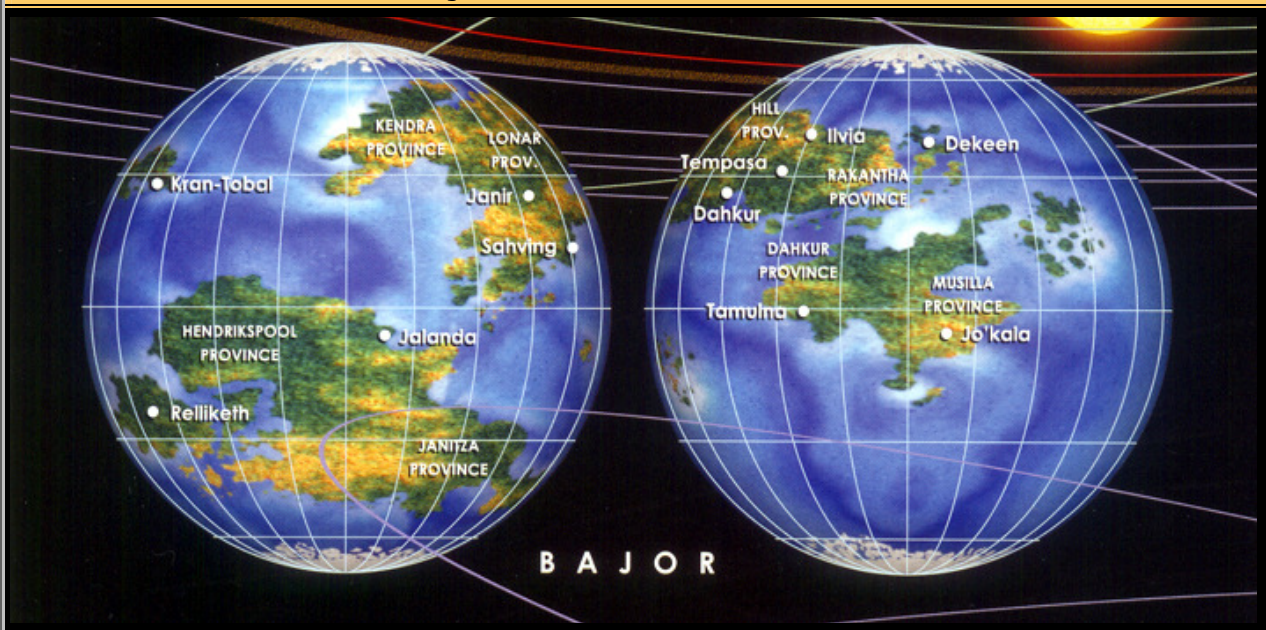
The opening of the wormhole is a beautiful sight, and since its relocation, many Bajorans have sought to pilgrimage to Deep Space Nine to witness it, some believe that a wish made when the wormhole opens will come true.



Bajor-B'hava'el System



The Planet Bajor



Planet Name; Bajor (Bajor-B'hava'el VII)

Class; M

System Data; Bajor has 6 moons. Kelana, Dremal, Samian, Durna, Jeraddo and the outermost Brela (known as the Prodigal). There are 13 other planets in system, one of which (Bajor VIII) is Class M, several also have Class M moons.

Gravity; 1.0G

Year/Day Length; 363.5 days/26 hours

Atmosphere; Oxygen-nitrogen; Earth normal pressure

Hydrosphere; Approximately 74% of Bajor's surface is covered by water, most of which is concentrated in three large oceans.

Climate; Bajor generally has a temperate climate, with standard geographical and seasonal variations making its weather very similar to that of Earth.

Sapient Species; Bajorans (2.5 billion)

Tech Level; Level 6 in most places, but descending as far as tech level 3-4 for traditional reasons.

Government; Representative Oligarchy (the chamber of Ministers) with theocratic elements (the Vedek Assembly).

Culture; An ancient race, the Bajorans are spiritual and artistic people who have been forced under occupation to take up arms and fight for their own freedom.

Affiliation; Allied to the United Federation of Planets with pending membership agreement.

Resources; Bajor is a resource rich world, with extensive deposits of many valuable minerals; including Uridium, along with many fertile agricultural regions. However the forced resource reclamation program during the Cardassian occupation has severely depleted some of these resources.

Places of Note; Capital City; Ashalla, the Lindalar Cliffs, the Fire Caves, the ancient city of B'hala, Kendra Valley and the beautiful Eastern province

Ship Facilities; Bajor has few ship facilities itself, due to the occupation and other factors. However it lies less than 3 hours from Deep Space 9 at impulse speeds.





Chapter 2

Bajoran History

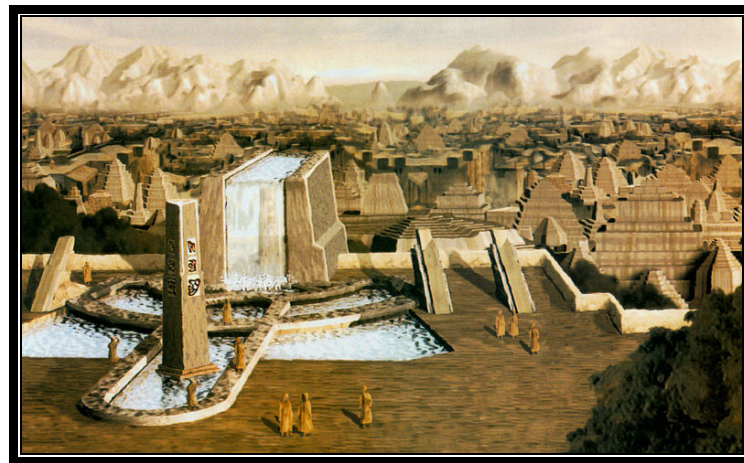
Bajoran History

The planet Bajor was a beacon of civilisation in the Alpha Quadrant since ancient times. Stretching back nearly half a million years. Before humankind had learned to speak or make tools, the civilisation of Bajor was flourishing, producing many great Architects, Artists, Builders and Philosophers. The Bajorans are a peaceful people, and deeply spiritual. Believing themselves to be guided by the Prophets of the Celestial Temple.

The current Bajoran calendar dates from the supposed first celebration of the Gratitude festival and is in its 21,054th year, although modern Bajor prefers to use the standard Federation calendar and dating system for records these days.

First and Second Republics

The archaeological record show that Bajoran culture existed as early as 500,000 years ago, the modern Bajoran civilisation is a proud and ancient one.



The greatest of these early Bajoran civilizations was the First Republic arising in the Rakantha Province, flourishing over 20,000 years ago. During this time, great and magnificent cities such as B'hala were built. Many of the cultural traditions of the first republic are still celebrated today, holidays such as the Gratitude Festival. They were also achieving other comparative technological and social feats. Indeed some records seem to indicate that these may date back even further than thought to nearly 30,000 years ago. Many Bajorans look back to the time

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of the First Republic of Bajor as their civilisations golden age.

The republic began simply, as a merely a local form of elected government, but the idea of electing leaders, as opposed to having them appointed by religious figures or achieving power through military conquest, was an important one. Within 2 centuries the First Republic had become the government for over 90% of the planet, and it was during this time that artistic, scholastic, engineering and scientific achievements reached untold heights and most of the planet was explored and mapped.

Despite a few upheavals and minor revolutions the First Republic lasted for over 8,000 years, until approximately 7,000 years ago. The Bajoran calendar dates the fall of the First Republic to the year 3260. The reasons for the downfall of such a long-lived governmental institution were many and varied. But, in broad terms, it can be said that the weight of the ever-growing and increasingly incompetent early Bajoran bureaucracy, coupled with massive corruption among the elected leaders, led to widespread dissatisfaction and eventually... revolution. Led by a charismatic figure named Toran Prel and with the unspoken blessings of the Vedek assembly, the unhappy Bajorans eventually overthrew the first republic altogether.

It was during the rioting and fighting that Toran Prel is said to have been killed, and in the aftermath there was no clear successor to lead the successful rebels. Many petty leaders arose, each commanding a different faction, but this further split the revolution, and eventually these leaders founded their own nations.

This period is known to Bajorans as the *Tolan Hesp'rel* (roughly translating as the 'Tolan Interregnum'), lasted almost 1,000 years, and during this time the Bajoran people were balkanised, with constant squabbling and even warfare amongst the various nations. Strife, turmoil and discontent reigned, and some of the knowledge of the First Republic was lost, much only survived due to the efforts of various monasteries to preserve much of the old lore.

The Bajorans are however a peace-loving people, and eventually their desire for peace and progress overcame most of their differences. Inspired by the martyr Prylar Kelmet, who was imprisoned, tortured and killed by one of the worst of the nation's leaders, they banded together again in rebellion and sought to overthrow the regional rulers and eventually establish what became known as the Second Republic.

The next great phase of Bajoran civilization, the Second Republic, began approximately 6,000 years ago (Baj. 4301), when the first of the Tears of the Prophets were discovered above Bajor. These artefacts ushered in a new era of spiritual connection with the Bajoran gods, the Prophets.

To the Stars

Bajorans first ventured into space approximately 8,000 years ago just before the fall of the First Republic. Using small vessels with large collection sails to ride solar winds. Recent discoveries have proved such vessels not only viable, but it was also possible for the sails of these Lightships to catch tachyon eddies in the Denorios Belt and to be propelled into faster than light speeds, and proved that these early pioneers likely made first contact with their Cardassian neighbours significantly earlier than had first been thought.

Although travelling such distances was not without risk, the great poet Akoram Laan was almost lost on a voyage... It was not to be discovered for centuries that his ship had been damaged in an Ion storm and he had drifted into the Celestial Temple itself. Another traveller during the 22nd century, Kai Taluno unknowingly reported another early sighting of the wormhole, when his ship was **"almost swallowed by the heavens"** near the Denorios Belt.



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The government of the Second Republic remained in place for centuries and was still in power at the time of the Cardassian conquest and occupation of Bajor. While the Second Republic was not the 'golden age' as its predecessor, it was still marked as a time of peace, prosperity and continued scientific accomplishment. It was during this time that the Bajorans expanded on their abilities to explore the stars developing warp capabilities.

That said, it is notable that many of these scientific advancements were made over millennia, the Bajorans seem to be satisfied with life as it is, and do not seem to possess the drive that others do that often leads to great strides of scientific accomplishments in relatively short periods of time. But forward progress is inevitable.

Despite its high state of development, the Bajoran civilization continued to separate itself into nation-like factions as it is evidenced by the Paqu-Navot Treaty of 2279, which defined the border between two of them. Until the Occupation by Cardassia, Bajoran society also followed a strict system of castes known as *D'jarras*.

The Cardassian invasion brought this period of progress to a screeching halt. The Bajorans had made first contact with the Cardassians close to 800 years before (Baj. 8592), at a time that the Cardassian culture was much like that of Bajor - peaceful and artistic, in fact it has been proposed that early interstellar explorers from Bajor may have become stranded on Cardassia and even influenced their neighbours when making a life on their new home, the ability to have reached Cardassia in an ancient Bajoran Solar Sailing ship was proved in 2375.

However as the centuries passed Bajoran culture and scientific advancement stagnated as their Cardassian neighbours advanced their technological capabilities. Unfortunately Cardassia was also using up her natural resources and falling into poverty too, leading to a significant increase in Cardassian aggression and the rise of the Militaristic culture that would dominate her.

Relations between Cardassia and Bajor cooled and became strained, but Bajor seemed unwilling to aid their former friend,

and did nothing to stop the founding of the Cardassian Union. And soon Bajor was to pay the most terrible price for its apathy.

The Occupation

"Do you know what Cardassian policy was? I am not talking about the murder! Murder was just the end of the fun for them. First came the humiliation; Mothers raped in front of their children. Husbands beaten until their wives couldn't recognise them. Old people buried alive because they couldn't work any more..."

- Major Kira Nerys

At first Cardassia offered assistance, they came with advanced technologies now almost a century ahead of those of the Bajorans, and at first their presence was seen as benign, even constructive. They were welcomed by the ministers of the Second Republic. But the Cardassian Union secretly coveted the abundant natural resources of Bajor, and trading was soon not enough.

The Bajorans were not a warrior race, and were ill-equipped to defend themselves against the invasion for long, and it was not long before the invasion had over-run and occupied the Bajoran system. Within two decades, in the year 2339, Cardassia formally annexed the planet and setup a harsh regime under their own Prefects to manage the planet and serve Cardassia, replacing the government and placing their own puppet regime in power.

This travesty caused little galactic outcry, as most major powers were unaware of, or unconcerned with Bajor's plight. Even the Federation was unable to interfere, as the Prime Directive forbade it. The occupation was considered an internal matter between Cardassia and a subject race, although the matter did garner significant discussion in council, and as hostilities between Starfleet and Cardassia flared over the next few decades many harboured a strong sympathy for the Bajorans.

Throughout their own land, the Bajorans were humiliated, beaten, tortured and



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totally subjugated. Children were forced to watch their parents tortured and beaten. Bajoran women were raped seemingly at the whim of the Cardassian occupiers, some were even taken from their families and forced to serve the Cardassian military as Comfort Women for the officers. Any suspected of crimes against the Cardassian authorities were often summarily and publicly executed without trial. Over the course of 50 years more than 10 million Bajorans perished at the hands of the Cardassians.

"When I was 7 years old I was given a piece of sugar candy and I was led by a Cardassian to a room where my father was sitting, and he looked at me with eyes I had never seen. The Cardassian began to ask him questions and during the next 2 hours, I was forced to watch. My father was tortured until he died."

- Ensign Ro Laren

Under this brutal regime, the Bajorans themselves were considered one of the planet's resources and were put to work stripping the planet of its resources. Labour camps were established, including the infamous Gallitep, administered by the infamous Gul Darheel. Under his command many Bajorans simply starved to death, or were slaughtered for even minor 'offences'. The bounties of Bajor were processed as efficiently as they could and sent into the Orbital processing station, Terok Nor, where they were readied for transport to Cardassia Prime.

The suppression of Bajoran culture was brutal, ancient artefacts stolen or



destroyed, including 8 of the 9 fabled tears of the prophets, confiscated and studied by the Cardassians. Vedeks were forbidden to preach the word of the Bajoran Prophets, and many such as Winn Adami were imprisoned for doing so. Religious worship was driven underground, but saw a massive surge in popular support, with the teachings of the prophets offering one of the few respites with its promise of a better tomorrow.

Many Bajorans were driven from their homeland and were forced to settle in refugee colonies outside the reach of the Cardassians, often within Federation territory, these camps were basic, often lacking food and water, or even shelters. Even here the Bajoran refugees were often viewed as Pariahs, at best a drain on resources, at worst a potential terrorist threat.

Most Bajorans resisted the Cardassians with prayer, faith and peaceful means, but some were willing to fight in a more direct fashion. The ancient D'jarra caste system was already falling out of favour during the waning days of the second republic, and was abolished by the Vedek Assembly in 2328 as a rallying call, to unite all Bajor to stand together and oppose the invasion.

In the moons and in the mountains of Bajor a resistance movement sprung up, small cells of resistance exploiting their local knowledge and any opportunity to strike back at their oppressors. Bombings and acts of sabotage applied pressure, clinical assassinations of key Cardassian personnel and Bajoran collaborators, the Shakaar resistance cell even liberated the labour camp at Gallitep. The once



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Collaboration and Profiteering

Some Bajorans sought to avoid the oppression of Cardassia by collaborating with the Cardassians. Some did so out of fear or we're coerced while others saw the opportunity for profit...

All were considered collaborators by their fellow Bajorans. The Cardassians installed the Bajoran Occupational Government, essentially a puppet of the Cardassian Central Command, intended to make the occupation look legitimate, but working at the command of the Cardassian prefect of Bajor. Government ministers such as Secretary Kubus Oak and other officials of the occupational government routinely approved work orders forcing Bajorans to mine ore among other tasks. While others such as Brasso Tomec worked at the behest of a senior Cardassian official for their own profit, in Tomec's case as manager of the comfort women aboard Terok Nor. Many Bajorans even considered the Comfort women taken to serve the Cardassian officers as collaborators and while this was sometimes true, many were themselves simply victims, forced into a life not of their choosing. A few we're able to conceal their actions, and avoided the wrath of their fellow Bajorans over their actions, but these few would live in fear ever-after that their actions during the Occupation would be discovered.

However, not all Bajorans who profited from the Occupation were branded as collaborators. Some criminal elements we're able to use their skill and expertise towards the benefit of Bajor, although many chose to make a personal profit along the way. A smuggler named Ibudan was admired for smuggling much-needed medical supplies to Bajor, although he did so only to gouge his fellow Bajorans. Ibudan even let a young girl die because her family could not afford the drug that would have saved her life. Bajorans such as Ibudan were able to operate with relative freedom in many cases, as most Cardassian officers would look the other way if paid enough. After the Occupation, most Bajoran smugglers such as Razka Karn were reduced to buying and selling scrap metal.

Plot Seeds; Seeds of Rebellion

Set during the occupation, the players are a small Starfleet crew, re-assigned from their ship and seconded to Starfleet intelligence for an important covert operation. They are assigned to render aid to the Bajoran resistance undercover.

Posing as a tramp freighter crew they may need to smuggle weapons and medical equipment, or they may even be surgically altered to appear Bajoran and sent to offer more direct tactical help, and lead a raid against Cardassian facilities on Bajor. This may be a single mission, or even a longer term assignment, but for the duration the crew will have to avoid detection as Starfleet operatives.

During the course of their assignment they uncover a traitor in the resistance, can they stop the infiltrator from revealing their presence and recover the mission?

peaceful people of Bajor learned to fight and some chose to set their spirituality aside in favour of the fight, the Vedek council even did away with the D'jarra caste system to ensure that all Bajorans could fight side by side on equal terms.

The victories of the resistance began to mount and they became a painful thorn in the side of the Cardassian occupying forces. Heroes rose, such as Li Nalas, slaying Gul Zarhele in single combat in the Sahving Valley in 2355 and rising as a folk hero to inspire others as stories of his exploits and victories arose around the planet, until all Bajorans knew his name.

The cost of the occupation was mounting. After decades of tyranny, the planets resources were virtually depleted and



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terrorist intimidation was incessant. Meanwhile the political landscape was changing. Both on Cardassia; where support for the Military was significantly reduced by the civilian government, and from outside; where the Federation sought to include Bajoran freedom in their treaty negotiations with Cardassia. The occupation was finally becoming untenable for the occupying forces

The Cardassians were finally forced to withdraw from the battered planet in 2369, but they did so with as much brutality as they ruled, if not more. Ravaging and burning the cities, sabotaging much of the key infrastructure that was left behind, including Terok Nor. They desecrated monasteries and poisoned the once fertile soil.

The Liberation of Bajor and the coming of the Emissary

"It's good to be free. Its good to know that after all our years of struggle, Bajor is finally free."

- Li Nalas.

The Cardassians had left Bajor broken behind them, but the Bajorans were a determined people: Determined to restore self-rule, determined to restore their faith and determined to restore their dignity.

One of the first steps taken was the formation of the Bajoran Provisional Government, which was unstable at best. One of the few things virtually all Bajorans agreed upon was how to deal with those involved with the Occupation. A list of the most egregious Cardassian war criminals was assembled and the individuals on the list were condemned to death, although in practice most were never apprehended.

Additionally, a list of collaborators was issued in the Ilvian Proclamation, all of whom were sentenced to exile. Those collaborators who had escaped detection spent the rest of their lives trying to ensure that their misdeeds remained secret

With the provisional government installed, Bajor set out to rebuild and to that end they extended an invitation for the assistance of the Federation. Not all Bajorans were happy to welcome the Federation, many feared the invitation

Plot Seeds; Circle of Trust

Early in the days of Bajor's independence the planet once again finds itself facing hostilities, but this time is Bajoran against Bajoran. With civil war looming the Federation orders all Starfleet and Federation citizens to withdraw.

Set against the backdrop of the DS9 Episodes Homecoming, the Circle, and the Siege: The players are a small Starfleet and Militia group assigned to a Federation sponsored rebuilding project on Bajor. Finding themselves stranded on the planets surface and unable to withdraw as ordered the players must defend themselves, their project, and most likely civilian non-combatants who are seeking refuge from the fighting... Preferably without the use of lethal force against those who might well be less forgiving in return.

Can the group hold out or avoid confrontation in the face of danger until help arrives? Can the Starfleet and Bajoran elements work together in the face of danger and adversity?

would result in another occupation, remembering how the Cardassians themselves had arrived offering the hand of Friendship. It would take years for the trust to build but the first keystone upon which all that would follow was laid almost immediately.

The Starfleet Commander assigned to Deep Space Nine was proclaimed the Emissary by Kai Opaka, a mythical figure central to the faith and the future of Bajor, and soon after he discovered the Bajoran Wormhole, true to the words of prophecy, the gates of the celestial temple were opened. Against his will Sisko found himself in a key position of significant influence over the Bajoran people.

There was still a road to be travelled, and many remained distrustful of outsiders. Taking advantage of this climate of fear a political movement coalesced into the Alliance for Global Unity, known as 'The Circle'. Covertly led by government minister Jaro Essa, events rapidly escalated although a full coup was narrowly avoided when it was revealed that The Circle itself was being



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manipulated and armed by Cardassia in an effort to disturb the status quo and open a window of opportunity for Cardassian forces to return and lay claim to the newly discovered Wormhole.

Some Bajorans, particularly the more militant resistance groups such as the Kohn-Ma, continued their fight against Cardassia even after the withdrawal, often exacerbating an already chaotic situation and often lead to strained diplomatic relations between Bajor, the Federation and Cardassia for years, some of these groups were captured and imprisoned, others died fighting and a few eventually dovetailed into the fledgling Maquis movement, uniting for a common cause.

The question of how to re-integrate people such as Tahna Los, a hero of the Bajoran

Resistance but a wanted criminal for his activities in the Kohn-Ma, was particularly difficult. As a result, many convicted criminals such as Ibudan were simply released from prison, crimes against Cardassia were simply no longer seen as punishable. Not all of those released we're reformed, leading to a few legal problems following. In Constable Odo's words; ***"Cardassian rule may have been oppressive, but at least it was... simple."***

Bajor and Cardassia finally negotiated and signed their historic peace treaty in 2371, even this however didn't placate many Bajorans, nor did the treaty involve the return of the confiscated Orbs.

The Bajoran government applied for Federation membership in 2373, but retracted their application at the last moment following the Emissary's vision of disastrous consequences for Bajor should the proceedings complete. Nevertheless, the two governments maintained a cordial relationship. Prior to the beginning of the Dominion War, the Emissary's previous intervention allowed Bajor to sign a non-aggression pact with the Dominion, choosing to remain neutral, when the Dominion finally invaded the Alpha Quadrant.





The Dominion War

By signing a non-aggression pact with the Dominion, Bajor found itself spared the worst of the horrors of war. While the pact did allow the return of Cardassian forces who had become a part of the Dominion. The Cardassian forces seemed to enjoy their return a little too much, with some seeing their return to Bajor as a correction of the last few years, ironically the Dominion itself protected Bajor from their own Cardassian allies, standing by the terms of the non-aggression pact.

Bajor finally joined the fight against the Dominion in 2374 after the Federation Alliance recaptured Deep Space Nine during Operation Return. The Bajorans continued their participation in the war until 2375, when the Treaty of Bajor finally ended the conflict and accepted the unconditional surrender of Dominion forces. Following the war, Bajor requested that its petition for membership of the United Federation of Planets be resumed.

Federation Membership and the Third Republic

The time of turmoil has passed, and despite the loss of the Emissary himself, the Bajorans are sustained by their faith and strengthened in their alliance with the Federation. It seems the time has come for the Provisional Government to finally make way for the Third Republic, and to proceed with their membership amongst the United Federation of Planets.

The presence of the wormhole has drawn some of the greatest political and scientific minds of the age, from 3 quadrants, to visit the planet, each of whom leaves their mark on Bajor when they move on, just as they take their memories of Bajor with them.

It may take decades, but with the guidance of the prophets and the help and friendship of allies like the Federation, Bajor is once again on its way to becoming a beacon of civilisation in the Alpha Quadrant...





Chapter 3

The Prophets

The Prophets

"May the Prophets walk with you."

- Bajoran Blessing

The Prophets are a mysterious and enigmatic race of aliens that seem to exist within the Bajoran wormhole. They seem to have taken an active interest in the development of the Bajoran people and have actively guided and moulded the path of the Bajoran people for centuries. To the people of Bajor, they are known as the Prophets and are worshiped as gods with their home in the wormhole being referred to as the Celestial Temple. Over the centuries they have bestowed a number of orbs, the fabled *Tears of the Prophets*, upon the Bajoran people, each orb is believed to exhibit an aspect of their greater power, possibly allowing them a direct means of control and contact with the Bajoran people who treat these Orbs with great religious reverence.

The Prophets are a near-omnipotent species, possibly beings of pure energy. They exist outside of linear time, past, present and future, are one to them, and they seem to find the concept of a linear existence a strange concept. While the prophets do not seem to be as powerful as species such as the Q, they are powerful enough to send visions to certain individuals and have even destroyed a 2,800 ship Dominion fleet as it traversed the Wormhole among other equally miraculous feats. They have also been recorded to possess an individual and allow said possessed avatar to use an element of their greater powers.

They are extraordinarily powerful but they are not the only ones of their kind...

The Kosst Amogen

"Power and fear are a balance."

- Bajoran Proverb

Ancient Bajoran texts also speak of another race known as the Pah-wraiths (or, in Bajoran, *Kosst'emogan*), banished from the Celestial Temple by the Prophets and entombed within the Fire Caves on Bajor. There they were to remain for all of time.

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A sample of the pages from the ancient text of the Kosst Amojan.
JOHN EAVES

The Pah Wraith are said to be of an equivalent power to the Prophets including their non-linear nature and powers of possession. Unfortunately the Pah Wraith have turned their energies to violent and destructive ends.

In 2375 the Cardassian Gul Dukat at the peak of his madness gave himself willingly to the Pah Wraith and became their emissary, and becoming Ben Sisko's true adversary. In the following battle Dukat was physically destroyed and it is theorised that he may have been consigned to the same ethereal punishment as the Pah Wraith themselves. For the Bajoran people Dukat truly became the embodiment of all evil, and it seems appropriate that the former prefect, his name already synonymous with evil, has joined the ranks of the Kosst

Amogen as a demon to be feared, and a bogeyman the stories of which frighten small children. His place in Bajoran history and superstition is assured for all time, some feel that Dukat himself would approve.

"The power of evil is not necessarily more powerful than that of good. But it is a far quicker, easier and more seductive path. One must be wary to avoid its temptation."

- Vedek Ya'oda

The Cult of the Pah-Wraith

During the dark days of the Occupation some few Bajorans had turned to the worship of these dark powers, their motivation seeming to be pure desperation and hopelessness. Believing that the Prophets had forsaken them and allowed their world to be ravaged by the invaders. The Cult remains a fringe group that exists on the edges of Bajoran society and consisted of those of their number that worshipped the Pah-wraith's instead of the Prophets.

Whilst membership was traditionally kept secret, the cult rose again during the Dominion war and some members chose to identify themselves openly with the use of red earrings (worn on the opposite site to the traditional earring) and arm bands.

For the most part the cult wasn't taken very seriously for some years, however after the closing of the Wormhole in December 2374 the cult gained a lot of support from Bajorans who once again felt forsaken by the Prophets. The cult was once again dispersed and driven underground when the Emissary restored the wormhole and upon the revelation that Gul Dukat had tried to take over the cult's leadership.

It is rumoured in some circles that just before her death even Kai Winn had renounced the Prophets and chosen to join the ranks of the cult. A rumour that the Vedek council denies and quietly seeks to quash.



The Tears of the Prophets

Using the Orbs in game

Any Characters encountering a Bajoran Orb will most likely be subject to an orb experience of some kind. Each orb is tied to a particular effect from which that particular Orb is named and some who look upon an orb feel they have received communion with the Prophets themselves. Resulting in a mystical and life changing experience, helping the viewer in dealing with any problems or issues in their life that needs resolution and guidance, it is to be encouraged to play out the entire experience in some way, and so it is recommended that if you plan on introducing your characters to a Bajoran Orb, some preparation is ready in advance to help support the session.

During this Orb experience, any encountering characters will replenish their Pagh/Courage pool, even mid-game. If the nature of their encounter is in the service of Bajor or the Prophets, they may even temporarily bestow an additional courage point to aid the character in their actions, such is the will of the Prophets.

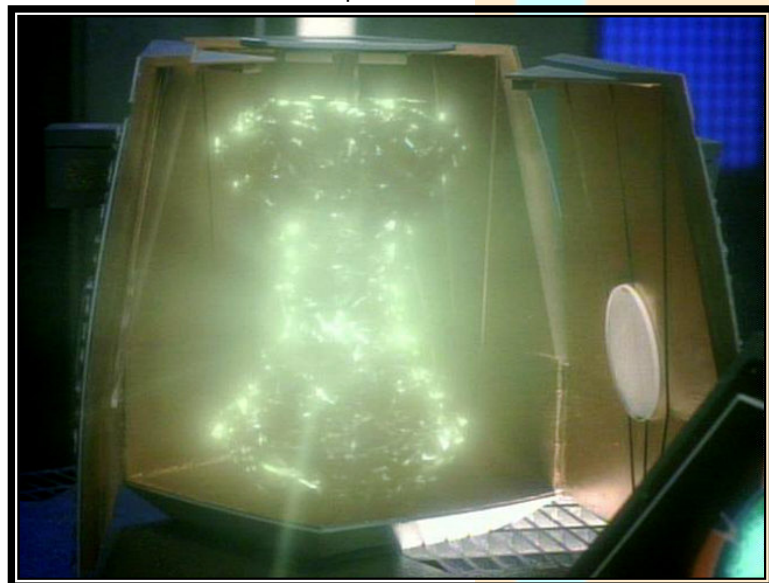
The Orbs

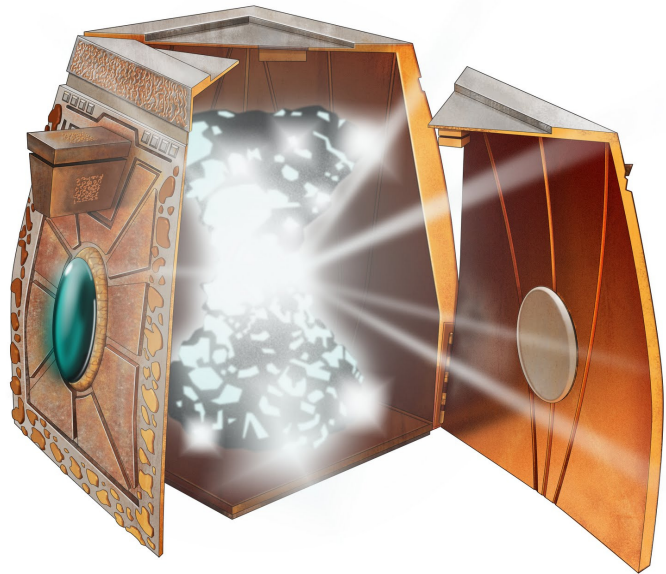
The orbs of the prophets, also called the tears of the prophets seem to be an embodiment of the Wormhole aliens in the galaxy, discovered by the Bajorans over a millennia in the Denoris Belt and on Bajor itself, these artefacts hold great religious significance to all Bajorans and are entrusted to the Vedek council, although access is allowed to all Bajoran believers, they tour Bajor and are taken from temple to temple to allow everyone a chance to pray to the prophets through the tears, a Bajoran may petition the Vedek council for a private audience with an Orb which is almost always granted but under restriction. During the occupation 8 of the 9 known orbs were confiscated by the Cardassians, lost to the Bajoran people. They were to be taken to Cardassia Prime for study. After the occupation great efforts were taken to return them, and finally the first of the lost Orbs began to return to Bajor slowly one by one. A tenth orb, previously unknown, was discovered by the Emissary, Captain Ben Sisko in 2375.

The orbs have defied complete analysis, 8 of the original 9 orbs were confiscated by the Cardassians and studied intently, however the Cardassians were unable to make headway with their analysis. Starfleet has chosen to avoid any potential impacting analysis. Any further scientific study will be passive and in conjunction with the permissions of the Vedek council, although to date this too has been unable to reveal much about the orbs, and the encounters have had more impact on those studying them.

Orb of Prophecy and Change:

The third orb to have appeared on Bajor and the only orb to have remained in Bajoran possession throughout the Occupation, hidden in the Shinka Monastery at Ashalla. An orb encounter will often allow a glimpse of a moment in the viewers life, events that may be in their past or that have not yet occurred, the vision may not be an accurate recreation of the moment, it would be more of a vision of a possible and very likely future, or an alternative moment in the past. Such a vision has led to some of the eerily accurate prophecies, it is said that 3000 years ago, Trakor wrote down a series of prophecies under the influence of this Orb. Although this vision is not set in stone and can, and has, been used to change the future. This orb has also been know to offer vision, flashbacks of the viewers life and to help guide them with issues in their life that may lead to a deep and meaningful change. More than any of the others this orb is most revered as teacher and some feel, the most powerful of all.





Orb of Wisdom: An encounter with this orb offers its viewer the opportunity to seek extra wisdom and insight to guide their path or Pagh. Most seem to report that they encounter people within their vision and are able to ask them questions. Some feel this to be a representation of the viewers subconscious, while others feel that this guidance comes from the Prophets themselves. This orb was acquired by Grand Nagus Zek in 2371, the Nagus he had hoped to use it to commune with the prophets to guide his commerce decisions, but the prophets actually turned his greed upon itself. Although the Nagus was only changed for a short while it is noted that his path was still changed from that moment and Zeks experience may have paved the way for many of the future Ferengi reforms. The Ferengi returned the orb to the Bajoran people in exchange for a significantly beneficial term of trading rights and an undisclosed sum.

Orb of Time: This orb was returned to Bajor by the Cardassian Detapa Council in 2373 as part of the on-going peace treaties prior to the Dominion War. Access to this orb seems to be somewhat different to others, and instead of visions and communion, the orb seems to impart the ability to travel in time, and can even draw people and things around the viewer with it. Due to the nature of this power, access to the orb is restricted and the orb has been left in the safe-keeping of the monks in the Iponu temple. Although representatives of the Federation DTI

have loaned personnel and equipment, at the vedek councils request, to study the orb effects and ensure its protection against misuse. It is thought that the Orb of Time might be the second most powerful time travel artifact after the Guardian of Forever, and possibly more of a danger as the Orb is far better known to a greater number of people.

Orb of Contemplation: An encounter with this orb will often help guide and influence the viewers decisions. The orb is often the one chosen when a pilgrim finds themselves confronted with deep-seated and life-changing decisions. This orb was also restored to the Bajoran people soon after liberation. In 2374 Gul Dukat channelled the power of the Pah Wraith into this orb and in so doing allowing the Kosst Amogen to enter the **Celestial Temple** and battle the Prophets. This led to all the Orbs going dark and the wormhole inactive whilst the battle was fought. Until the Emmisary discovered a previously unknown tenth orb as given in prophecy and which ended the **Pah-wraith** battle and restored the Orbs to their former state. While this orb was also restored to its former powers, many feel that the events have tainted this orb in some way and some of those who have encountered it since have reported a far less pleasant experience with stories abound that Gul Dukat still haunts the orb in some way.

Orb of Memory: This orb was being transported from Bajor after capture in



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2344. Loaded on the Cardassian freighter Kamal, it never completed its journey. The Kamal was rediscovered by Starfleet in 2376, lost and adrift in the Badlands. Whereupon the Orb was returned to Bajor. This orb allows the viewer to re-live and unlock lost memories, or even experience the memories of others, again the prophets appear to guide the experience and the visions granted are often directly comparable to the viewers current circumstances.

Orb of Souls: The orb of Souls is one of the rarest of the Orbs encountered as very few seek experience with the orb. Those that do chose to commune with the Orb of Souls are perhaps the most desperate of pilgrims as an encounter with the Orb of Souls is taxing and unsettling experience. Far more than the other tears. The orb reveals the deepest darkest truths at the heart of the individual, a reflection of the pilgrims true self. Some say that this revelation is a purification but none that have experienced this have enjoyed the encounter.

This orb was among those returned to Bajor by Vedek Yevir and representatives of the Cardassasian religious order the Oralian Way in 2376 along with the Orbs of Destiny, Truth, and Unity, thus finally returning all nine Tears to Bajor.

Plot Seeds; The Lost Orb of Bajor

The actions of the Emissary in 2375 led to the discovery of a hitherto undiscovered Orb, and who is to say that this would be the last Orb to be found. Certainly the prophecies concerning the Emissary himself and his family continue despite the disappearance of Captain Ben Sisko himself.

The crew of a starship on standard patrol, encounters a new orb in the Denorios Belt. Previous encounters suggest that such a discovery would be the will of the Prophets and such an encounter is likely to lead the crew on a perilous and perhaps even mystical adventure as they attempt to return the Orb to Bajor itself while avoiding other less savoury elements who might wish to steal the orb for their own nefarious purposes... What is the new orbs power? How will it affect the crew?



Orb of Destiny: Is said to reveal the pilgrims future and reveal their untapped potential, setting them on the path of their destiny. Some pilgrims find an encounter with the Orb of Destiny a life changing experience, even moreso than the other 8 Orbs. Many of those who have taken a new path led from the orbs experience have often excelled in their chosen field.

This orb was among those returned to Bajor by Vedek Yevir and representatives of the Cardassasian religious order the Oralian Way in 2376 along with the Orbs of Souls, Truth, and Unity, thus finally returning all nine Tears to Bajor.

Orb of Truth: Is said to reveal a deep and profound truth to the pilgrim seeking an encounter. These truths may not be comfortable nor pleasant, but they are always accurate. Sometimes these revelations simply reveal a vision of a time at which the pilgrim may not have been present, but which may reveal the answer to their question. Sometimes the truth revealed will have nothing to do with any questions the pilgrim might ask...

Occasionally the vision seems so cryptic it seems to reveal nothing at all, and yet the nature of the Orb implies that perhaps these are the answers to the greatest truths of all, and as a result these most cryptical visions are gathered and analysed by Vedek scholars to try and unwrap the secrets of the vision.

This orb was among those returned to Bajor by Vedek Yevir and representatives of the Cardassasian religious order the Oralian Way in 2376 along with the Orbs



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of Souls, Destiny and Unity, thus finally returning all nine Tears to Bajor.

Orb of Unity: Is said to call to those that have encountered schism in their life and need to unite disparaging elements. Some have found it can ease the pain and even heal those with a broken mind. It is also renowned to help those with damaged relationships to either heal the problems driving the relations apart or ease the pain of breaking up. It is the ancient influence of this orb that has led the the Bajoran tradition of the rite of seperation. It is said that should a true innocent encounter the orb, they will receive a vision that may lead them to their life's true love.

Garviks third prophecy written over 300 years ago, tells of a time where the orb of Unity was taken from the Bajoran people, but that it would be returned at a time that Bajor needed unity the most and would pave the way to a new golden age of Bajor.

This orb was among those returned to Bajor by Vedek Yevir and representatives of the Cardassasian religious order the Oralian Way in 2376 along with the Orbs of Souls, Destiny and Truth thus finally returning all nine Tears to Bajor.

Orb of the Emissary: The Tenth orb was discovered by Benjamin Sisko in 2375 at a time when the emmisary was compelled to action by a prophecy and in response to the loss of his best friend and after Skrain Dukat had used the Pah Wraiths to imprision the Prophets within the worhhole and seal the entrance. Upon it discovery in the deserts of the planet Tyree the orb appeared to launch an energy bolt to the Bajoran system and into the wormhole, where the sealed wormhole opened up and released the power of the Prophets again.

Much conjecture is set about this orb, it had never been recorded by Bajoran religious authorities before, and yet it was discovered a significant distance from the locations that all other orbs had previously been discovered, but it was also encased in an Ark of the same manufacture as that that all other orbs were housed in. It is thought that in eons past this orb must have been revealed to someone on the Vedek council and the prophets must have

led this mysterious benefactor to keep it secret and hide the orb on Tyree for its future destiny.

The orb has now been passed to the Vedek council, but nobody else has been able to encounter this orbs powers. The reported experiences of the Emissary himself has lead to the opinion that this orb may even allow direct communion with the Prophets themselves, but it is thought that this orb would only allow such communion for the emmisary himself.

"Who Am I?"

"You're the dreamer and the Dream."

- Benny Russell/Sisko and
Prophet

Orbs of Jalibador

Some Bajoran children's stories also tell of 3 Red orbs of the Pah-wraith, the fabled Orbs of Jalibador which are said to have the power to release the Kosst Amogen from their imprisonment in the Fire Caves should these Red Orbs be discovered and gathered together. These stories always describe the Jalibor Orbs as glowing in an eerie red light. While these stories may seem unlikely in the events of 2376, and the Emissaries great battle with the Kosst Amogen themselves, some elements of the Vedek council are studying these stories for any factual elements.

Plot Seeds; Orbs of Jalibador.

The players are recruited by a Bajoran Vedek to accompany him on a quest to retrieve the fabled red orbs. Some significant clues have identified 3 possible hiding places; an archaeological dig near the Fire Caves, a former temple on the abandoned moon; Jeraddo and in a Cardassian science facility.

Of course retrieving them will not be easy, each location will present problems, and there may be opposition with followers of the Pah-Wraiths also seeking the orbs. For an added twist, perhaps their Vedek employer is not all he seems and is actually a follower of the cult of Pah Wraith and is seeking the orbs to his own ends.

Pagh'tem'far

The pagh'tem'far was a sacred vision in Bajoran culture. Bajorans believe they are messages from the Prophets themselves. A pagh'tem'far is connected to an Orb encounter as they are only experienced by those who had previously and directly encountered an Orb, but they are not necessarily experienced in the presence of an Orb, nor is there any confirmed period in which the pagh'tem'far follows such an encounter, even occurring months or years after an encounter.

It is said that once touched by the Prophets, the viewer is open to becoming a conduit to the prophets, allowing the prophets to communicate with a certain chosen few.

It is thought that most of the most renowned Prophecies of Bajor were probably the result of a pagh'tem'far visions had by their original authors.

Prophecy

"...Well, Bajoran Prophecies seem to have a funny way of coming true."

- Constable Odo

Prophecy has come to form a fundamental cornerstone of Bajoran religion, over the millennia numerous individuals found themselves touched by the prophets and granted visions of the future, these visions were retold and granted official sanction, and a great number were unnervingly accurate, even if the exact tale of events was only visible in hindsight.

It is thought that the existence of the Prophets outside of linear time is the reason for these visions of the future, also thought that many of the prophecies were inspired after an orb experience, although some prophecies pre-date even these artefacts. Members of the Vedek Assembly have studied and analysed the prophecies of Bajor for over a millennia. They don't always come true, and many of them can be contradictory, but they always seem to show influence over the outcome of events at this most crucial time for the people of the Bajoran faith, as a great

many of these prophecies are concerning the Emissary.

These prophecies are well known to many Bajorans, and various collected works and often referenced by the original authors name and the order in which the Prophecy was made. Most of these Prophecies were written under the influence of the Orbs themselves and it is thought that these were in reality messages from the Prophets to teach and guide their Bajoran followers. Certainly the nature of the Prophets existence outside of linear time seems to support there ability to deliver messages from the future.

Many prophecies seem to concern the Emissary directly and events around his life. Kai Opaka had suggested that the Prophets had led the Bajorans to this time and place and the prophecies were there to guide the Emissary, but that many of the earlier predictions had occurred to help prove the validity of Bajoran Prophecy, almost as if the Prophets seemed to have been working towards convincing someone who would not easily be swayed by religious belief and tradition... And Opaka was answered when the Emissary turned out to be an outsider and a man of science.

The Prophet Shabren wrote 10 prophecies in all, nearly 300 years ago. Shabren's Fifth Prophecy predicted a rebirth for Bajor after the Reckoning, which would lead to a new Golden Age, it also predicted the Emissary's battle with the Pah-wraith in the Fire Caves, all of which came to pass in 2376

Many of the aspects of Shabren's fifth prophecies see some mirrored events detailed in *The Prophecy of the Final Days*, an ancient texts revered by the Bajorans was written by the prophet Talnot over 4 millennia ago.

The prophet Trakor is most certainly the most prolific of all of Bajor Prophets. He lived approximately 3000 years ago. Many of his predictions referred to the Emissary of the Prophets.

Trakor's first prophecy predicted that the person to find the Celestial Temple would be the Emissary of the Prophets. In his third prophecy, Trakor referred to the destruction of the Celestial Temple



The Ohalu Prophecies and the Avatar of Peace

The **Ohalu Prophecies** were a set of prophecies written by the Bajoran Ohalu in approximately 30000 BC. The prophecies foretold events, in incredibly accurate detail, throughout what would become Bajoran history, well into the late-24th century. Although the prophecies were lost within the city of B'Hala which was only rediscovered by the emissary in 2373, the Ohalu texts were later discovered by archaeological expedition in 2376.

Ohalu himself was considered a heretic by the leaders of the Bajoran faith as he claimed the Prophets were not gods, but an alien race; teachers, who learnt as much from the Bajorans as they did from them, and as a result, upon rediscovery of these texts the Vedek Assembly did their best to prevent knowledge of the prophecies becoming widespread and declared them heretical.

The final prophecy in the book foretold the birth of Rebecca Jae Sisko, the second child of Benjamin Sisko, described as the "Infant Avatar", whom many have taken to calling the *Avatar of Peace*.

occurring after a river had returned to Janir and three vipers who would attempt to "*peer through the temple gates*". Trakor's fourth prophecy referred to the Emissary facing a fiery trial, perhaps referring to the Emissary's disappearance in the Fire Caves in 2376 or perhaps to the fires of the Dominion war?

More recently the Emissary himself, Captain Ben Sisko the commander of Deep Space Nine has issued Prophecies of his own. Bajor's membership in the UFP was deferred on his insistence when he experienced a pagh'tem'far vision. And he appeared to his wife after his disappearance to tell her that his work on Bajor was not yet done and that he would return...

The Emissary

"How ironic... one who does not wish to be among us is to be the Emissary"

- Kai Opaka Sulan



The **Emissary of the Prophets** is a pivotal figure in Bajoran religion, it has long been prophesised that the emissary would arrive after a time of great strife and would unite Bajor. According to these prophecies, the Emissary would speak with the Prophets and would save Bajor by finding the Celestial Temple. The ancient texts concerning the Emissary said that the Prophets would "call him to them" and that they would "give him back his life."

In 2369 Commander Benjamin Sisko arrived at Deep Space Nine a broken man. Still reeling from the loss of his wife at Wolf 359 he had accepted the assignment as Station Commander but had been given serious consideration to resigning his commission to focus on raising his son Jake in a safer environment.

Almost immediately he was granted an audience with Kai Opaka who instantly recognised his Pagh as that of the fabled emissary. And it was not long before he discovered the Wormhole seemingly in-keeping with the Prophecies. Initially he was uncomfortable with the role the Bajorans assigned him, and the reverence attached, nor was Starfleet command entirely comfortable with this revelation, with things sailing perilously close to a breach of the Prime Directive.



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The Emissary holds the authority to perform several Bajoran ceremonies and is often asked to perform blessings. Many look to the emissary for guidance, and the Bajoran personnel under his command on Deep Space Nine often draw significant comfort from their service to the Emissary. The annual holiday of *Ha'mara* was created to celebrate the arrival of the Emissary.

Some conservative religious elements were equally resentful that a non-Bajoran was the chosen one of legend, in particular Kai Winn Adami, who resented the fact that she had to share the leadership of the Bajoran faith with an outsider and non-believer. She and Sisko would have an adversarial relationship, although she eventually begrudgingly admitted that he was the true Emissary.

For a brief time in 2372, Sisko willingly stepped aside when Akorem Laan emerged from the wormhole, having been transported two centuries into the future by the Prophets, Laan claimed himself to be the true Emissary. His claim was supported by Kai Winn, as Akorem was a native Bajoran and shared her orthodox



beliefs. However, Laan called for the reinstatement of the *D'jarra* caste system, which would have risked Bajor's application for UFP membership. Sisko was eventually moved to challenge Akorem's claim to the Role of Emissary. The two travelled into the wormhole, and confronted the prophets who told them that "the Sisko" was their chosen Emissary, and that the events had been set in motion to test him.

The role of Emissary took on a new, more crucial light in 2373, after Sisko received a series of *pagh'tem'far*, which allowed him to rediscover the lost Bajoran city of B'hala. These visions also led him to warn the Bajorans against accepting Federation



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membership, advice which would prove prophetic later that year when Bajor was spared from a Dominion invasion. The unearthing of B'hala, a year later, would yield an ancient stone tablet, bearing the inscription *"Welcome Emissary."* When Sisko approached the tablet, he received a vision which initiated the Reckoning; a cosmic duel between a Prophet and the Pah-wraith Kosst Amojan.

The next phase of the Emissary's path took place at the end of 2374, when the wormhole disappeared after a Pah wraith possessed Gul Dukat released a Pah-wraith into the Orb of Contemplation. Promising to learn what had happened to them, Sisko was eventually led to find the Orb of the Emissary on the planet Tyree. The Orb contained a Prophet who had once inhabited the body of Sisko's natural mother. From her, Sisko learned that his birth and role as Emissary had been pre-ordained by the Prophets. When Sisko opened the Orb, the Prophet was released back into the Celestial Temple, where she cast out the malevolent being.

The Emissary's most difficult task came at the end of 2375. Once again facing Dukat; Whom had become the antithesis to Sisko through his connection with the Pah-wraiths. Dukat planned to release them from their prison inside the Fire Caves, and unleash a new era of destruction. Disguising himself as a Bajoran named Anjhol Tennan, Dukat convinced Kai Winn to turn away from the Prophets and use her authority as Kai to obtain the *Book of the Kosst Amojan*, the key to opening the Pah-wraiths prison. Together, the two of them nearly succeeded, and the Pah-wraiths selected Dukat as *their* Emissary. However, Sisko was able to destroy the book by plunging it, himself, and Dukat into the flames, thus forever imprisoning the Pah-wraiths. As he was falling through the cave, Sisko was taken into the Celestial Temple to join the Prophets. The tasks set for the Emissary had been completed, though Sisko's own destiny was far from over.

"I once asked Kai Opaka why a disbeliever was destined to seek the prophets. She told me one should never look into the eyes of one's own gods."

- Kai Winn Adami



The Planet Bajor

"The land and the people are one."

- Bajoran Proverb

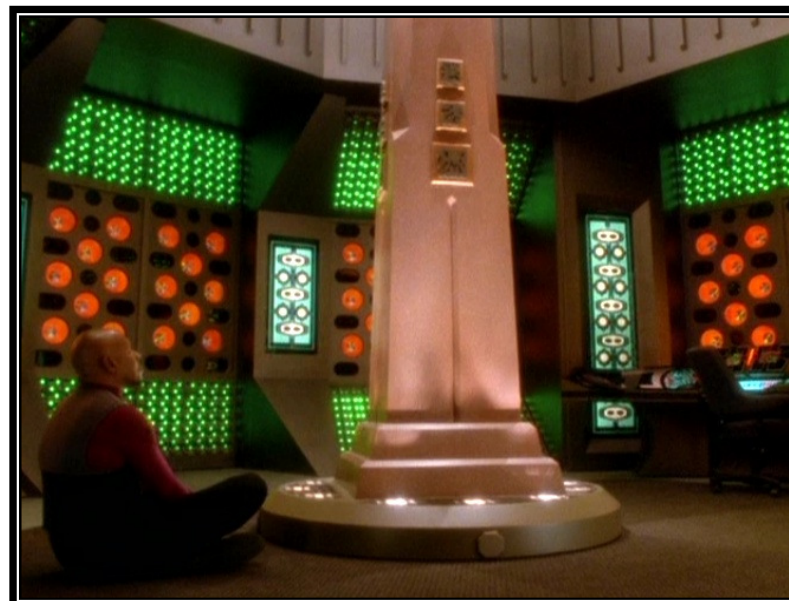
Bajor is a beautiful and pastoral land, long renowned for its traditional agricultural heritage, as well as its beautiful architecture. Like all of Bajor, the cities had been ransacked during the occupation, its treasures plundered and monuments abandoned to the ruinous effects of the elements. Bajor had never been a home to the Cardassians, only a conquered land to be stripped of everything of value and left to die. They had made no efforts to maintain the cities or lands during the occupation and when they had finally withdrawn; it had been with malicious contempt. Buildings had been razed just as the farmlands had been poisoned in the rural areas. Despite all of this, Bajor's natural beauty still shines through; the beauty of the city was in harmony with the natural world.

Pedestrian thoroughfares and public squares accented the peoples sense of community, a melting pot of voices in these gathering places an ever-changing song. Buildings flow together with fluidity and grace, a Bajoran made sea of rounded forms and vibrant colours. The planets architecture is more than art; it was culture and history and most importantly... Hope.

Bajoran urban areas, from the smallest village to the greatest city are built around the focal point of a Bantaca Spire, a stone pillar located in the centre of a public area. Usually around 11m tall, it is made up of hundreds of closely interlocked stones and marks the town or cities location in the cosmos, using a reference to certain stars at a particular time of night. The Bantaca



Chapter 4 **Religion, Life and** **Culture**



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Spire has 4 sides with the location written in traditional Bajoran characters spread over all 4 sides. Captain Sisko was able to recreate the Bantaca Spire from the lost city of B'hala from an ancient portrait and discovered the location of the lost city itself, in so doing yet another Prophecy regarding the Emissary came true.

Traditional building methods and architecture still thrive, and have even begun resurgence in modern Bajoran society. However most buildings on Bajor are older, some are easily considered ancient, having been built centuries before and well kept helping them survive the centuries. Some of the Monasteries on the planet date back to the founding of the Second Republic. Some places are so old that some aspects of their original construction were lost. Bajoran cities and villages are built in sympathy with the natural landscape, often using only natural materials in their construction, and emphasising the natural environment without loss of form or function. The traditional architectural style of the Bajorans is known as the Jarrovian school, focusing on the use of soft curves, domes and integral iconography and this style is most commonly found in Public and Religious buildings.

In the capital city of Ashalla for example there remained hidden a labyrinth of tunnels and catacombs under the city, these remained lost until their accidental discovery by the Resistance during the occupation. In these catacombs are laid the remains of some of the earliest Kai's and Vedek's, and due to strange quirk of local geology rocks in which they lay are made up of refractory elements and sensor resistant, which made them an ideal hiding place from the Cardassians. Only now are these tunnels being explored and mapped. It is said that this labyrinth would also help a Bajoran to seek the wisdom of the prophets, as they pre-date even the discovery of the Orbs. If a believer found they had lost their faith, they would descend into the catacombs to look for it. Supposedly the lost soul would wander in the darkness until the Prophets touched them, and only then return into the light above, and it is for that reason that they had been known in legend as the Path of the Lost. Who knows what other secrets from Bajor's past have been lost and await rediscovery?



Bajor's capital city is Ashalla, the capital is both a link to the past and a reminder of the future, even though the Cardassians have departed, their footprints still remain, and there remains rebuilding work to be completed. At its core is the Great Assembly, claiming the highest point around, its wide shallow dome sitting atop a circle of regal columns, were the Bajoran Government sits.

During the Occupation, the Cardassians not just decimated the Bajoran population and destroyed large parts of its infrastructure, but also poisoned several areas of the planet in order to compromise the food supply after their withdrawal. The most affected regions included the Dahkur and Rakantha Provinces as well as the Northwest peninsula. After the occupation ended, one of the key tasks of the Bajoran Agricultural Ministry was the expansion of Bajor's agricultural potential. By using special grain processing centres and irrigating the Trilar Peninsula, they also developed soil reclaimators with



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Federation help that would help detoxify the soil, but their number was limited, causing quarrels about their usage.

It took an election and the investment of First Minister Shakaar to resolve the issue, as a hero of the resistance and a man of the land, he understood many of the difficulties faced by the Bajoran population far better than those already in government, and was able to represent the ailments of the common man and in so doing the healing that Bajor truly needed seemed to finally be on hand.

The Federation has also assisted in reclaiming the planet's full natural potential, for example in 2369, the USS *Enterprise-D* assisted in the reconstruction of the Bajoran aqueduct system. Later measures include the completion of an agrobiologic expedition to the Janitza Mountains in 2371 during which it was discovered that the ecosystem was much more diverse than the orbital scans had previously indicated. Signs of progress in healing Bajor's wounds included the opening of a new nature reserve in Hedrikspool Province in 2370 and the fruitful Katterpod season of 2373. Bajor remains for the most part a beautiful land, and the success of these measures is now bearing fruit as the planet slowly returns to normal within a decade of the Cardassian withdrawal

The Bajoran Economy

The Bajoran Economy took some time to recover from the Occupation and is still reeling from shortages during the Dominion War. Although all things



considered the changes rung since liberation are proceeding at a tremendous rate, aided in no small part by the Federation. The need to rebuild damaged facilities and restore the planets ecosystem, while creating up a strong industrial base almost from scratch have severely strained Bajoran planetary finances. However the Federation has been generous and gifted replicator and agricultural technology to the Bajorans to help in rebuilding the planet. Furthermore, the Bajoran Chamber of Commerce has worked hard to build (and rebuild) trade channels too many other races and systems, and to survey the planets remaining natural resources. The presence of the Bajoran Wormhole has significantly aided this effort and has become a significant boon to trade efforts, drawing traders from 2 spatial sectors to Bajor to meet and trade. Analysts have predicted the Bajoran Economy will exceed pre-occupation levels almost as soon as 2381.



The Bajoran Provisional Government

"This Provisional Government is a bit too provisional for my taste! And when governments fall, people like me are lined up and shot!"

- Quark

The Bajoran Provisional Government rules Bajor, as it has since the Cardassian departure in 2369. the term "provisional" government was chosen because the governmental structure was deliberately a temporary institution intended to help Bajoran society prepare and establish the Third Republic. Initially planned to be established in 2375; however other events (primarily the Dominion War and the delayed petition for Federation Membership) have delayed this schedule. Now that the war has ended it seems likely that the Provisional Government will soon take steps to found the new republic of Bajor.

The Chamber of Ministers

The provisional government consists of two bodies, one secular, the other religious. The secular body is formed by the Chamber of Ministers (also known as the Council of Ministers), an elected legislative body. Members of the Chamber, known as Ministers, are elected every two years by the population of the province which they represent. The chamber passes laws, controls the military, oversees economic development, maintain the Bajoran central archives and most importantly prepare Bajor for the establishment of the Third Republic. Unfortunately factionalisation (and in some

Factions of the Bajoran Provisional Government.

Agriculturalists. Some Bajorans have chosen to reject the technology and materialistic ways of modern life. They believe that all Bajorans should live a peaceful pastoral existence in harmony with the land. This is by far the smallest faction, but often their goals are aligned with those of the Isolationists and Traditionalists.

Isolationists. Initially this group was one of the most vocal factions. They believe that Bajor should stand alone, living by the credo; 'Bajor for the Bajorans'. Rejecting help from any outside power, and that such contact only contaminates Bajoran culture and thought. This faction argues against the seemingly inevitable membership of Bajor in the UFP. Their political power has waned however as a result of the failed coup by Isolationist group 'the Circle' in 2370 and the continued help and friendship of the Federation.

Militarists. This faction is made up mostly of former resistance fighters and Militia Generals. They pursue a goal that argues the building of a stronger Militia and the defence of Bajoran territory. They sometimes find their goals hold a similar end to those of the isolationist faction, although their aim is the protection and defence of Bajor.

Traditionalists. Many Bajorans hold a strong sense of identification with the customs and traditions of the past. This faction also tends to support some of the more orthodox religious views and promote a greater role in government for the Vedek Assembly. As there is no bar to the election of clergy to political office, many of the elected clergy in the Chamber are advocates of this faction.

Unionists. This faction is the most modern and largest in the chamber and as such it holds significant power, supporting a relatively moderate stance towards most issues facing the Bajoran people. This faction is also a strong supporter of the admission of Bajor into the UFP, and it is this policy that has leant its name to the group.



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cases, corruption) have split the chamber. Different factions, each representing a specific viewpoint or theory, squabble over policy and available resources. Although factionalism decreased significantly since the first years following the Cardassian withdrawal, it still plays a part in Bajoran politics and ministers need to tread the waters carefully to avoid this factionalisation to create an impediment to getting things done on Bajor.

Of course some ministers are more influential or charismatic than others, and thus they are able to command more attention for themselves and their causes from the Chamber and the people of Bajor. Some of the better known Ministers include; *Amfen*; *Gettor*; *Heren (Minister of Security)*; *Kaval (Minister of State)*; *Kemlor*; *Rozahn*; *Toran* and *Second Minister Asarem*.

The First Minister

The First Minister leads the chamber and serves as head of state for Bajor, filling the role of Chief Executive and Commander in Chief of the Bajoran Militia. The entire adult population of Bajor elects the First Minister for a six-year term. As with the Chamber of Ministers there is no bar for members of the clergy in running for political office, and the current first Minister Shakaar Edon was elected after he challenged the seemingly unopposed candidacy of Kai Winn Adami. Elected in 2371, Shakaar remains in office despite several assassination attempts and the events of the Dominion War.

The First Minister also appoints several Ministers to fill posts heading specific government departments, such as State, Defence, Finance and Trade, and Culture. These cabinet ministers are able to wield a great deal of influence and power as a result of this appointment. The First Minister also appoints their Second Minister from the Chamber. The Second Minister is next in line of succession and to lead the chamber of ministers when the First Minister is away on other duties.

Local Politics

At a Local level, Bajor is divided up into Provinces, many of them with

boundaries based on the traditional borders of the original nation-states of the interregnum period. A governor or some other elected local official with law enforcement powers governs each province, although many regional variations exist. This local governor is based in the lead city of a specific province, which serves as an administrative centre.

Further still; many towns and villages are governed by a council of elders usually comprised of the most powerful individuals of a local community, in some cases these roles are elected and in others they are appointed or inherited. The council is always led by the *Tetrarch* (leader of the elders), and almost always includes the town's *Sirah* (Storyteller) and *Ranjen*. This local council is responsible for all local issues, directly representing their populations and feeding into the province governor's office. And in that way local decisions feed into the planetary government.

The Vedek Assembly

The chamber of Ministers is not the sole source of governmental authority on Bajor. As a deeply religious people, the Bajorans were unwilling to establish a wholly secular government. Therefore a significant governmental role is mandated to the Vedek Assembly, the ruling religious body. Both the Chamber of Ministers and the Vedek Assembly must consider and debate most important issues facing Bajor and then compare their positions to help reach a compromise acceptable to all.



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Some issues, including most religious regulations, only require the agreement of the Vedek Assembly and need not be presented to the Chamber of Ministers, just as there are some aspects of Government (such as planetary defence) for which the Chamber of Ministers hold exclusive control.

"Today, I am only a Vedek. If the prophets will it, someday, I may be Kai. And I can be a better friend to you then."

"In other words, being my friend now might hurt your chances."

"The prophets teach us patience."

"It appears they also teach you politics."

- Vedek Bareil & Ben Sisko,

Bajoran Clerics

The Bajoran people are ministered to by a large number of ordained clerics who have responsibility of their peoples spiritual well-being and the administration of the church itself.

There are 3 basic levels of the priesthood. The lowest is that of a *Ranjen* – equivalent to a priest or minister who oversees a specific temple or congregation. Some of the more senior Ranjen are charged with overseeing several temples, or even serving the Kai directly. Also occupying the same hierarchical level as the Ranjen are the Monks who are cloistered in the planets monasteries (such as the Calash Retreat or the Dakeen Monastery).

Next in the hierarchy are the *Prylar's* – roughly corresponding to a Bishop in ancient Earths Catholic Church. These Prylar's possess a great deal of religious and political power within their appointed regions.

Above the Prylar's are the *Vedek's*, equivalent in Earth parlance to Archbishop or the like. Each Vedek oversees a particular Province or City on Bajor, and there are 112 Vedek's. The Vedek's



gather to form the Vedek Assembly when necessary to discuss the religious and political wellbeing of Bajor, as such they wield significant political power.

The highest religious figure is the *Kai*. Serving as spiritual head of state, the Kai heads up the Bajoran church. The Kai is invested for life, and is chosen by democratic vote by all the Bajoran people, although the candidates must be from among the Vedek Council. The Kai is a most beloved figurehead, but since the arrival of the Emissary the role of Kai has had to share some of their power, as the Emissary fills a semi-deified role in the Bajoran religion (whether he likes it or not).

Opaka Sulan was Kai during the occupation and served as a much loved figurehead, helping to rally the Bajoran people and place them on the path they walk today. After the loss of Kai Opaka in 2369 a new Kai was chosen, the favoured candidate was Vedek Bareil, but at the last stage he chose to step aside and offered his support to Vedek Winn who represented a more Orthodox arm of the faith, and this paved the way for Winn Adami to be elevated to the post of Kai. Unfortunately Kai Winn's body was discovered under mysterious circumstances in the Fire Caves in 2375 upon the armistice of the Dominion War. The elections for the new Kai are ongoing and no firm favourite has yet emerged.

Bajor strong spiritual beliefs also allows for and supports a thriving community of 'lay'



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preachers, members of a local community who have devoted their life to the prophets and spiritual studies and help service their community in support of their *Ranjen*. While these individuals are not ordained into the priesthood they are often found working with their local cleric and possess a strong understanding of the Prophets way. Arising from a time when few found their way to the service of the church, but found their calling to the prophets anyway, these individuals have become a part of the Bajoran way and work in close conjunction with the church. Some eventually find their way into religious service, while others are happy to lead a simple life as a part of the community, and many are considered senior members of a community equal with the *Ranjen*.

Many of Bajor's clergy from the lowest monk to the Vedeks are cloistered in the many Monasteries across Bajor. These places are open to all, and also serve as places of quiet contemplation and learning. Many are famous for their gardens; tended by the monks and local volunteers and often set aside as a place for meditation, some of these gardens are famed for their beauty across the quadrant.

The Bajoran People

"Never trust ale from a god-fearing people..."

- Quark

Spirituality and Religion holds a significant place of prominence in Bajoran daily life. From their earliest days the Bajorans have held a deep sense of the spiritual, and as a result the Bajoran religion infuses many aspects of their lives. The Bajoran Religion centres on the worship of the Prophets, enigmatic beings who reside in the Celestial Temple. The Prophets provide wisdom and guidance to the Bajorans and also protect them, shelter them and replenish their *pagh* (soul or life-force).

Recent discoveries have led to the realisation for many that the Wormhole is in fact the Celestial Temple and the beings residing within are the Prophets. Designated by the Federation as the 'Wormhole Aliens'. For many traditionalists this scientific rationale given to the Prophets seems dangerously close to heresy, but for the most part many Bajorans don't seem to mind, after all the Federation has agreed that these beings are spectacularly powerful, seemingly unbound by space and time, and inscrutable and enigmatic with no scientific way of measuring or scanning them. What else is a god but just those things, the fact that they have showed themselves to the Federation but revealed no more than their existence changes nothing.

Guided by the Kai, the Bajorans have found little reason to challenge their faith in the face of sciences inability to understand their gods.

"Sir, have you ever served with any Bajoran women?"

- Chief Miles O'Brien

Bajoran society has its roots in ancient Matriarchal origins. This is evidenced in the naming traditions with married partners and families taking on the woman's family name, and a strong tradition of Women in leadership roles. However Bajor has moved beyond this petty sexism and sex is no longer a bar to achievement, and only remains as 'quaint' tradition.



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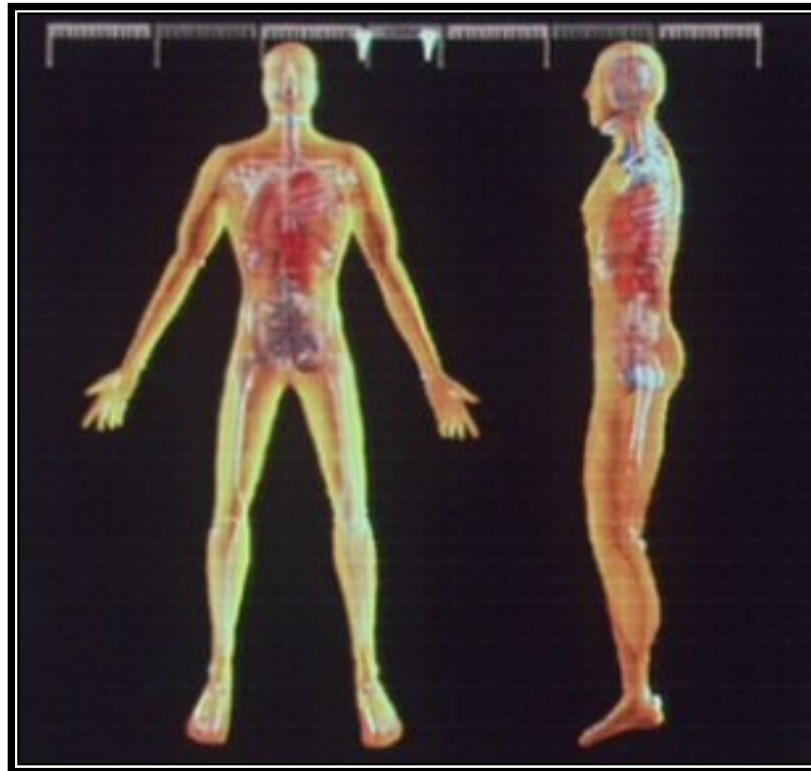
The Bajoran people are renowned for the strength of their will. Almost to the point of stubbornness, a character trait that appears doubly true of Bajoran women. To many Bajoran women seem fierce, independent and controlling but this is simply an aspect of their passionate nature. While for the most part Bajorans prefer peace and stability a view of their history shows this trait as the likely cause for the Bajoran peoples uprising, the focus that drives them to stand against oppression and injustice even at the ultimate cost. It is no accident that the Resistance was so fierce in its verve to drive Cardassian oppression from Bajor, the only question is what had taken it so long. As a result of the oppression the planet is now home to a Generation of warriors, as a significant portion of the population took up arms (literally or figuratively) against the Cardassian forces. It will take time for these experiences to fade from the populations collective memory, and should any enemy think of occupying Bajor in their lifetimes they will find a willing population ready to take up arms and fight to their last breath for their Freedom.

Bajorans are also renowned galaxy wide for their artistic temperaments, and Bajoran arts and crafts remain one of the planets largest exports, bolstering the planets economy. Also noted for their philosophical prowess, many great thinkers and philosophers have come from Bajor, often from within the priesthood, and now they are joined by their peers from the UFP, and it is not uncommon to find Vulcan or Betazoid (among others) clerics and scholars working and studying on Bajor.

Bajoran Physiology

Bajorans broadly resemble Humans in appearance and ethnic diversity, but are mostly distinguished by a series of four to seven horizontal creases across the bridge of their noses. Otherwise Bajoran Physicality remains the same as many others throughout the Galaxy, no doubt another ancient connection to the Galactic progenitors who seem to have seeded the Galaxy's genetics

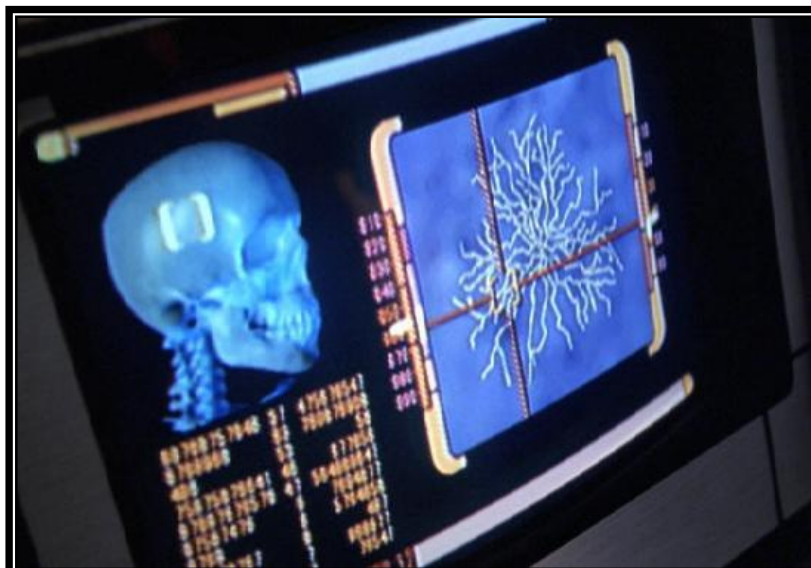
The Bajoran heart was mirrored along a horizontal axis, unlike the Human heart,



which is mirrored along a vertical axis. A puncture in the lower ventricle of the heart would cause instantaneous death. Bajoran women gestated for only five months, forming an intricate network of blood vessels between the mother and the foetus, creating interdependency between mother and child. During the pregnancy, Bajoran women are frequently afflicted by bouts of uncontrollable sneezing, the equivalent of a Terran woman's morning sickness. Interestingly most Bajorans are left-handed.

Bajorans had a lifespan of at least 100 years; as arbiter Els Renora stated her age to be such, and looked and acted as a healthy 21st century human in her seventies. Given her apparent good health, it is quite possible they lived even longer.

Bajoran Psionics are rare, but not unknown. However it has been established that all known Bajoran Psions



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have been from within the priesthood, it is not known if a Psion is drawn to a spiritual life or if Bajoran Psionics are triggered in some way by proximity to the Orbs of the Prophets. Those Bajorans that do develop psionic skills are usually very low powered and touch telepaths. The Tradition of the priest grasping a supplicant earlobe to gauge their Pagh stems from this touch telepathy. Although most of the priesthood extrapolates the supplicants Pagh from a conversation held prior to the act and it is more an educated guess and gentle spiritual guidance that is given rather than a deep Psionic scan of the individual.

Naming conventions and Earrings

The Bajorans are fairly unique amongst the known major races in that they have a two part name but the personal, or 'given', name comes last. Given names are only used between friends and it is an honour for someone to say for you to use it. Bajoran names themselves are usually short and have softer sounds, characteristic of the Bajoran language in general. There are not many apostrophes or double barrelled names amongst true born Bajorans.

Traditionally when married, the husband's family name changes to that of his wife (the opposite of the traditional Terran custom) a tradition with its roots in Bajor's matriarchal cultural past. However many men nowadays retain their name when in senior positions and especially if dealing regularly with foreign organizations. Any children take their mothers family name.



D'jarra

"It is in the time of struggle that we must become one."

- Kai Dava Nikende

The D'jarras is the traditional name given to the ancient Bajoran caste system, once used by the Bajorans to create a stratified social hierarchy. Everyone was born into a specific caste of D'jarras based on their family. This determined their occupation and place in society, and would limit social movement. Higher-ranking D'jarras were treated with respect and deference by those of the lower ranks. For example; the *Ih'valla* are a caste of artists and sculptors, and were ranked higher than the *Te'nari*. In some cases, Bajoran family names would also indicate the D'jarra to which family members belonged.

The D'jarra system was set aside during the Cardassian Occupation of Bajor, so that all Bajorans could take up arms and fight together as soldiers to liberate their homeworld. After the Cardassian withdrawal, provisional government and Vedek council both agreed to set aside the D'Jarra as most Bajorans had now grown to adulthood without it and it was considered potentially dangerous to return to some of the older ways.

In 2372, Akorem Laan called for the restoration of the D'jarra system after he assumed the position of Emissary of the Prophets, believing that the Bajorans had strayed from the path the Prophets set for them by the abandonment of the D'jarras. The resumption of the D'jarras proved to be a deeply divisive issue amongst the population, many of whom refused to return to their castes. For the Federation, the D'jarras were also a source of great concern since a caste-based discrimination would disqualify Bajor for Federation membership.

When a Vedek was murdered by another Vedek for refusing to resign due to his lower caste status, Captain Benjamin Sisko challenged Akorem's claim as the Emissary. After the Prophets confirmed that Sisko was the true Emissary, the idea of returning to the D'jarra system was quickly abandoned.

Following is a partial caste Ranking from highest to lowest.

- B'havalla;** Religious Caste
- Ih'valla;** Artists
- Te'nari;** Military
- Mi'Tano;** Merchants and Landowners
- Va'telo;** Pilots, sailors, drivers (and other similar occupations)
- Ke'lora;** Labourers and Lawmen
- Sern'apa;** Itinerant Travellers
- Imutta;** those who deal with the dead (unclean and considered the lowest ranking D'Jarra)



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After the birth of a child the parents and immediate family invite their closest friends and family to the babies naming ceremony, a celebration of the new child's life. Family is traditionally an important part of Bajoran life and the birth of a child an extremely special and cherished event. To have a child named in ones honour is considered an act of great respect.

During the ceremony each participant brings a gift, together making up the components from which the new child's earring is to be made from, and each earring is unique to the individual

The traditional Bajoran earring is worn by almost all Bajorans male and female and is worn on the Bajoran right ear. Many are made from diamide-laced birithium. The intricacy of the design is linked to the religious and social status of the wearer (and would also indicate their traditional D'Jarra caste) each family has a core design similarity and it is possible to identify an individual by their unique jewellery due to a characteristic effect or insignia which is carried down through the generations of a family. The earring seems to be linked to the individuals Pagh, And when a cleric measures an individuals Pagh it is traditionally by tightly clasp the Bajorans left earlobe tightly between thumb and fore-finger.

Festivals and Holidays

"Peldar Joi!"

- Traditional gratitude festival greeting

The Bajoran religion features a large number of holidays, ceremonies, rituals and rites. The most important and oldest of all of these is the Gratitude Festival (also called the *Peldor* Festival). This is an annual event lasting for three days. The Gratitude Festival has been celebrated for at least the last 20,000 years and dates back to the first republic. Celebrating it allows Bajorans to give thanks for all the good things in their life and to cast aside their troubles. The most important part of this festival is for participants to write down their troubles on a special *Renewal Scroll* which is then ritually burned in a brazier in an act to dispel these problems. *Bateret Leaves* which have incense like properties are also burned during the festival. The



festival is secular but not limited to Bajorans, as all friends are invited to join the celebration and to burn their own renewal scroll. The events are often overseen by a Presider, who is tasked with welcoming the participants and lighting the renewal flame. The Presider also has the honour of placing the first scroll in the fire. A sacred chant is spoken as the flame is lit; **"Tesra Peldar Impadre Bren. Bentel Veytan Olan Sten."** (Translation: "As the scrolls burn, may our troubles turn to ashes with them.")

Related to the Gratitude festival are the days of Atonement; a holy festival which occurs about midway through the year, between one Gratitude festival and the next. This celebration lasts for two days, and during this time many Bajorans seek to make amends for any wrongs they have committed in the past year. These amends can range from lamenting their sins to their *Prylar*, through to elaborate penance to compensate someone for the wrongs done to them. Many clerics retreat from public life for a short while prior to the days of Atonement to help prepare for this festival.



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A new holiday celebrated by the Bajorans is the *Ha'mara* a time set aside to celebrate the coming of the Emissary, held on the anniversary of the Emissaries arrival on Bajor. This is celebrated with a festival of lights and followed the next day with a day of fasting (to always remember the suffering of the Occupation).

The *Time of Cleansing* is a much-followed religious observance. It is a month-long period in which Bajorans eat sparingly, meditate and abstain from all worldly pleasures. During the time of cleansing many Bajorans choose to spend their free time reading sacred texts and contemplating their meaning and place in their life.

Many other rituals exist and are observed that may once have been primarily religious, but today are more secular. These include the *ih'tanor* ceremony that celebrates the coming of age of Bajoran children when they reach fourteen. An *Eating Ritual* is performed before meals in many households with a silent prayer of thankfulness.

Life, Love and Death

"Life is an ever-changing Jewel."

- Bajoran Proverb

The rituals that bind Bajoran life together extend deeply into all aspects of society. And roots are deeply entwined in the key moments of a Bajorans life; from birth, their love-life through to their deaths.



Traditional Bajoran childbirth requires the mother to achieve a completely relaxed state, often surrounded by the comforting presence of the mother's closest friends and family and a trained midwife. The objective of the ritual is to induce complete relaxation through a combination of breathing exercises, rhythmic percussion music and incense, allowing the woman to give birth without pain. However, the birth must take place in a certain period of time, or the level of endorphins within the mother's system will build to toxic levels. The child is born into the world with the following greeting: *"Awake child, we await you with love and welcome you into the world."*

Bajoran marriage is conversely devoid of much of the ritual trappings so common in other aspects of Bajoran life. When 2 Bajorans wish to wed most prefer a simple ceremony; simply exchange a betrothal promise while drinking from a ceremonial bowl, a small ceremony in the presence of their families, at which point a Betrothal Bracelet is given by a man to his betrothed. This is enough to commit a marriage, although many do choose to include a blessing for the union from a religious official, most often the couples local cleric or any ordained friend of the family. The Betrothal Bracelet is a traditional item of jewellery and can be passed on through generations; some bracelets from the ancient families are now priceless artefacts.

The Betrothal bracelet should not be confused with the Pledge bracelet. The latter is given to lovers or very close friends as an expression of an individuals feelings and is freely offered.





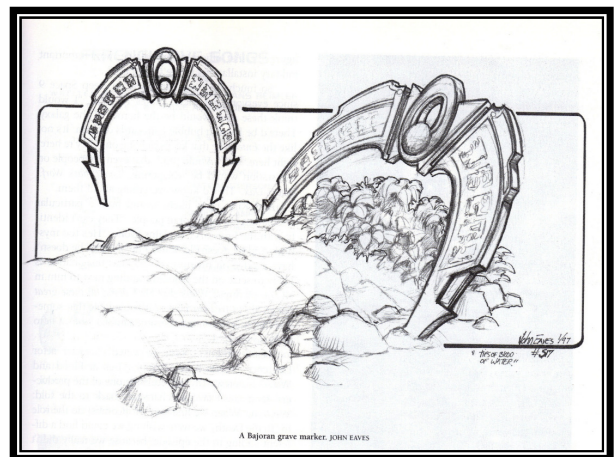
When a Bajoran relationship breaks up, many prefer to end the union under civil terms. And enact the famed Rite of Separation. The Rite involves celebrating for several days and gives the couple time to remember the good times and seek out "new opportunities", culminating in a small ceremony where before a witness the 2 former partners drink from a shared cup and recite a short ritual.

"What remains after death is but a shell... a sign that the pagh has begun its final journey to the Prophets."

- Kai Meressa

The Funeral ritual of the Bajoran people is characterised and renowned by the Bajoran Death Chant, it can sometimes be over 2 hours long, and features the ritual lighting of remembrance candles. This ritual chant is repeated continuously by all the mourners while each funeral attendant takes it in turn to step forward and lament the passing and life achievements and to recite how their life had been touched by the deceased, the more notable the life of the deceased and the more lives that had been touched the longer the death chant can proceed.

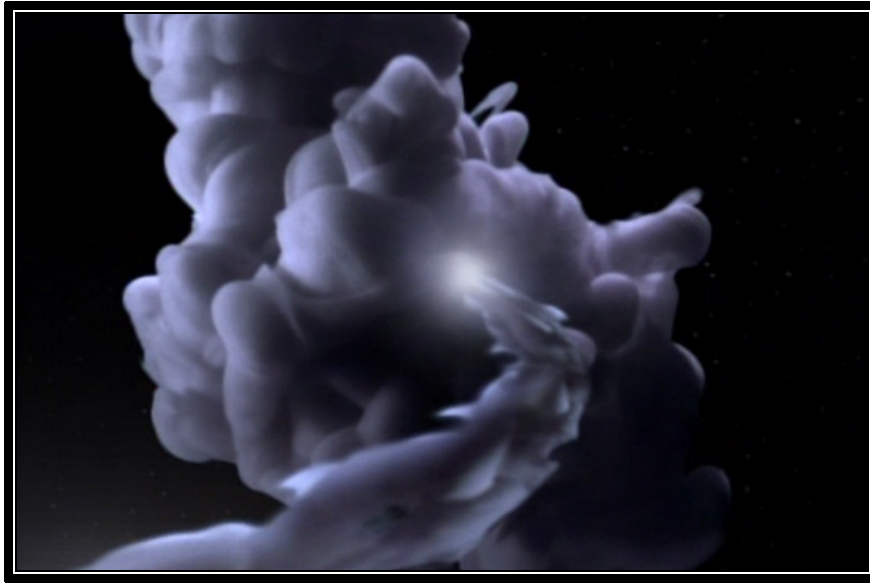
Bajoran belief is that the dead body is but a shell once the pagh has left it, and as



such they do not have elaborate burial customs like many other races. A simple grave will suffice with a headstone to mark the burial site. The Pagh is released upon death and it is believed that the passed Bajoran will transcend into the celestial temple to be one with the Prophets. However for those that continue to mourn the passing of an individual this is often done in private ceremony by the lighting of a ceremonial Duranja lamp in remembrance of the deceased, often near a family shrine or in a place to encourage quiet contemplation and prayer.



Story of the Dal'Rok



"The Dal'Rok wakes, but we are ready. In the shadow of the night he hungers, with the hatred of the ancients he rages at us, from the twisted pit of chaos he approaches us. The Dal'Rok's anger is like a wave crashing down upon the village."

"The weight of its fury threatens to crush us all. The Dal'Rok thinks the village is powerless to defend itself, but it is mistaken. The village is strong, much stronger than the Dal'Rok can ever imagine. With our strength, our unity, we shall drive the Dal'Rok away. The village shall not be destroyed. Despite our fears we shall stand our ground and face the Dal'Rok."



"Look! The Dal'Rok trembles! It fears our strength. The village is strong, much more powerful than the Dal'Rok, together we will use that power to drive it away."

"The Dal'Rok is defeated, the village is safe."

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Chapter 5

Intergalactic Relations



"Without the Federation, the Cardassians would be back in a minute to take control of the wormhole. And the wormhole is the future of Bajor, Tahna. It's bringing ships and commerce... it makes us a power in the quadrant."

"I don't want to be a power in the quadrant. I want Bajor for Bajorans. I want our homeland back... Bajoran independence."

Kira Nerys and Tahna Los

The Cardassian Union

Some feel that modern Bajor is defined by the strength of its relationship with Cardassia; that the scars of the Occupation have reached into the very psyche of all Bajoran peoples. And it may be, that by broad strokes, that this fact is true.

But this was not always the case. Cardassia was the first contact with extra-terrestrial beings that the Bajorans encountered, although at that time they were known as the Hebetians, recent discoveries seem to support a theory that the actual first contact had already occurred centuries before the official record. However it is known that for a significant period the 2 civilisations were friends and allies, and it was only when the Cardassian people threw aside the Hebetian way and took up the mantle of the Military dominated Cardassian Union

Closer than Blood and Water?

"Kin are closer than Blood and Water."
- Bajoran Proverb

Upon the completion of Commander Sisko's exploits in the Solar sailing vessel in 2371, he proved that ancient Bajorans were indeed capable of reaching Cardassia Prime, the Cardassian High Command responded with the revelation that certain archaeological discoveries had recently been uncovered that supported the discovery. The remains of a Bajoran vessel had been found on Cardassia. Events that led to the Dominion war made it difficult to provide independent verification of this evidence, but many Alpha quadrant scientists have made official comment about how 'recent' these Cardassian discoveries really were. The Union has a long, recorded history of information control and outright propaganda. Many concede that such evidence would have been impolitic before Sisko's much publicised voyage.

More importantly some Hebetian artefacts have been reported on Cardassia Prime that would seem to lend credence to some religious practices that mirror Bajoran Prophet worship. These reports speak of archaeological evidence implying the wearing of ornate earrings, and even a portrait of what at first appears to be a Bajoran Birthing ceremony. Again much of this has remained unverified and lost to the fires of war, and as a result has been considered classified due to the damage it might lead to on post war Cardassia. But speculation is rife as to whether these glimpses are the result of those Ancient Bajoran crews making a home on Cardassia with no way home, or perhaps another more ancient connection...

There is yet another connection. Many Bajoran religious buildings and gardens feature a prominent sculpture, the origins of the sculpture are lost to time, but the motif is repeated enough that speculation to its source is rife. A large stone Obelisk, and on the leading face is a life-size figure wearing Bajoran robes, the key is in the facial features, that include both a wrinkle on the top of its nose and a forehead indent, seemingly a mix of Cardassian and Bajoran Physiologies.



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that the relationship began to sour. The end result is well documented, and Bajor became an annexed planet of the Union until 2369 when it was finally freed from the yoke of oppression.

After the occupation however Cardassia became significant in helping to rally the people and in the creation of an independent Bajor. They remained a looming spectre on the horizon, something that all people feared and loathed in equal measure. The Cardassians for their part did little to dissuade this opinion. A cultural and mutual enmity born of the horrors of occupation has driven both parties ever since. The Bajorans for their part look on the Cardassian Union as an epitome of evil, even while some individual manage to see past the cultural stereotypes, the vast majority have no need or desire to challenge their perceptions any further. The Cardassians do not hold the Bajorans in anywhere near as high regard. For the Cardassians the source of their aggravation stems only from the loss of Bajor; that so many of its sons were killed by the Resistance, and that the Bajoran had the audacity to claim it was their own actions that forced the withdrawal (rather than a political decision). One simple fact remains the Cardassians hate that the resistance is taking undue credit and feels this lessens their reputation somehow.

After the Dominion War the scene is now set for a dramatic shift in Bajoran-Cardassian relations. Seven years have passed since the Occupation... Time for some of the rawest wounds to have begun their healing. Time for some of the fiercest fighters, such as Colonel Kira Nerys, to have seen past some of their petty hatreds. But probably most important is the suffering of the Cardassian people themselves. In the dying fires of the war the Dominion turned their weapons on what they considered a treacherous ally. Attempting a final solution, the extermination of Cardassia. They were stopped short, with 800 million Cardassians dead. The Union is now a shell of its former self, it would take decades to regain a shadow of its former power. And the fate of Cardassia is seen by many as a punishment for their treatment of Bajor and other client worlds.



The Federation has vowed to help rebuild Cardassia, hoping to guide and control its rebuilding and avoiding the creation of a future rival state, and much of this aid is to be channelled through Deep Space Nine and Bajor. The Bajorans are literally going to have to confront their demons and play a part in rebuilding Cardassia. How they do this is likely to play a key part in their future. Have the Cardassians suffered enough to earn the forgiveness of the Bajoran people or will the need for bloody retribution cycle into an endless need for violence?

Plot Seeds; Rebuilding

Following the Dominion War, Bajor becomes a central hub in the Federation's relief aid sent to Cardassia, a calculated move to help heal the faction's hostilities. But not all Bajorans seek peace. A lone Kohn Ma terrorist has snuck a weapon of mass destruction in the convoy. Receiving intelligence of this attack Starfleet assigns the nearest vessel (Starfleet or Bajoran patrol vessel) to intercept the convoy and stop the bomb and gather evidence to identify the bomb maker.



The Dominion

*"Locusts! They'll destroy Bajor,
unless it stands alone!"*

- The Emissaries First Prophecy

Relations with the Dominion have been strained. Fuelled by the massacre of the New Bajor colony by the Jem'Hadar, and the Dominions subsequent alliance with the Cardassians. The fact remains that Bajor sits at the mouth of the wormhole and thus any contact with the Gamma quadrant will come through them, so the relationship with the Dominion remains a paramount concern for the Bajoran people.

For the most part relations have been peaceful since the incident at New Bajor colony. At the Emissaries insistence Bajor retained its independence, and when first shots of the Dominion War broke out, Bajor was able to sign a non-aggression pact with the Dominion, in doing so they

Plot Seeds; Second Contacts

The tachyon eddies that propelled the early Bajoran solar sailing vessels at FTL velocities we're encountered in the Denorios Belt, along with several recorded early encounters with the Wormhole. However what if a long lost crew had traversed the Wormhole and found themselves stranded in the Gamma Quadrant?

Cut to the present day. The crew encounter an alien world during a Gamma Quadrant planetary survey; they find many aspects of this cultures ritualistic religious activity strangely familiar. Eventually its historic connection to Bajor is uncovered at the archaeological crash site, perhaps supported with trace DNA evidence too.. The peoples of this new world seem keen to make contact with their siblings on Bajor. Trouble is the planet is currently part of the Dominion, and there are some parties that hold a vested interest in making sure the status quo remains that way... Diplomatic and espionage Hi-jinks ensue as the crew have to untangle the potential threat of the Dominion and resolve the growing crisis. Can the crew help lead the planet to independence or will the threat of Dominion retribution win out?

narrowly avoided a second occupation, and when the Federation was forced to fall back at the start of the Dominion War the Cardassians were restrained by the Dominion from treating the Bajorans as if occupied again. That the pact itself was eventually broken by the Bajorans in an act that would lead to a major Dominion defeat, the subsequent withdrawal of Dominion troops probably saved the Bajorans from the feared retribution of the Dominion.

Now one of their own people, the Shapeshifter; Odo, formerly constable on the Bajoran station Deep Space Nine has rejoined the Dominions Great Link and is helping guide the Dominions new future, peace remains in place and Bajor can breath a sigh of relief. The Dominion has retreated back into the Gamma Quadrant and cut off diplomatic ties as it tries to re-assess their methodology in the wake of such a significant defeat. But the memory of the Dominion is long, and patience is one of their weapons of choice. The fact that the Bajorans once broke their treaty may still one day prove... troublesome.

The Federation

Bajor and the Federation enjoy a close relationship which has been significantly strengthened by the existence of a common enemy in both the Cardassians and Dominion. The Bajoran government invited the Federation to help set up their planetary independence following the Cardassian withdrawal in 2369, and soon after submitted application for Federation membership. This act was initially viewed with some distrust by many Bajorans who feared that they were swapping the yoke of one oppressor for another, however as Starfleet took administration of the station Deep Space Nine and worked in close liaison with the Bajoran militia, and especially as the Starfleet commander assigned to the post, Commander Benjamin Sisko was soon revealed to be the fabled Emissary of the Bajoran people, these doubts were eased and the ties of friendship forged, growing stronger everyday.

This invitation was not without reason however, despite the fears of some of the people that the Federation might prove as insidious as the Cardassians, the Federation had been covertly channelling



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low level humanitarian support to the Bajorans throughout the Occupation. Overt support was also provided as many of the refugee's that fled the occupation found sanctuary in Federation space, and several Bajorans were even granted the right to join and serve in Starfleet at that time. From the very beginning the Federation had shown nothing but friendship to the Bajoran people.

Of course their presence in Bajoran space worked for both parties. It offered the Federation a tactical stronghold in a position to off-set the growing rivalry with the Cardassian Union, just as Starfleet's presence offered the Bajorans an additional level of security and protection... And this was before the discovery of the only known stable wormhole.

The Federation council voted to accept Bajor's membership application in 2373, but Bajor decided to defer becoming a UFP member upon the advice of the Emissary'. This delay allowed Bajor to sign a non-aggression pact with the Dominion and in so doing avoid another more fearsome occupation, and the worst fires of the Dominion War. The Bajoran people were still unhappy with this situation, and they soon rebelled against the Dominion to stand alongside the Federation against the Dominion. Their timing was perfect and their actions secured the success of Operation Return and drove the Dominion out of Bajoran territory.

Bajoran and Federation relations are now at an all-time high. The Bajoran provisional government has chosen to pursue their UFP membership application

again, and wish to tie its ratification into the founding of the Bajoran Third Republic, and with broad support from the Vedek Council and the Bajoran people this now seems inevitable, awaiting a 'rubber stamp' process to confirm the 2373 decision.

The Ferengi Alliance

The Bajoran relationship with the Ferengi Alliance is complex. Like many other intergalactic cultures they find the Ferengi inclination towards commercial and illegal activities distasteful. However it has been a short span of time since they had found themselves reliant upon these very characteristics for their very survival during the Occupation.

A great debt remains for the weapons and supplies that made their way into the hands of the Bajoran resistance, much of this was channelled via the Ferengi entrepreneurs operating in the region. As the 34th Rule of Acquisition clearly states; "**War is good for Business**". Grand Nagus Zek clearly understood the advantages of these trades, and as a result of his influence many discounts were offered. For the Ferengi would win either way; should the Bajorans win their freedom the Ferengi would be able to reclaim these discounts as goodwill with the resulting Bajoran government, and if not, the continued hostilities would always result in business opportunities.

Plot Seeds; Faster than Latinum

The Bajoran government has sent a small negotiating team to make a deal with a known Ferengi Arms dealer to purchase a number of vessels to shore up the defence fleets requirements. The team is made up of negotiators, techs and Bajoran militia and needs to ensure that the Ferengi is selling quality merchandise and of course there may be opposition driving the bidding up. Their team will need to be wary while the Ferengi dealer tries to bamboozle them and ensure the best deal possible. And the competition? Is one of his tactics to drive the bidding price up. Can the negotiating team avoid the con and still make a deal?





This policy has paid dividends and despite the local laws some traders have found their activities overlooked or treated with a stern warning rather than facing the full legal penalty for their actions simply because of services rendered during the occupation. However **Grand Nagus Zek** was renowned for ensuring that such favours are used to their fullest to maximise prophets and the Bajoran government had grown weary of the abuse of their goodwill, and it seemed likely that this situation was unlikely to continue, despite the 'discounted' price that **Zek** had sold the **Orb of Wisdom** back to the Bajoran people after he realised that it was of no use to him.

One thing remains true however, the Ferengi hold a strong influence over much of the regions legitimate trade, and hold several contracts for produce and transportation of goods between the Alpha and Gamma quadrants both before and after the Dominion war. And as such the Ferengi are likely to remain influential for some time to come.

Perhaps this is one of the reasons that **Zek's** chosen successor; Grand Nagus Rom was such a surprising choice. Many Ferengi had dismissed Rom out of hand as a poor businessman, but upon succession he was guided by **Zek** as his chief advisor (even in retirement) and introduced broad, sweeping reforms, but as Rom's wife **Leeta** is Bajoran it has built a stronger tie between the two cultures and increased access to the Wormhole

and new Bajor, helping drive a surprising increase in prophets as a result. After all the 35th Rule of Acquisition clearly states; "**Peace is good for Business**".

The Klingon Empire

The Klingons also admire the Bajoran people, holding them in relatively high esteem. Klingons respect the Bajoran willingness to fight for their beliefs, and the strength of character shown in their fight to protect and nourish those beliefs and regain their freedom. The Bajoran people have proven themselves a noble people with a strong fighting spirit. While they may not understand the Bajoran desire for peace and artistry, they most certainly recognise the way in which Bajorans took up arms to fight to regain their freedom and the sheer ferocity that this fight took.

There is another matter that proved a positive factor in Klingon/Bajoran relations. Epitomised in the old Klingon saying;

"The enemy of my enemy is my friend."

And the Klingons have been in a state of war with Cardassia since the **Betreka Nebula Incident**. While the two galactic superpowers were separated by a significant distance with each power on opposing sides of the Federation this hostile state did not escalate beyond several minor skirmishes and an extended cold war ensued. The Bajoran occupation however afforded the Empire an opportunity to further destabilise their enemies. The Empire helped covertly supply the resistance with weapons and equipment, and even Starship components for the limited Starship resources available to the resistance. All channelled through third parties and gratefully received.

After the liberation of Bajor, the Klingon/Federation alliance has mirrored relations between Bajor and the Alliance, and the sense of camaraderie built during the Dominion war is likely to extend into peacetime.

The Romulan Empire

Like the Klingons, the Romulan Empire is also separated from Bajor Sector by an entire quadrant and the expanse of Federation Space. Unlike the Klingon Empire however relations between the



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Federation and the Romulan Star Empire are not as amicable, and contact between the two powers has been extremely limited, and coloured mostly through the Romulans relations with Cardassia itself.

During the Dominion War however the Romulans joined the alliance against the Dominion, and the terms of the peace settlement allowed the Romulans access to the Wormhole and Gamma Quadrant equal to the other Alpha/Beta quadrant powers. The alliance may have brought the Alpha and Beta quadrants closer together like no other event ever before, however relations have been strained almost to breaking point. The Bajoran government had granted the Romulans permission to stockpile medical supplies on Bajor's forth moon of **Durna**. However it was soon discovered that the Romulans were in fact stockpiling weapons instead including 7,000 Plasma torpedoes. Bajor insisted that the Romulans remove the weapons, an edict that the Romulans chose not to comply with. A terse confrontation followed that nearly broke the Alliance as Bajor blockaded the moon until the Romulans backed down when Starfleet threatened to get involved. Relations have remained strained ever since.

The Maquis

The Bajorans relationship with the Maquis is one of significant kinship. Both during the organisations heyday as a terrorist organisation and later, after the Dominion War when the Maquis colonies were resettled. The source of this deep sympathy lies in the Bajoran understanding and experience of Cardassian oppression. As the old saying goes; *"The enemy of my enemy is my friend."* And the Cardassians had proven themselves the greatest enemy Bajor had ever known.

Officially the Bajoran government declared itself neutral on the issue of Maquis activities, seeking neither to oppose nor aide them. A stance that would neither annoy the Starfleet personnel assigned to Deep Space Nine, nor affect their UFP membership application. This also enabled them to avoid diplomatic incidents with Cardassia too. When Bajor did get involved in the prosecution of Maquis activities it was only

Plot Seeds; The Devil you Know

Recent intelligence has been uncovered that reveals the lost identity of a deep cover Cardassian agent genetically altered to appear Bajoran. While the identity is now known the individual has since joined the Maquis. Against Starfleet opposition Bajoran intelligence seeks to unmask the traitor and mounts a mission to infiltrate the Maquis and detain the spy. The operatives will have to tread carefully as discovery within the ranks of the Maquis is likely to result in the spies instant execution, and Bajoran Intelligence needs to debrief the spy. There is also the risk that the intelligence was flawed, deliberately planted by the Cardassians to help destabilise Bajor and the Maquis and interfere with their alliance.

against significant atrocities, such as when former Starfleet Officer Michael Eddington shocked many in employing Biogenic weapons against Cardassian Colonies.

Some private individuals took more direct action separate from their government, and more than a few former resistance fighters sought to join the Maquis, and continue their fight against the Cardassians. A few took old weapons caches hidden from the days of the Resistance, and used them to supply Maquis cells when they joined. So many in fact that Bajorans became inevitably linked, and as common a part of the Maquis movement as the former Federation colonists at its core. Under this cover some more active elements of the Bajoran Secret Service also rendered additional aid to the Maquis, channelling intelligence and other support through this underground link with private Bajoran citizens.

Since the Dominion War and the founding of the resettled Maquis colonies with their own territorial borders, Bajor has become a significant supporter of their independent status, even after Bajor's admission into the Federation the two groups retain strong ties and alliances and Bajor has even supplied vessels, equipment and aid to the Maquis territories, continuing in peace a tradition that was borne in conflict.



BAJORAN MILITIA		INSIGNIA PIN-ON DEVICE									
BANNER	RANK PIN-ON DEVICES										
											
	1ST LIEUTENANT	2ND LIEUTENANT	CAPTAIN	MAJOR		LIEUTENANT COLONEL VARIANT 1	LIEUTENANT COLONEL VARIANT 2	COLONEL VARIANT 1	COLONEL VARIANT 2	LIEUTENANT GENERAL	MAJOR GENERAL
											





Chapter 6

The Bajoran Militia

The Bajoran Militia

The Bajoran Militia (or the Bajoran Defence Force as they are also known) is the unified planetary defence corps, charged with the protection and defence of Bajor and her colonies. The core of the force is made up of a corps of highly-trained, professional soldiers. However as its name suggests much of the force is made up of a civil militia drawn from reservist service from the planetary population as need demands. The modern Militia stands ready to defend Bajor at all costs, and will never allow the planet to return to a state of slavery and subjection. To that end over 50% of the Militia is made up of this reservist force. All adult Bajorans are eligible for duty, called up to monthly training sessions and able to be placed on alert or placed into the field should the need arise.

Much of the militia's traditions, ranks and history stretch back to the Second Republic, although the modern militia organisation is still relatively new. With the Bajoran armed forces disbanded by the Cardassians during the occupation, and any remaining elements were subject to Cardassian command. Many of the resistance leaders were offered commissions in the new defence force. During the Second Republic the Bajoran Defence Force was organised into up into three core defence forces; the **Planetary Defence Corps** formed the ground troops and infantry, the **Aerial Guard** was a division of the Bajoran Militia that



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protected the skies over Bajor, and the **Space Guard**; which was formed later once Bajor had achieved space travel and was assigned the duties of System patrol and extra-planetary defence.

Auxiliary services are also attached to the BDF, and include the **Bajoran Constabulary**, and an **Auxiliary Corps** which provides direct support with Technical, Science and Medical services. Unlike the main armed services, the Auxiliary corps was not disbanded during the Cardassian occupation although their remit was severely curtailed and made to service the Cardassians.

With the liberation of Bajor, the Militia has been reformed, and once the taint of collaborators had been driven out, the ranks swelled with the patriots ready to defend Bajor again should the Cardassians, or any other enemy, ever return. Led by seasoned veterans of the former Bajoran Resistance, at first the Militia was spoiling for a fight and its commanders initially saw little need for the presence of Starfleet, but this attitude nearly failed the planet spectacularly when **General Aldos** was almost manipulated into leading his planet into civil war. This plot was uncovered at the last minute as a Cardassian ploy to destabilise Bajor and drive Starfleet from the newly discovered wormhole. Hard Lessons were learned, and the death **Li Nalas**; one of Bajor's greatest heroes, helped unite the factions, and a stronger bond was finally being forged with their Starfleet Allies.

The modern Militia has retained much of their original organisation and traditions

from before the Occupation, but has conceded and allowed Starfleet and UFP advisors to help train the forces and build a stronger organisational structure in line with Bajor's inevitable momentum towards Federation membership. One legacy of the Occupation remains, Bajor has vowed that they will never be cowed or invaded again, and the Bajorans have opted to retain a strong and professional planetary militia even after the planets membership in the UFP, many have looked to Andor for guidance in this regard with the **Andorian Defence Force (ADF)** serving as an example showing how a strong planetary force can be maintained and operational alongside the renowned and capable Starfleet forces.

The command of the Bajoran Military ultimately falls to the Minister of Defence and First Minister, but the field commander is a Commanding General placed by appointment. At present the Commanding General of the Militia is **General Hazar**. The full-time professional soldiers of the Bajoran Militia train at the Bajoran Military Academy. Upon graduation the cadets receive the rank of Ensign and their assignment into military unit or ship as appropriate.

The **Planetary Defence Corps** remains, their operational focus is on planetary based warfare and defence, assigned to Bajor and all its colonies. These troops train constantly and are in charge of the planetary defensive systems. The greatest concentration of former resistance fighters serve in the Corps, and these grizzled veterans serve Bajor loyally.



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The Planetary Defence Corps have a reputation as tough soldiers who do not always follow the rules. They are renowned for objective and often quite 'original' thinking... Perhaps another legacy of their origins within the civil Resistance movement.

The planetary defence corps ranks are built heavily around an enlisted core, with a smaller officer corps assigned to a leadership role. Most squads are led by a junior officer at Ensign or Lieutenant grade, with a Platoon commanded by either a senior Lieutenant or Major. At Company level they are led by an officer at Major or Colonel grade, and Brigades are commanded by a General, flag grade. This ranking structure is repeated in Fleet service.

Bajoran Fleet

"The problem is that the guys out there flying those things... Used to be the guys in here flying these..."

- Major Kira Nerys

With modern technologies rendering the original atmospheric operations of the **Aerial Guard** almost defunct as a separate organisation. Both the **Aerial** and **Space Guard** have been folded together into a single organisation. The **Space Guard** maintain Bajor's operational fleet, running transport services and

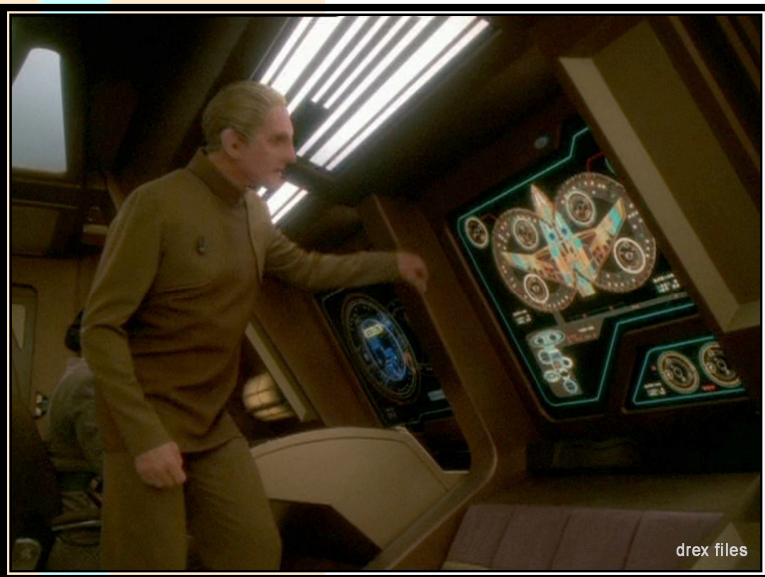
defensive system patrols. Like The Federation Starfleet the Space Guard is also built around a core of professional Officers, with the required training and experience deemed more suitable for an elite Officer class.

As of 2376 the Bajoran fleet is still undergoing a period of massive growth, the Bajorans have focused on their systems defence crafts, determined that they will never be taken by surprise again, and are now focusing on building craft for exploration and transportation. Their propulsion technologies may have been backward less than a decade before but they are catching up very fast.

Close proximity to the UFP and Starfleet since the liberation have allowed the **Bajoran Militia Space Guard** to engage in an officer exchange program with Starfleet allowing some Militia Officers advanced training on Starfleet vessels, as well as closer to home on the dual administered space station Deep Space Nine, where Bajoran and Starfleet personnel work and live together every day.

The jewel in the crown for the Space Guard is Deep Space Nine. The former Cardassian space station administered by Starfleet but operated by Bajoran personnel. This station is now located at the mouth of the Wormhole and thanks to Starfleet has been upgraded to a state of the art facility.





The **Bajoran Constabulary** has remained in constant service unhindered. After the liberation of Bajor some officers were removed from service as known collaborators, but many of Bajor's policemen remained, their enforcement record either showing an allegiance to the law over the Cardassians, if not covert support of Resistance activities. The Constabulary's jurisdiction covers the provinces of the planet Bajor and its colonies, maintaining civil order among the Bajoran people. The constabulary also provide security services within the Militia. Their presence is strong on Bajoran space facilities, bases and on Colonial assets.

Finally; the **Auxiliary Corps** remains in service offering specialist support to the standard Militia Operations. These mostly enlisted **Auxiliaries** are not combat trained personnel, but work in a specialist capacity in Medical, Engineering and Science, most often with the **Space Guard** for whom these technical specialists are a vital part of their mission statement. The **Bajoran Medical Auxiliary** is by far the largest of these Auxiliary services. They also maintains and operate the planetary medical system offering healthcare to all Bajorans, both Civil and Militia. As well as managing fleet sickbay facilities as well as planetary hospitals, they also maintain facilities for teaching medical skills and the training of Medical personnel and Doctors. The technical and specialist skill set associated with the Auxiliary corps tends to mean that these individuals are also professional service personnel.

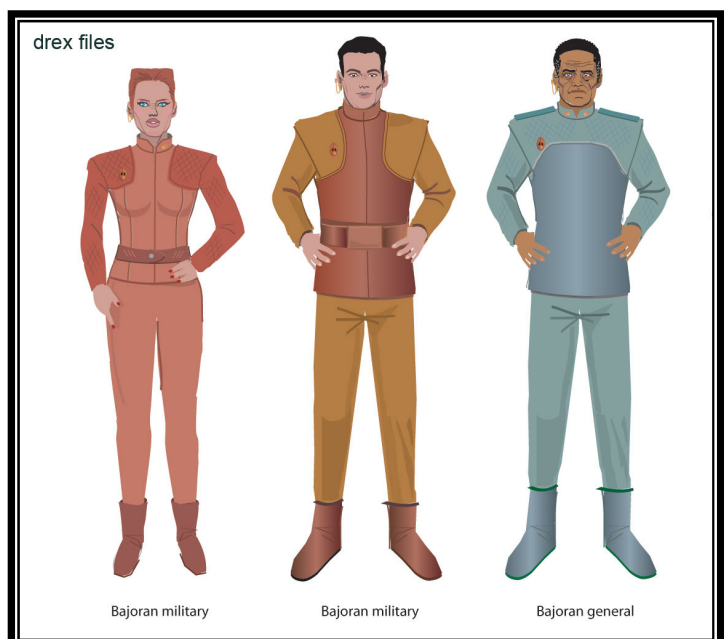
Recruitment

The Bajoran Militia recruits its front line troops from amongst naturalised Bajoran citizens. This is a policy deliberately in place to serve the best interests of Bajor's defence. At the time of the Militia's reorganisation in the wake of the Occupation this has meant that Militia Front Line troops are all Bajoran. It is likely that with integration with Starfleet and immigration of non-Bajoran population that over time a greater number of non-Bajorans may serve in the Militia as non Bajorans fall within the description of Bajoran Citizens.

The Bajoran Militia does not impose any such restrictions upon its support services though, correctly identifying that among these specialised roles the skills of the individual are equally as important as a desire to serve Bajor. From the Constabulary, through to medical, engineering and sciences. All that is required is the required skills and that the applicant is endorsed by a serving Bajoran officer.

Uniforms

Bajoran Military uniforms are uniquely recognisable using a 2-tone pattern jumpsuit or 2-piece trousers and jacket. In function it is broadly similar to the uniforms worn by Starfleet. Although the Bajoran Comm Badge is worn on their right breast, as most Bajorans are left handed.



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Front line military forces use a complimentary pattern of colours. Field Infantry up to junior officers wear field grey jumpsuit with darker grey shoulders and arms. Senior officers wear a similar pattern in Rust/maroon colours. Flag officers wear a field grey dress tunic with rank epaulettes.

The Bajoran Constabulary also uses the complimentary colouration of its uniforms with Brown tunic and Tan shoulder patches. The remaining support services wear a similar uniform using much stronger contrasting colours. A Green uniform with light grey shoulders denotes engineering technicians. Purple/Orange combination shows Medical assignment and Tan/Gold shows a Science assignment.

The Bajoran Militia is primarily equipped with Bajoran produced equipment, but the close working relationship it has developed with the Federation and cooperation between Bajoran Militia and Starfleet has resulted in many militia

personnel who are fully conversant with the use of Starfleet Technology. The advanced federation technology is more advanced than its Bajoran counterparts, although this is a technology gap that is rapidly being closed.

Bajorans Secret Service

Technically a command branch of Bajoran Security services, the Bajoran Intelligence agency reports directly into the Militia command. They monitor Bajor's enemies and work, as all intelligence agencies do, towards the safety and security of Bajor. Due to the recent past their mission statement is heavily skewed for anti-Cardassian operations.

The Bajoran Secret Service retains a strong resemblance to the Bajoran resistance, no uniform and a rather loose and informal rank structure, they have retained a significant number of the former resistance hidden bases turning some of the remote asteroid bases into forward listening posts and resupply bases.



Cardassian Infiltration

During the occupation a number of agents from the Obsidian order were surgically and genetically altered and sent into Bajor as deep cover sleeper agents. Some were inserted into the Resistance with a specific mission goal and extracted if possible. But the Obsidian Order has always endorsed long term goals and several were assigned as deep cover sleeper agents some of whom remained on Bajor after the occupation. With the escalation of hostilities in the DMZ the Obsidian Orders strategy played off, and a number of these agents were assigned a new infiltration mission into the Maquis joining alongside a number of Bajoran Volunteers.

Nobody knows how many of these deep cover agents there were, and the Obsidian Order at the height of its power would never have acknowledged them, with the fall of Cardassia many of these records were lost and the agents remain on Bajor, or in their last assigned role gathering intelligence and awaiting orders.

Its possible that a Bajoran campaign may well feature a re-occurring NPC or even player that is actually a deep cover Cardassian Agent, and such a character would be sympathetic to the goals of the crew right up until they were activated and assigned a mission of their own...

Equally they have also retained many of the resistance weapons dumps. Their tactics too are based around a 'by any means' philosophy and while their primary peacetime mission is simple intelligence gathering thie agents are willing to do anything they have to, many already have, to act in the defence of Bajor

The organisation is small and kept as secret as possible to better preserve their mission statement and secure field agents, retaining much of their cell structure from the resistance.

Some valuable lessons were learned from the Cardassians during the occupation most notably from the Cardassian Obsidian Order. Paranoia and distrust of others is rife within the Bajoran Secret Service and they work hard to hone this

sense into a tool working for the defence of Bajor. One of the defining principle of the Bajoran Intelligence gathering is to distrust all data until the complete picture is formed and even then... An core element of the BSS ooficers duty is that when evidence is presented to a group, one member of the review team must take it upon themselves to distrust the evidence and to look deeper.

Bajorans in Starfleet

Bajoran members of Starfleet have been in service for decades now, a history of service starting long before their planets emancipation or the prospect of UFP Membership. Starfleet's open-door acceptance policy, focusing on quality, allowed for Bajoran applicants to succeed in application for both Officers and Enlisted fleet duties. At first these applications came from the Bajoran Refugee camps, usually within UFP borders, but several Bajorans managed to escape their homeworld and sign up for Starfleet Service during the waning years of the Cardassian Occupation.

In service Bajorans have been proven to be more than up to the task; tenacious, bold and loyal... Although there have been discipline problems along the way, a Bajoran trait for strong-headedness butting against Starfleet's discipline. It is notable however that during the Maquis insurrection of 2370, very few Bajoran Starfleet Officers deserted their posts,



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although many held open sympathies with the Maquis cause.

Following the liberation of Bajor, Starfleet was invited to help administer the orbital Space Station Deep Space Nine, and part of this invitation required a joint operation with a shared personnel roster, with Starfleet and Bajoran Militia personnel working side-by-side. These Bajoran personnel remained associated with the Militia and wore Bajoran uniform and rank, but were under the command of the Starfleet Station commander. It helped that the commander was hailed as the Emissary by the Kai of Bajor, but this integration of personnel worked very well, and an officer exchange programme was very quickly rolled out inviting Militia personnel to serve on Starfleet vessels.

Starfleet's dress code regulations allow for the commanding officer of the serving crew to allow serving officers to wear cultural affectations, such as the Bajoran family earring, as part of their cultural heritage as part of the service uniform.

The plans for the integration of Militia personnel into Starfleet are already being finalised in readiness for Bajor's admittance into the UFP. This is a standard roll-out plan adjusted to suit the needs of the new member world, with a number of Starfleet places to be made available to existing Militia service personnel on a quarterly basis. Applications for transfer from the local defence force are accepted by Starfleet and potential candidates reviewed and tested. Successful applicants are then sent to Starfleet Academy on Earth where they receive a transfer training program to update their skills and receive their

Starfleet Commissions in approx. 6 months.

The process is accelerated from the normal full academy training as these personnel are already in service and are expected to have much of the required training and experience already. New candidates for Starfleet academy are raised through the normal enlistment and placement process.

Starfleet Officer Exchange Program

This advanced training program follows the rules presented in the **Players Guide** during character creation the character can purchase this generation package for 8 Development Points, but in play this would cost 15 Experience points.

This package can be used for both the established officer exchange program with Militia Personnel serving aboard a Starfleet facility or vessel, or for the transition training following Bajor's admittance to the UFP for personnel transferring from the Militia to Starfleet

Administration (Starship) 0(1)
Ships Systems (Choose Specialisation) 1(2)
Language Federation Standard 1
Law (Starfleet Reg's) 0(1)

Bajoran Rogues and other Independent Operators

Many Bajorans found themselves called to the ranks of Mercenary or Terrorist groups not just the Maquis. The Kohn-Ma was amongst the most aggressive of these groups, even after the Cardassians were driven from Bajor. The Kohn-Ma was significantly less worried about collateral damage amongst innocents when they assaulted their targets. After the Liberation of Bajor they continued to pursue the Cardassians off-world and waged their war against Cardassia, even as their numbers dwindled due to attrition they sought to fight to their last breath to make Cardassia pay for the Occupation of Bajor, a trait and opinion shared by many. The Kohn-Ma even sought to target the Federation presence on DS9 and disrupt a peace process until the Bajoran



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Government was forced to disown their activities.

As a result, during and after the occupation it was not uncommon to find Bajorans swelling the ranks of any Paramilitary organisation that would offer them opportunity to strike back at their former oppressors.

When The Maquis was formed by former Federation colonists ceded to the Union in the DMZ, the organisation seemed tailor made for their close neighbours on Bajor and many Bajorans joined the ranks of the Maquis, becoming a strong guiding hand in Maquis leadership and operations as they brought equipment, personnel and a wealth of experience in running a guerrilla war against Cardassian forces.. It had been suggested but never proven that the Maquis received direct support from Bajor, rather than just a stated political neutrality from the Bajoran Administration.

Bajorans in the Maquis

The Maquis formed around the Federation colonies along the Cardassian border in 2370, and most members were from human stock on colony worlds ceded to the authority of the Cardassian Union when the Federation / Cardassian treaty re-established the borders along the DMZ.

The Maquis considered themselves an independent nation, they formally declare their separation from the Federation and Cardassian territories and declared war against Cardassia in response to open hostilities from Cardassian patrols. They were considered terrorists and criminals by both the Cardassian Union and the UFP.

But the reaction of the colonies revolting against Cardassian authority coming when it did, so soon after the liberation of Bajor drew a significant amount of sympathy from the Bajoran people.

Many Bajorans however held more than just sympathy for their cause, having recently fought a hard and acrimonious battle for the Freedom of Bajor, there was a number of Bajoran nationals that wished to continue the fight against Cardassia. For whatever their personal reasons, some Bajorans chose to side with the

Maquis, fighting alongside them and bringing decades of experience of a guerrilla war against Cardassian troops along with stockpiles of weapons and supplies.

This influx of manpower and expertise was invaluable and placed the Maquis at a strong tactical advantage and even helped give them the upper hand, making the Maquis more than a minor threat to Cardassian shipping, in fact the Cardassians were unable to rid themselves of the Maquis until their alliance with the Dominion and the use of hordes of Jem'Hadar troops that were sent to exterminate all Maquis activities with prejudice in 2373. In the aftermath of the Cardassian and Dominion offensive, only small pockets of Maquis remained, isolated and completely impotent. Aside from those Maquis who had been captured by the Federation and imprisoned. Although most of the Bajoran citizens working with the Maquis were released to Bajoran Authorities, unless they had been clearly identified committing acts of terrorism against the Federation.

*I would like to take this opportunity to point you shamelessly at my first Sourcebook; **A Time to Stand. The Maquis Sourcebook** written back in 2005.*



Bajoran Martial Arts

Hal'Kareth

Requirements:

Dodge 1, Theology 1 (Bajoran Prophets) 2

The practice of Hal'Kareth is quite widespread despite the fact that its practice was banned by the Cardassians during the occupation, but the skills were kept alive in secret by the Vedek council. This martial art bears some general resemblance to Earth martial arts; Aikido, in its focus on the use of sweeps, blocks and dodges, but also to Tai Chi in that many use the kata routines as a means of exercise and meditation.

Universal Manoeuvre	Difficulty	Damage	Notes
Block	opposed	- -	Opposed role to block a strike, used to parry unarmed combat attacks
Parry	opposed	- -	Opposed role to deflect a strike with melee weapons.
Punch	7	2+1D6	
Kick	8	3+1D6	
Basic Manoeuvre	Difficulty	Damage	Notes
Grapple	9	- -	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target "worming free".
Side Step	opposed	- -	Opposed role to dodge out of the way of a thrust or a punch, success will grant the user initiative in the following round
Throw	7	1+1D6	Upon successful use, the opponent will find themselves left prone.
Advanced Manoeuvre	Difficulty	Damage	Notes
Pagh-tor-tem <i>"what the soul deserves"</i>	opposed	special	Performed only on a delayed action, this manoeuvre redirects the force of an attackers blow back upon the attacker. If successful, the practitioner takes no damage, and his opponent receives the full damage of his own attack.
Quin shakala'an <i>"blessed defence"</i>	8	2+1D6 (Stun)	A powerful but blunt blow intended to stun and knock the target off his feet. If successful, the target is immediately knocked prone and will need to spend an action to regain his footing.
Treyna payal <i>"last strike"</i>	9	4+1D6	A mighty strike at the targets nerve cluster to deliver a crushing blow and fell an opponent quickly.

Bajoran Technology

Bajorans and Technology

Bajorans are often considered to be a technologically backward species by many, this is however a misnomer, as most are fully integrated in life in the 24th century. For the most part this error stems from the Bajorans relationship with technology. Unlike many other species most Bajorans prefer a simple life, uncluttered by modern paraphernalia, following the teachings of the prophets that guide a life in harmony with the planet. There are smaller communities who do actively shun technology and live an ancient lifestyle.

This misunderstanding is of course exacerbated by the Occupation, and the fact that the Cardassians deliberately held back Bajoran technological advancement, but no longer under the Cardassian yolk the Bajorans are once again climbing the technological ladder. For the most part Bajoran technology is approximately equal to Federation technology of a century ago.

For the most part they have chosen to manage this by themselves, avoiding reliance upon outside agencies such as Starfleet. Despite this reluctance in other areas, the Bajorans have been happy to accept some UFP terraforming and medical technologies and knowledge that have helped advanced their own capabilities in these particular fields, and help with the rebuilding of Bajor.

Bajoran Artistry

The Bajoran flair for design and artistry is also strongly evident in their technology. Bajoran personal equipment is both ergonomic and beautiful, while their larger technologies and architecture displays design flourishes beyond the necessity of basic requirements. Many see the 'classic' Bajoran design ethos as akin to the Art Deco movement from Earth's 20th Century as both movements share a similar strong and bold colour palette, and strong flowing lines.

Religious and planetary iconography is also often incorporated into many Bajoran designs, making the origins of Bajoran technological devices obvious. In the modern age as Bajor reclaims its cultural



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heredity in the wake of the occupation this iconography and artistry seems to be a major theme and a significant part of Bajor's reclaiming their identity and marking their place in the universe.

Resistance Technology

The Bajoran Resistance was a poorly equipped grass roots organisation, by the time that they had risen against the Cardassians there was precious little surviving military equipment remaining from pre-occupation Bajor. Having to make do with what was available the resistance was primarily armed with captured Cardassian weapons and any other equipment that could be smuggled or traded.

The Klingons became a primary supplier of the resistance, through various back-channels, it suited the Klingon political agenda to disrupt Cardassian military activities and the Klingons would often ensure that top quality weapons found their way to the Bajoran resistance at a fraction of the cost that they should have been. Federation and Starfleet equipment was

ensure that its equipment doesn't fall into inappropriate hands (even friends), although Starfleet Intelligence certainly operated in support of the resistance on occasion.

For the most part, the Bajorans equipped themselves with home-made or jury rigged equipment... From primitive bombs (IED) built from everyday items and chemicals; through to salvaged and jury-rigged equipment. One common example was the use of Cardassian wrist communicators with their transmitters disabled. Worn by the resistance and scanning most common military comms frequencies they would serve as proximity detectors when Resistance agents were trying to avoid capture by Cardassian patrols.

Medical Technologies

Bajor is also renowned for the quality and rather advanced medical technologies available. Scientists specialising in a number of medical fields have made significant advances in treatments and pharmaceuticals. Many of Bajor's monasteries also serve as medical convalescent centres and training hospitals with many monks well-versed in convalescent care and therapeutic treatments. Other more specialised centres such as the Golian Spa offer a resort like location and aid in the care and the treatment of patients.

Engineering, Systems - Jury Rig (Intellect)

This Engineering Specialisation allows the character to patch and repair equipment and Starship Systems in an emergency. Jury Rigged repairs are often ad-hoc and non standard and by definition they are also temporarily, creating a hodgepodge mix of technologies and combining elements that may not perform the desired function for long, just requiring them to function '*...just long enough*'... Although the character must also have some levels of skill in the use or engineering of the desired equipment being repaired. This skill is also often used the advantage 'Innovative'.

Use of this skill will reduce the target difficulty of a repair challenge by one level. But should the character roll a dramatic failure during the repair he will make matters worse and additional repair tests will be required to resolve. In game usage if a dramatic failure is rolled using the repaired systems will result in systems failure.

prized and highly sought after, but very rare, Starfleet has always been careful to



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Likewise a planetary database the Bajoran Medical Index identifies all qualified medical practitioners and ensures the best treatment can be made available or at least in consultation to a treatment to ensure best possible chances of patient recovery.

During the occupation with deliberately reduced access to resources and increased prevalence of illness and disease through poor care, it seems that some Bajoran scientists working underground were still able to achieve much. Developing viable Cloning technologies and even advanced genetic based weapons such as the Aphasia virus developed in 2351 by Dekon Elig, normally these advances would require access to a High Tech Level laboratory facility, but with little to no access available, the need of the circumstance appears to have driven some few Bajorans to works of genius. One wonders what wonders someone like Dekon Elig might have achieved had he lived.

Warp Drive

While the Bajorans have held the secret of Warp Travel for centuries its discovery was an accidental by-product of their Solar Sailing ships interaction with local spatial phenomena, and for much of that time, the use of Faster than Light travel was limited to these natural means. The secret of man-made warp capabilities is still relatively new technology to Bajor, developed in the waning era of the Second Republic.

It was not until near 200 years ago that the Bajorans discovered the application of Anti-Matter and its use in achieving Warp Speeds. This technology helped them reach out further than before and was supported by Bajor's already strong trade routes. Bajor has never had the means to produce anti-matter, and had traditionally traded for it with their Cardassian and Ferengi neighbours, for a planet such as Bajor rich in so many other resources this trade was easily achievable. But the limited availability of the fuel limited the planets ability to develop a strong Warp capable fleet.

As with all things with modern Bajor the Cardassian Occupation changed everything. One of the first edicts of the Cardassians was a ban on Bajoran vessels

with warp capabilities. While the strict regime stranded most Bajorans Planetside, the very few that remained space faring; usually freighters and transport crews needed to be controlled. There was simply no aspect of Bajoran life that the Cardassians didn't control.

Once Bajor was freed from oppression it still took time for her to rebuild from the ashes, and the governments focus was placed on the defence of the planet and rebuilding. But, simply put, the need for Warp speed vessels was a lower priority.

Many of the aging transports were still in service, and were able to be fuelled and placed back into use, although their engines were now very old, leaving Bajor's warp capabilities nearly a generation out of date, there was also the issue of fuelling these vessels, the Cardassians were no longer a suitable supplier of fuel, and the Ferengi were keenly aware of the benefits of being the sole supplier of a sought after commodity

These were all consideration in the move to invite the Federation to Bajor. And Starfleet brought with it Warp ships as well as the means to fuel them and other vessels at Deep Space Nine. Closer ties with the federation was also hoped to increase the number of Federation traders coming to Bajor. This was seen as a risky decision, but the discovery of the Wormhole changed things too, suddenly Bajor became a transport hub and a magnet for Starships from far and wide, and the need to develop a more modern warp capability was a higher priority again.

Bajor is now working with Starfleet engineers and Federation tech teams to upgrade its fleets warp capabilities and anti-matter production, and upon membership will gain full access to UFP technologies.



Solar Sails

*"Listen."
"I don't hear anything."
"Exactly. Not even the hum of an engine. It's almost like being on the deck of an old sailing ship. Except the stars are not just up in the sky; they're all around us."*
- Benjamin Sisko and Jake Sisko

A solar sail is a structure that forms a method of propulsion, based on the capture and reflection of photons. A vessel equipped with Solar sails can be propelled at very low sub-light speeds, sailing the solar winds of space. Such propulsion does not require an active power generation system, but would require a great deal of skill for the crew to manage the sails and control direction and speed. This method of propulsion is also limited to short voyages and while a ship can hop from system to system the low speeds mean that journey times are long and interstellar travel is impractical. Solar sails have to be very large to capture the solar winds and provide propulsion and the sail area would significantly dwarf the size of the vessel, the material forming the sails is very light and the systems will also require a means to deploy and shape the sails in flight and retract the sails to reduce speeds and come to a stop.

The Bajorans are the best known of the species that historically employed this method of propulsion. The Bajorans used solar sails as early as the Earth's 16th century, and continued to do so until as late as the 21st century. Bajoran lightships were equipped with solar sails, but it was discovered that these sails could capture tachyons (Faster than light particles) which could also make them capable of faster-than-light speeds and interstellar travel, due to the presence of significant tachyon eddies in the Bajoran system, specifically in the Denorios Belt.

In more modern times Solar Sails are impractical and rare, and Starfleet teaches their use as an emergency measure. They can be used by a crippled Starship with sails made from a suitable collective material to help drive a vessel but also as a method of power generation to keep essential systems running.

Reality Check

Let's face it, these rules are a bit arbitrary. While Solar Sails remain a theoretical possibility on 21st Century Earth the concept would include a sail area far in excess of the size of the vessel. A small vessel like the Bajoran Solar Sailing ship would require miles of sail cloth. Speed too is presented as an unrealistic estimate, in truth these ships would very slow indeed. I have given them the lowest possible sub light speed equal to manoeuvring thrusters. But this is simply a plot shortcut. Even with these optimistic estimations, this is unlikely to be a regular technology appearing in your series if its used at all.

Deployment of a Solar Sail can allow a vessel to travel at slightly less than .10 Sub-light speed, barely more powerful than manoeuvring thrusters. The systems required to deploy and manage the Sails use 1 Power, but if deployed correctly can collect and generate 10 Power, allowing an additional 9 power for other systems. Correct deployment of Solar sails requires that the Size classification of the vessel is doubled when deployed, but with no increase in resistance value as the sails are fragile and can be vulnerable. Correct deployment of the Solar Sails requires a Moderate **Propulsion Engineering (Solar Sails)** Skill check, If caught in a Tachyon Eddy flight control can easily be lost, and the crew would be required to make a Challenging **Propulsion Engineering (Solar Sails)** Skill check to retain control and even then it is likely that the vessel may suffer some minor damage as it is pushed beyond its engineered flight tolerances.



Bajoran Energy Weapons



Bajoran Phaser technology has been built around a fusion of Cardassian and Federation Phaser technology. Developed from captured weapons and supplied Federation technology. Bajoran Phasers use a tighter focusing beam to 'direct' the larger, damaging, energy discharge. Bajorans can equip some of their rifles with target discriminators to prevent discharge against anyone carrying a suitably coded biogenic transponder to prevent 'friendly fire' incidents.

The Bajoran Militia have also developed a Disruptor weapon based on the Klingon Disruptors that were smuggled in to the resistance by both Federation and Klingon sources. This is a much bulkier weapon than the more common Phaser rifle and is available to Militia units as an alternative battle-weapon.

The Bajoran cultural artistic ethic was clearly an influence when these weapons were developed and these weapons are considered by many to be rather beautiful as well as deadly efficient. Even if for the most part they are roughly equivalent with their Federation counterparts from 50 years ago. For damage and power usage Use the standard Phaser and Disruptor Damage Charts to determine the damage done by Bajoran Phasers (*Page 239 of the **Star Trek Deep Space Nine** Core Rulebook*)

Bajoran Phaser Pistol.

Settings: 1-14

Range: 5/20/50/100

Size: 22cm long

Mass: 1.0kg

Energy: 400 charges

Bajoran Phaser Rifle.

Settings: 1-16

Range: 5/40/80/150

Size: 50cm long

Mass: 1.3kg

Energy: 600 charges

Bajoran Disruptor Rifle.

Settings: 1-6

Range: 5/40/80/150

Size: 50cm long

Mass: 1.3kg

Energy: 600 charges

Recently an updated Phaser Pistol has also been introduced into fleet service, not as large or as bulky as the standard Bajoran Phaser, this weapon is a Mark II model built around Starfleet Type II Phaser technologies with more modern components, as part of the continuing cooperative engineering projects between Bajor and the UFP, but retaining a clear Bajoran design ethic, this weapon is slowly being rolled out to the Whole Militia, with plans to replace the current hand Phaser model currently in service with Militia Units

Bajoran Phaser Pistol Mk II.

Settings: 1-16

Range: 5/20/50/100

Size: 25cm long

Mass: 0.6kg

Energy: 800 charges



Bajoran Personal Equipment

Bajoran Communicator

The Bajoran Communicator pin is worn on the uniform right breast, as most Bajorans



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are naturally left handed. In service it functions identically to the standard Starfleet Comm Badge, although in size it is slightly smaller. Starfleet has helped upgrade units in service, ensuring that both technologies are fully compatible to support and enhance joined operations. Like the Starfleet model the device is activated by either Tactile or Vocal command. In isolation each Comm Badge has an effective range of 40,000km on its own internal power source, but also able to remotely tie into any authorised facilities communications equipment for increased range.

Size. 3cm x 2cm x 0.5cm

Mass. 0.01 kg

UT Library. 198 Languages

Duration. 1,000 hours + induction charging

Bajoran Personal Access Display Device (PADD)

The Bajoran PADD is another device that remains in service, visually unchanged, but internally upgraded and brought into line with cutting edge Federation Computer Technology. The PADD is simply a handheld computer, capable of holding an immense amount of information on Isolinear Chips, the device displays to a high resolution touch sensitive screen and includes a sub-space transceiver that can remotely link into planetary networks or facility computer cores. Bajoran PADDs also retain Cardassian Standard connection and translation software as the Occupation has left a significant amount of Cardassian computing and processing equipment within Bajoran facilities. Use of a Bajoran PADD as an interface reduces the difficulty level of accessing Cardassian Computers by non Cardassian personnel.

Size. varies

Mass. 0.2 kg

Duration. 800 hours + induction charging



Bajoran Tricorder

Like all other Tricorders in common usage around the Galaxy, the Bajoran model is an all-purpose hand-held scanner, capable of detecting and locating anything, from viruses in a body to a subspace anomaly. Utilising a broad array of miniature electromagnetic, magnetic, audio, visual and subspace sensors.

Broadly similar to the Standard Starfleet model, the compact and sturdy handheld box is slightly less sensitive, with more limited functionality, optimised for security operations such as forensic detection and analysis, tracking anomalous energy fields and particles (including residual energy weapon signatures) and detection of contraband.

The slight reduction in capabilities and range along with the ease of shared Alliance technologies means that most Bajorans working alongside Starfleet have adopted the standard Starfleet model in common usage.

Range. 2,000metres for long range scans, 25 metres for short-range scans. Long range scans are Omni directional, but short range scans must be focused at the Tricorder forward scanners.

Size. 16 x7 x 3cm

Mass. 298.3 kg

Duration. 350 hours limited use or 12 hours continuous use + induction charging

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Bajoran Starships

Perikian Class Assault Ship



The Bajoran Assault vessel is primarily intended for use as a troop transport and as a Militia command and control vessel, although it can be used in a fighter role should the need arise. The design seems to echo the Bajoran design aesthetic and many believe the vessel to be one of the most beautiful combat vessels in existence. The design dates back to immediately post Occupation, and as such the chief weakness of the design is the reduced capacity of its propulsion system. The vessel is not warp capable, and its impulse systems suffer a slower acceleration, and as such many vessels can easily outrun it. This is balanced by its strengths, as the vessel is not only atmosphere capable, but due to its aerodynamics it performs exceptionally within atmospheric operations.

As Bajoran ship building techniques improve a refit plan is being developed with Starfleet engineering to up-rate these vessels capabilities.

Type; Assault Vessel/Transport

Commissioning Date; 2369

Hull Characteristics

Size 3

140mx221m x52m,

96,500 metric tons

2 decks

Resistance 3

Structural Points 60

Operational Characteristics

Crew/Passengers/Evac 12/200/400

[5 power/round]

Computers 2

[2 power/round]

Transporters 1 Primary

[1 power/round]

Tractor Beams 1 fwd.

[2 power/rating used/round]

Propulsion and Power Characteristics

Warp System None

Impulse System .2

(15,600 m/sec acceleration)

[2 power/round]

Power 90

Sensor Systems

Long Range Sensors +1/10 light

years

[6 power/round]

Lateral Sensors +1/1 light year

[4 power/round]

Navigational Sensors +1

[5 power/round]

Cloak None

Sensor Skill 3

Weapon Systems

Type G Phasers.

Range 10/30,000/100,000/300,000

Arc 720 degrees (all)

Accuracy 3/4/6/9

Damage 14

Power [14]

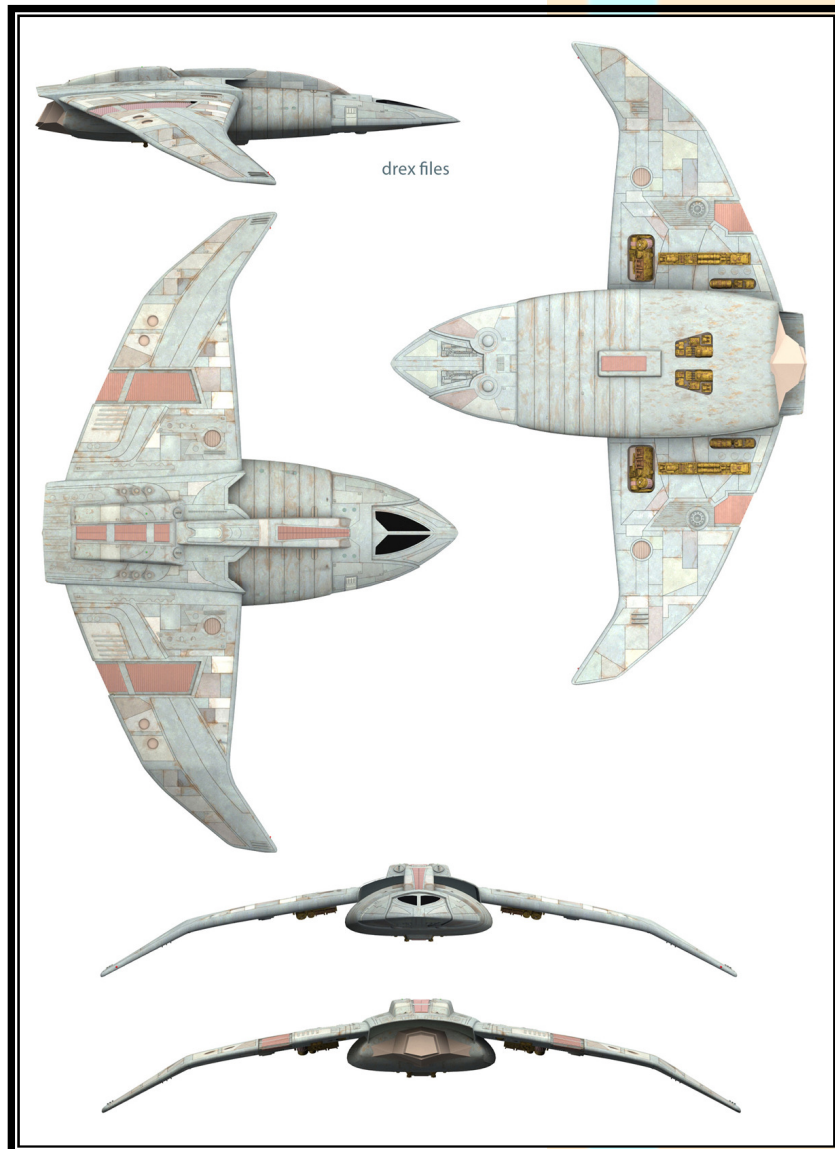
Weapon Skill 3

Defensive Systems

Deflector Shield

Protection 30 [45].

Power [30]



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B'Hala Class Sub-Impulse Fighter



The B'Hala class sub impulse raider was once the primary interceptor of the Pre-Occupation Bajoran Militia Aerial Guard. These vessels were small vessels filling an in-system and atmospheric escort fighter role, and had little need for Warp capabilities. In truth they were little more than a cockpit and atmospheric manoeuvring foils attached to a Large sub-impulse thrust engine. Sensors were limited and weapons were fixed in a forward arc in the wings. These vessels were outdated while in service, and were little use in the defence of Bajor. During the occupation most were scrapped and recycled by the Cardassians, but the resistance managed to salvage and conceal several vessels and used them against the Cardassians, making up for the vessels shortfalls by using them in hit and run raids, utilising the advantage of the crafts dual space and atmosphere capabilities. The modern militia now maintains a small squadron for training purposes and it is thought that some may remain hidden in resistance caches.

Type; Sub-Impulse Fighter
Commissioning Date; 2300's
Hull Characteristics
Size 2
 33.1m x33.1m x11.2m,
 108.96 metric tons
 1 decks
Resistance 3
Structural Points 40
Operational Characteristics
Crew/Passengers/Evac 2/3/3
 [5 power/round]
Computers 2
 [2 power/round]
Transporters None
Tractor Beams 1 fwd.
 [2 power/rating used/round]
Propulsion and Power Characteristics
Warp System None
Impulse System .2
 (15,600 m/sec acceleration)
 [2 power/round]
Power 80

Sensor Systems

Long Range Sensors +1/10 light years
 [6 power/round]
Lateral Sensors +1/1 light year
 [4 power/round]
Navigational Sensors 0
 [5 power/round]
Cloak None

Sensor Skill 3

Weapon Systems

Type G Phasers.
Range 10/30,000/100,000/300,000
Arc 360 degrees (forward)
Accuracy 3/4/6/9
Damage 14
Power [14]

Weapon Skill 3

Defensive Systems

Deflector Shield
 Protection 25 [40].
 Power [25]

"We'll have to fly by the seat of our pants."

"Great! Seat-of-pants technology."

"You Starfleet types are too dependent on gadgets and gizmos. You lose your natural instincts for survival."

"My natural instincts for survival told me not to climb aboard this thing. I'd say they're functioning pretty well."

- Major Kira Nerys and Lieutenant Jadzia Dax



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Janitza Class Transport Ship

The Janzita class vessel has long been in service. Originally in use long before the Occupation, it was outdated and unable to meet the defence requirements to protect Bajor against the Cardassian Invasion. It has since been relegated to a transport support role. During the occupation some remained in Bajoran service, but had their warp drives disabled under Cardassian occupational rulings.

Never-the-less it remains in service in post occupation Bajor, and remained the Militia's sole warp-capable vessel for quite some time despite its outdated technologies; until such a time that it can be replaced in service. It is a very capable vessel despite its age, and is likely to remain in use as a Troop transport and Cargo hauler even after any replacement is commissioned. To these ends Starfleet Technicians are working with their Bajoran counterparts on a refit program to increase the lifespan and retain the exemplary safety record of the class.

The vessel is a standard delta shape with lowered warp nacelles and impulse engines at it rear. A Hard docking port is located in the nose, and the ships main sensors and deflector are mounted in a dorsal pod.

Although several alternative configurations also exist for this class, including Impulse only versions, the basic layout remains the same.

Class and Type; Transport Vessel

Commissioning Date; n/a

Hull Characteristics

Size 3

200m long

3 decks

Resistance 2

Structural Points 60

Operational Characteristics

Crew/Passengers/Evac 12/250/500

[5 power/round]

Computers 2

[2 power/round]

Transporters 2 personnel, 1 cargo [7 power/round]

Tractor Beams 1 aft.

[2 power/rating used/round]

Propulsion and Power Characteristics

Warp System 4.0/6.0/8.0 (for 12 hours) [2 pwr /warp factor]

Impulse System .25c/.5c

[2/5 power/round]

Power 100

Sensor Systems

Long Range Sensors 0/8 light years
[6 power/round]

Lateral Sensors 0/1 light year
[4 power/round]

Navigational Sensors 0

[5 power/round]

Cloak None

Sensor Skill

Weapon Systems

Type G Phasers.

Range 10/30,000/100,000/300,000

Arc 720 degrees (all)

Accuracy 3/4/6/9

Damage 14

Power [14]

Weapon Skill

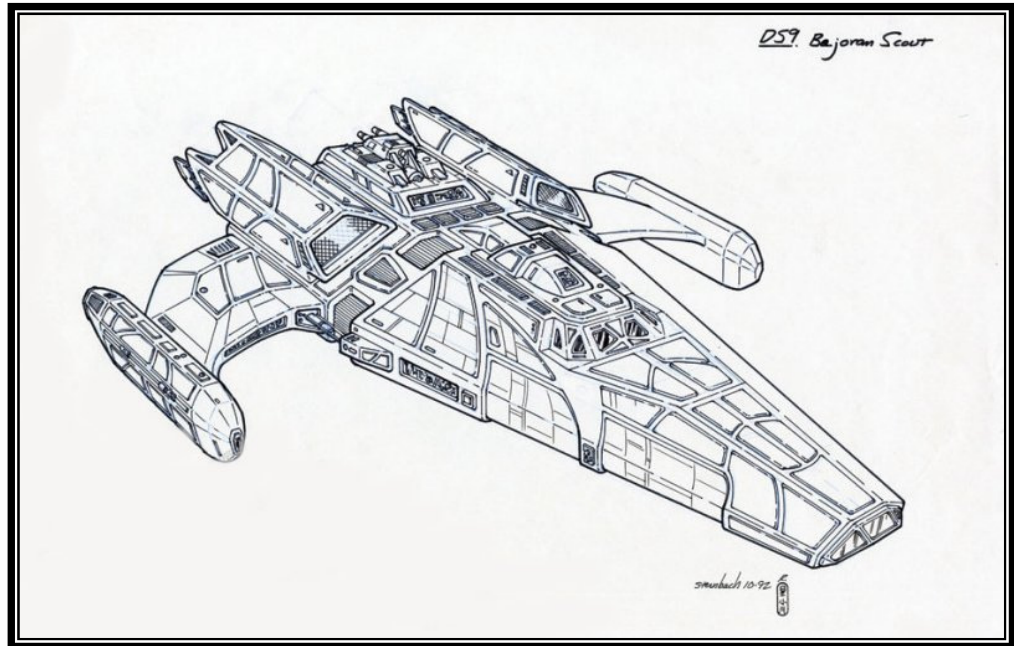
Defensive Systems

Deflector Shield

Protection 30 [45].

Power [30]





Emissary Class Scout Ship

The Emissary class is one of the first new vessels to come out of a resurgence for Bajors Third Republic. Designed to support Militia operations in Bajor sector, and the first of a new generation of warp capable vessels. The Emissary class also marks Bajor's membership in the UFP.

The Emissary class has been designed as a small, light scout vessel with a small crew of just 4, it is also to be used for training and system patrol purposes, and has been deliberately designed for the Militia's requirement to be suitable for mass production. The design is a joint collaboration effort between Bajoran Militia designers and Starfleet ASDB to design and build these vessels, mixing Starfleet and Bajoran technologies. The vessel is intended to replace the much older Bestri class scouts which are finally being retired from service.

Class and Type; Fast Scout Ship

Commissioning Date; 2380

Hull Characteristics

Size 2

30m long

1 decks

Resistance 2

Structural Points 40

Operational Characteristics

Crew/Passengers 4/10

[5 power/round]

Computers 1

[1 power/round]

Transporters 1 personnel

[1 power/round]

Tractor Beams 1 fore.

[2 power/rating used/round]

Propulsion and Power Characteristics

Warp System 1.5/3.0/5.0 (for 24 hours) [2 pwr /warp factor]

Impulse System .7c/.9c

[7/9 power/round]

Power 120

Sensor Systems

Long Range Sensors +2/17 light years [6 power/round]

Lateral Sensors +2/2 light years

[4 power/round]

Navigational Sensors +2

[5 power/round]

Cloak None

Sensor Skill

Sensor Skill 3

Weapon Systems

Type E Phasers.

Range 10/30,000/100,000/300,000

Arc 720 degrees (all)

Accuracy 4/5/7/9

Damage 10

Power [10]

Type IV Microtorpedo

Number 50

Launchers 2 fore

Spread 1

Arc foreword, but are self guiding

Range 15/250,000/800,000/2,500,000

Accuracy 5/6/8/11

Damage 5

Power [2]

Weapon Skill

Weapon Skill 3

Defensive Systems

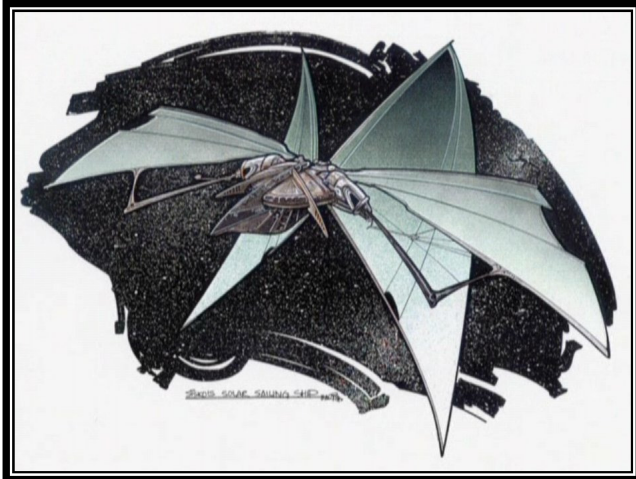
Deflector Shield

Protection 40 [50].

Power [40]



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Bajoran Lightship

These vessels were in use by ancient Bajorans over 8000 years ago. They were simple vessels utilising collection sails to catch the solar winds to propel the vessel in its journeys. The vessels were slow, but they were simple and elegant. For centuries these vessels took the Bajorans to the stars, in service well into the Second Republic, until at last they were replaced with vessels powered by engines and sub-light, and eventually, Warp drives. Launched by conventional chemical rockets and deployed in orbit these vessels allowed the early explorers

The Solar Sail technology is now a lost art. Although the concepts are well known, tried and tested, they are now very rarely utilised. And over the Millennia, even on

Bajor, the stories connected to these early voyages were lost as stories and fables...

Until 2371, when Captain Ben Sisko of Starfleet built an exact replica sailing vessel as a personal challenge and flew the ship under the exact conditions suffered by his forbearers, reaching FTL velocities, proving that these ancient Bajorans were indeed capable of interstellar travel.

Class and Type; Solar Sailing Vessel
Commissioning Date; 1600's

Hull Characteristics

Size 2

(Size 4 with Sails deployed)

20m long, 1 deck

Resistance 1

Structural Points 20

Operational Characteristics

Crew/Passengers/Evac 3/10/0

[3 power/round]

Computers 1

[1 power/round]

Transporters none

Tractor Beams none

Propulsion and Power Characteristics

Solar Sails .1c

[1 power/round]

Power 10

[20 with solar sails deployed]

Sensor Systems

Lateral Sensors 0/1 light year

[4 power/round]

Navigational Sensors 0

[5 power/round]

Cloak None

Sensor Skill 2

Weapon Systems

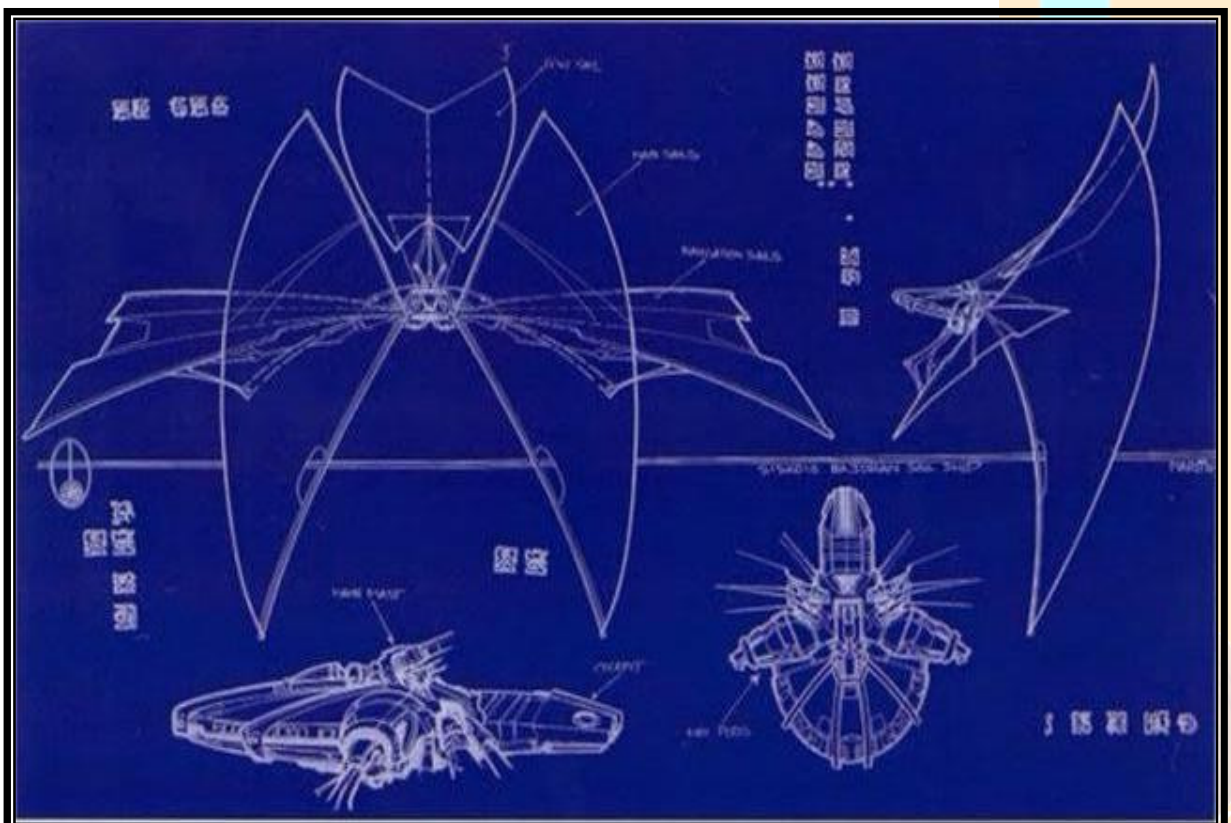
None

Defensive Systems

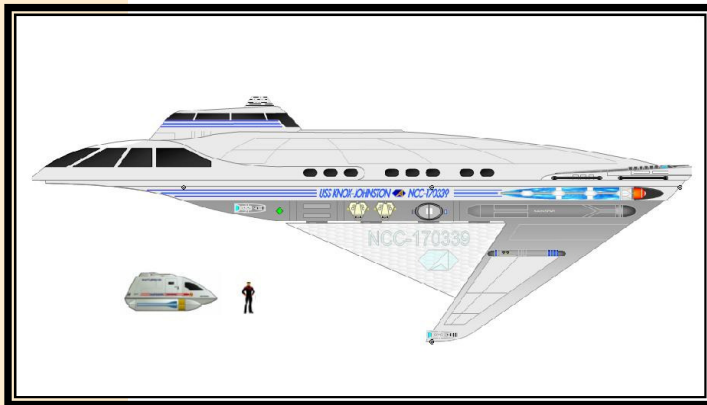
Deflector Shield

Protection 5 [10].

Power [5]



The Knox-Johnston Class



In 2371, Captain Benjamin Sisko, Commanding Officer of DS9 undertook a voyage in a replica of an ancient Bajoran light ship of his own construction. His journey was an outstanding success. Sisko presented the vessel to Bajor itself as a gift. This was the footnote to the Knox-Johnston.

To mark the tenth anniversary of the Dominion War Armistice, a solar yachting race was proposed. In part, it was inspired by Sisko's own son Jake, who was also part of the original voyage and who recalled their exploits in his book *"On the Frontier"* published in 2377 about life aboard DS9. Indeed, Jake Sisko entered the race along with his friend Lieutenant Commander Nog, piloting the very same ship that his father had built.

Among the other competitors the Advanced Starfleet Design Bureau also fielded an entry called the *"Spirit of the Wind"*. In an event filled race, the Starfleet entry, crewed by a team of 12 volunteers, finished a credible third. Their yacht was initially donated to the Smithsonian, but the Superintendent of Starfleet Academy, **Admiral Sam Whitmore**, was so impressed with the crew's achievements, that he requested use of the yacht. He felt that a worrying trend had started to emerge amongst the graduates of the Academy. Fleet reports indicated an increased reliance on technology and automated functions, and many officers lacked initiative or the ability to cope in less than ideal situations. Whitmore believed that by using the yacht for training purposes, the cadet's would gain valuable experience through working in an environment where computerisation and other comforts usual aboard a Starship were kept to a minimum.

The training proved to be such a success that Whitmore submitted his findings and recommendations to Starfleet Command to expand the idea further. In his proposal, Whitmore suggested the creation of a further six solar yachts, with the aim being;

"...to develop the technical skills and personal qualities essential to members of the Starfleet through adventurous sail training in an austere service environment."

- Admiral Sam Whitmore

Automated functions were to be kept to a minimum, so that sail handling, piloting, astronavigation would all be done by hand. Furthermore, whilst the environment would be reasonably benign, the crews would experience certain hardships, including: no replicators, all meals would be from fresh produce and prepared by hand; all crews would perform all duties aboard the yacht, from cooking and cleaning to carrying out maintenance tasks. Starfleet Command approved the proposal in 2387, and gave the go ahead for six vessels to be constructed, widening the proposal to open up training for established Starfleet personnel as well as Academy cadets. Furthermore, the vessels would also be made available for expeditions. Thus, the Knox-Johnston class was born. From early 2388, the yachts were commissioned. The first of class, the USS Knox-Johnston (NCC-170339) was launched on the 16th February and was assigned to duties with Starfleet Academy. She was soon joined by the USS Macarthur and the USS Gypsy Moth. Other yachts soon came on line and were deployed throughout the Federation, in systems where large concentration of tachyon eddies were known to exist.

Specifications

The Knox-Johnston class stellar yacht utilises a four-sail arrangement to provide its means of propulsion. It relies on tachyon eddies and solar winds to push against the sails and propel the ship forward. Within a constant tachyon stream, the ship will continue to accelerate, and in favourable conditions can achieve warp speeds. The ship has a main sail, known as the Spinnaker from which much of the propulsive thrust is derived. It also has a pair of Genoa sails which can be adjusted

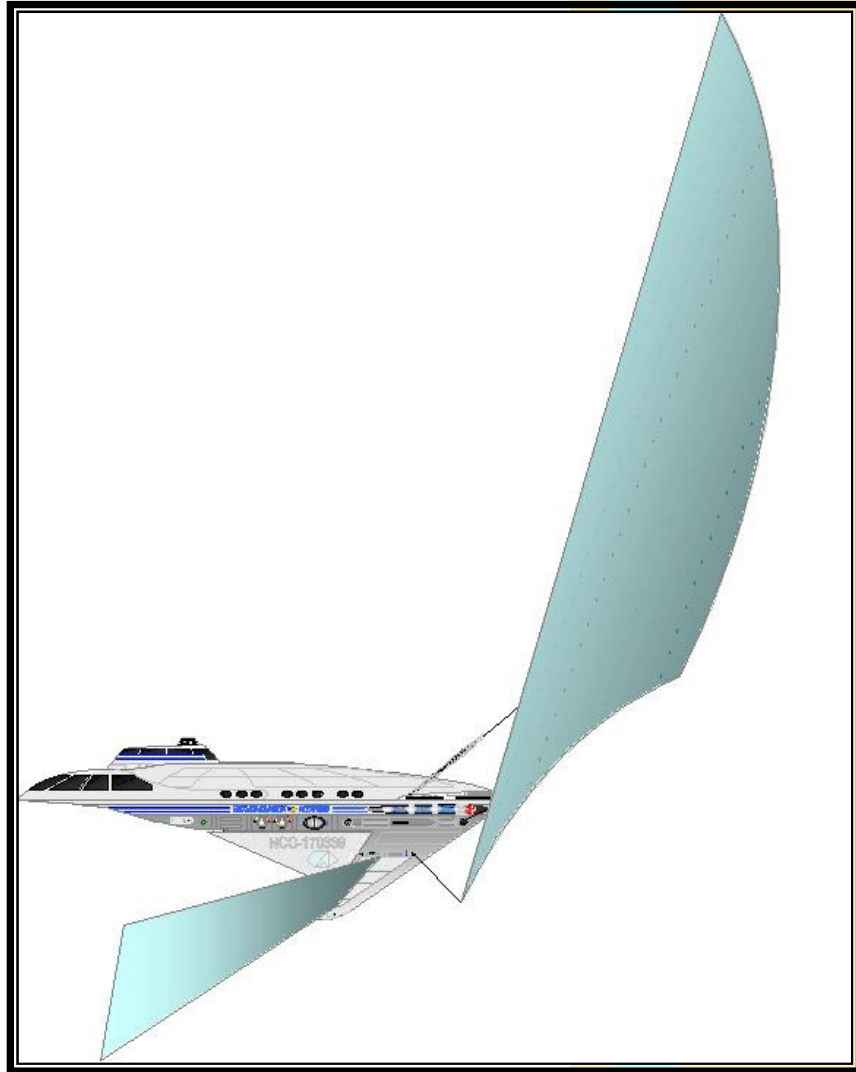
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to provide directional thrust. The forth sail, located behind the keel, is known as the Lateen, and is also used for directional control as well as providing electrical power to the yacht during bare-bones operations. All the ship's rigging can be controlled by hand, or fully automated depending upon the mission requirements. Besides from the sails, the yacht does have a convention warp propulsion system, but this is often disabled for training missions unless an emergency situation ensues.

During training, the yacht accommodates a crew of 27, comprising the skipper, the first mate, the navigator, and 24 additional crew-members arranged in 3 shifts of eight. Amongst the crew will usually be a medic and an engineer or technician. However, aside from the three principal officers, all other crew will be involved in all duties aboard the yacht including helming, sail handling and domestic duties. While the accommodations are Spartan, the vessel is fitted with some modern technologies to ensure the safety of the crew, power is supplied via modern fusion generators and a micro-warp core, and a full communications suite is fitted. Crews are accommodated in two-person bunk rooms, whilst ablutions are minimal and shared. Although it is preferred that the solar sails are used during training missions, to make full use of the yacht's unique characteristics. In case of emergencies navigational sensors and warp engines are fitted, ensuring the safety of the crew as best possible, and a single Phaser array is set fixed forward.

A number of additional vessels are now being planned for luxury/diplomatic duties. These vessels will feature more automated in line with Starfleet vessels, requiring fewer crew, but will also feature up-rated passenger accommodations and state rooms; able to host diplomatic functions and transport dignitaries. The first of these vessels is to be christened Federation One and based in the Sol system. The second vessel is to be named Kendra Valley and built in traditional Bajoran materials, to be presented to the Bajoran People, an



homage to the inspiration that helped drive the creation of this vessel.

Class and Type; Solar Sailing Yacht

Commissioning Date; 2388

Hull Characteristics

Size 2

(Size 4 with Sails deployed)

40m long

3 decks

Resistance 2

Structural Points 30

Operational Characteristics

Crew/Passengers/Evac 27/50/0

[3 power/round]

Computers 1

[1 power/round]

Transporters 1 emergency [1 power/round]

Tractor Beams none

Propulsion and Power Characteristics

Warp System 2.9/4.2/4.3 (for 4 hours) [2

pwr /warp factor]

Solar Sails .1c

[1 power]

Impulse System .2c

[2 power]

Power 60

[70 with solar sails deployed]

Sensor Systems

Long Range Sensors 0/8 light years

[6 power/round]



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Lateral Sensors 0/1 light year
[4 power/round]
Navigational Sensors 0
[5 power/round]
Cloak None

Sensor Skill 3

Weapon Systems

Type V Phaser.
Range 10/30,000/100,000/300,000
Arc 360 degrees (fwd)
Accuracy 3/4/6/9
Damage 10
Power [10]

Weapon Skill 3

Defensive Systems

Deflector Shield
Protection 30 [45].
Power [30]

The six vessels commissioned thus far
have been designated:

USS Knox-Johnston
Kendra Valley (Bajoran)
USS Macarthur
USS Gypsy Moth
USS Cutty Sark
USS Aubery
USS Heyerdahl

Found on the Internet. By Rich Rogers
<http://www.treknology.org/shuttles1.htm>



Narrating on Bajor

"Everything must change."
- Bajoran Proverb

Bajor sector has been a focus of Galactic politics and unrest for over a century, and had been a keen light of civilization and learning far longer than that. However Bajor's recent independence from any of the major galactic powers and location on the frontier has led many to consider the planet a 'backwater', even amongst the enlightened community of their neighbours in the Federation.

A game set in Bajor Sector is likely to focus on being set along the frontier; bordered by the Federation, Ferengi and Cardassians, such a campaign could involve both those in positions of authority and characters who live along the fringes of the law, and could easily combine such characters that would not normally become so acquainted.

Such a setting could occur anytime from a late TOS / Movie era setting at which point the Federation would be making first contact with the civilisations in this sector. Or perhaps through the lost eras setting between the movies and TNG, during which Bajor endured the worst horrors of the occupation, a period of unrest during which your players might wish to play as the Bajoran resistance against Cardassian oppression.

After the Occupation we see first hand the events surrounding the series Deep Space Nine, the finding of the Wormhole, and Bajors propulsion to the centre of Galactic events at the forefront of the exploration of the Gamma Quadrant and later at the centre of events during the Dominion War. But after this period a Bajoran campaign would start to focus on the impending UFP Membership ratification.

While many of the plot seeds in this section have been written from the Point of view of Bajoran interaction with the Federation and Starfleet during a period synonymous with the TV series, these ideas can easily be adjusted for a pure Bajoran Campaign or for other Galactic power, depending upon your game setting



Chapter 8 **The Bajoran** **Campaign**



Bajor as a Setting

Before the Occupation

Major Themes

- A Stagnant Civilisation
- The End of an Era
- The growing Cardassian menace
- Contact with new species

Life on Bajor had remained unchanged (for the most part) for millennia. The traits for which the Bajorans are renowned, as peaceful artisans, healers and priests would apply equally during a TOS or a TNG setting. It is relatively safe to say that once Bajor finds its footing again, life will return to normal and a campaign set after Bajor's membership in the Federation and the founding of the Third Republic could remain significantly similar, echoing those earlier times. Bajor stands as a lush green world, remarkably similar to Earth a place of peace and learning, if somewhat remote from galactic central.

During this period of enlightenment and independence, Bajor is a seat of learning, art and spiritualism. However it is also a time of traditional values and great power with the Bajoran clerics. It is also a time of great social inequality where the D'Jarra castes are in effect and in the planetary culture has stagnated, unchanged after so many years.

This period would be best played as a slow brooding precursor to the Occupation with Cardassians present as friends, but their presence growing and slowly taking control in readiness for the eventual annexation of the planet.

Campaign Ideas

Once Upon a Time; Due to a weird spatial distortion, or access to the Orb of Time, the character(s) find themselves back on Bajor during this period either in ages past before the founding of the Second republic a time of swashbuckling and daring do... Would such a setting so close to popular Bajoran history be real, or an illusion? (good guidelines here for ideas might be found in the Holodeck campaign book published by LUG)

Brooding Menace: Alternatively they may arrive during the second republic in a time before the occupation, with the Cardassian advisory forces growing in anticipation of the planned Annexation of Bajor. Will the characters sit idle and let history repeat itself, or will they try to stop this. Perhaps they are caught in a pre-destination paradox and able to birth the resistance movement... But their activities may be hampered by the D'Jarra so prevalent in this time...



Bajor during the Occupation

Major themes;

- Freedom for Bajor.
- Fighting a covert war,
- The ends justify the means.
- Vengeance vs. justice
- Cardassian Oppression

Of course one event stands as a defining time for Bajor; the occupation stands out as a powerful exception to Bajor's long history of peace. A time from which, things would never be the same again. As such most campaigns set in and around Bajor are most likely to focus on 2 specific periods. The Occupation and after Bajor's Liberation, in the time after the discovery of the wormhole.

The Bajoran Occupation as a setting offers a rich crop of gaming opportunities and would have a very different feel and tone from most Star Trek stories. The setting will be considerably darker, with Bajoran characters and their sympathisers sidelined as second class citizens, under threat of random violence and terror. Such games are likely to cast your crew as the heroes of the Resistance leading the fight against Cardassia.

The focus of the setting would be on the decay and destruction of Bajor as the planet was stripped of resource and its people enslaved. The story would probably be significantly more violent, with your players acting out events that might seem very out of place in Star Trek, acts of murder, mass disruption and civil disobedience, acts of terror, revenge on those considered to be collaborators sometimes summarily executed. All would be legitimate actions of the resistance and all easily justified in the cause of future liberation. Your players may choose a better path, they might wish to avoid such horrific actions, but be sure to let them in even as background, and be merciless. The Cardassians never cared if they executed the correct criminal; they cared more about sending a message of Force.

It seems strange that this setting actually advises hostility and acts of terror, and the possibility of being an innocent martyr under Cardassian Law is equally unsettling. All aspects that are unusual in the source material for Star Trek, as the

overall message of the shows was one of optimism. However such a setting offers a neat counterpoint to the clean and happy life in the Federation if the players and narrator wish it.

Be warned however that the ICON system is rather lethal, it may be best if your players don't get 'too' attached to a character, your players will expect to get their hands dirty, and the casualty rate is likely to be very high. Such a campaign is likely to focus on a few individuals and players could reasonably expect to have characters die... Although the opportunities to do so in a 'blaze of glory' are frequent. Such an event could become quite memorable and the character could easily be remembered as one of the major heroes of the Resistance. Such a campaign may make for memorable stories, but equally should be handled with care and not overdone. For inspiration look at WW2 resistance movements such as the eastern European partisans and French resistance against the Nazis and such oppressive regimes as North Korea

On the whole, when fighting with the resistance, an outright battle is to be avoided. For the most part the action will focus around covert assaults, ambush and commando action. A full fire fight is likely to be one-sided and bloody. But that said there were occasions in Bajoran history where members of the resistance did engage the Cardassians and occasionally emerged victorious. Be warned that for the most part such victories might sour if the Cardassians withdraw and conduct an Orbital Bombardment.



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Characters may find themselves contemplating horrendous and criminal acts. Kidnap, Torture and Murder may well become commonplace. The Bajorans came to believe that the ends justified the means in the face of significant barbarism on the part of the Cardassian military, and for many they were happy to trade their own damaged psyche for their planets freedom. Equally Paranoia may also play quite a large part in this setting, for the resistance fought against the iron fist of the Cardassia Military and the far more insidious nature of the Obsidian Order. While both groups fought for Cardassia, they are renowned for their inability to work together. While military targets and enemies were clear the Order focused more on infiltration and intelligence gathering. But of the 2 groups it was the Order that was most feared for when they acted, their attention would be fully on their chosen victim and their chosen target could expect a particularly uncomfortable experience.

Another aspect of the Occupation offers a number of opportunities for 'walk-on' cameos of various famous Bajorans, even those that may later prove to be less friendly. Vedek Winn Adami, Pylat Bariel Antos, Li Nalas, Jaro Essa, Kai Opaka... During the series we were introduced to many with their back-story often hinted at, a game set during the occupation may well expand upon these stories as your heroes stories intertwine with these famed Bajorans. Even some of the more infamous Cardassians may appear, Elim Garak, the feared Gul Dukat, Natima Lang,

Plot Seeds; Occupation Force

For an interesting twist for those people who have previously downloaded the Fan made Cardassian supplement the occupation can be turned on its head with the players serving the Cardassian Union as soldiers enforcing the annexation of Bajor and defending themselves from the Bajoran Terrorists.

While not all Cardassian forces were evil, many were simply doing their duty in the service of the Union, such a game may be uncomfortable as their actions are rarely taken for the benefit of the local population.

although these cameos risk changing history...

Any Bajoran character during this period and its immediate aftermath is likely to be significantly focused upon the occupation, either taking an active role in fighting against it or survival. Or they may have escaped the horrors, many would have been traumatised by their experiences and much of the reputation for insubordination of Bajoran Starfleet officers during this period stems from this fixation upon the occupation of their homeworld and the troubles of their people.

Resistance Cells

The following is a partial list of known Resistance cells and their area of operations.

Bram: Active in Jo'Kala (Musilla Province)

Halpass: active in Relliketh (Hedrikspool Province)

Kintaura: Active in Rakantha Province.

Kohn-Ma: Active in Dakhur Province.

Ornathia: Active in Tilar Peninsula (Hedrikspool Province)

Shakaar: Active in Dakhur Province.

Higa Metar group. Known for activities on Deep Space Nine

Campaign Ideas

Assassination: Your resistance cell has identified a target; it may be a Cardassian Scientist or Collaborator, who is responsible for a new technology or is somehow threatening the security of the resistance. This target / risk must be eliminated with haste. The target would be guarded and your players may need to be sneaky and possibly risk significant collateral damage in elimination of their target.

Battle: Your cell has been recruited for a larger operation, a cooperative effort between multiple groups. A larger battle is looming of which your group will play a part. Expect lots of combat once battle is joined, and casualties may be high. Is the cost worth it? Such an event grew more common towards the end of the occupation, with liberation in sight and the survival of the Bajoran species against Cardassian revenge more important than ever. Of course with more personnel from

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different groups not everyone is known to each other. Can some of your allies be trusted?

Escape: Something has gone disastrously wrong. Now the players find themselves hunted by the Cardassians; under threat of capture or death they must try and outsmart and escape their pursuers.

Infiltration: The players will need to infiltrate a target, or support an infiltration operation to plant a spy in the ranks of a Cardassian facility. Either by convincing the Cardassians that their operative is a loyal collaborator, or infiltrating the spy into the ranks of a group of collaborators themselves. Such an operation would gain valuable intelligence but could be a risky covert operation full of twists and distrust.

Liberation: Similar to that of Battle, the liberation trope would involve the characters joining in the liberation of a target, for smaller scale operations this may be work to free the prisoner workforce or waylaying a transport skimmer or freighter to relieve it of its cargo, vital supplies for the resistance. For games set later before the liberation of Bajor the targets increase in scope, perhaps helping the Shakaar group in storming the fences of Gallitep itself.

Rescue: An important figure has been captured and you have to rescue them... It may be difficult; they may even have been transported off-world... The players must do everything in their power to liberate this individual from custody. It may even be such that they may have to contemplate killing the prisoner if rescue is unlikely lest their secrets fall into Cardassian hands. What happens if the target in need of rescue is another member of the players group?

Sabotage: The Resistance has gotten wind of a target, either a valuable transport, or a new technology being tested. Either way this must be stopped and the cell will need to sabotage events to cease proceedings as soon as possible.

NPC's

Following are a few quick and dirty standard templates for NPC's that are likely to appear in a Bajoran themed game set during the occupation. These are the throwaway targets that impede your heroes path. Some may also be useful in other periods too. For longer lived NPC's with a reoccurring role the narrator is encouraged to flesh these out, as these templates are designed for use as quick and dirty adversaries or allies on the fly.

• Ferengi Arms Dealer.

Fitness 1, Vitality +1

Coordination 2

Intellect 3, Perception +1

Presence 3, Empathy -1, Willpower -1

Psi 0

Skills

Administration (Logistics) 1(2)

Athletics (Running) 1(2)

Bargain (Bribery) 3(4) (Haggling) (4)

Concealment (Concealed Weapon) 1(2)

Culture (Ferengi) 2(3)

Dodge 2

Energy Weapon (Phaser) 1(2)

Fast Talk 2

Language; Ferengi, 2

Language; Bajoran 1

Language; Cardassian 1

Law (Trade Regulations) 2(3)

Merchant (Weapons) 2(3)

Security (Security Systems) 1(2)

Ships Systems (Tactical) 1(2)

Systems Engineering (Tactical) 1(2)

Vehicle Operation (Shuttlecraft) 1(2)

Advantages /Disadvantages;

Contact +1, Excellent hearing +2,

Mathematical Ability +3, Telepathic

Resistance +4, Wealth +2, Code of Honour

(Great Material continuum) -2, Greedy -1,

Shady Background (deals with both sides) -3.

Wound Levels;

2/2/2/2/2/0.



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Standard Cardassian Trooper,

Fitness 2

Coordination 2

Intellect 3

Presence 2

Psi 0

Skills

Athletics (running) 2(3)

Culture (Cardassian) 2(3)

Dodge 1

Energy Weapon (Phaser Rifle) 2(3)

Intimidate (Bluster) 1(2)

Language; Cardassian 3

Personal Equipment (Communicator) 1(2)

Planetary Tactics (Small Unit) 1(2)

Primitive Weaponry (Knife) 1(2)

Ships Systems (Tactical) 2(3)

Starship Tactics (Cardassian) 1(2)

Unarmed Combat (Wrestling) 1(2)

Advantages /Disadvantages

High Pain Threshold +2, Species Enemy (Bajoran) -4.

Wound Levels;

2/2/2/2/2/0.

Equipment;

Cardassian Phaser Rifle, Communicator.

Note. For NCO / Unit Leader add the skills;

Command (Combat Leadership) 1(2),

Personal Equipment (Tricorder) 1(2)

NCO also carries a Tricorder and Phaser

Pistol in addition to the basic kit.

• **Elite Cardassian trooper,**

Fitness 3

Coordination 3

Intellect 3

Presence 2

Psi 0

Skills

Athletics (running) 2(3)

Command (Combat Leadership) 1(2)

Culture (Cardassian) 2(3)

Dodge 2

Energy Weapon (Phaser Rifle) 2(4)

Intimidate (Torture) 1(2)

Language; Cardassian 3

Personal Equipment (Tricorder) 1(2)

Planetary Tactics (Small Unit) 2(3)

Primitive Weaponry (Knife) 1(2)

Ships Systems (Tactical) 2(3)

Starship Tactics (Cardassian) 2(3)

Unarmed Combat (Wrestling) 2(3)

Advantages /Disadvantages

High Pain Threshold +2, Species Enemy (Bajoran) -4.

Wound Levels;

3/3/3/3/3/0.

Equipment;

Cardassian Phaser Rifle, Phaser Pistol, Communicator and Tricorder.

• **Cardassian Officer**

Fitness 3

Coordination 3

Intellect 3

Presence 3

Psi 0

Skills

Administration (Logistics) 2(3)

Athletics (running) 2(3)

Command (Combat Leadership) 2(3)

Culture (Cardassian) 2(3), (Bajoran) (3)

Dodge 2

Energy Weapon (Phaser Pistol) 2(4)

Intimidate (Torture) 1(2)

Language; Cardassian 3

Language; Bajoran 1

Personal Equipment (Tricorder) 1(2)

Planetary Tactics (Small Unit) 2(4)

Security (Security Systems) 1(2)

Ships Systems (Tactical) 2(3)

Social Sciences (Political Science) 1(2)

Starship Tactics (Cardassian) 2(3)

Strategic Operations (Bajor Sector) 1(2)

Unarmed Combat (Wrestling) 2(3)

Advantages /Disadvantages

High Pain Threshold +2, Rank (Glinn) +2, Wealth +1, Arrogant -1, Species Enemy (Bajoran) -4.

Wound Levels;

3/3/3/3/3/0.

Equipment;

Cardassian Phaser Pistol, Communicator and Tricorder.

• **Cardassian Civilian,**

Fitness 2

Coordination 2

Intellect 2

Presence 1

Psi 0

Skills

Athletics (running) 2(3)

Culture (Cardassian) 2(3)

Dodge 1

Language; Cardassian 2

Personal Equipment (Communicator) 1(2)

Persuasion (Oratory) 1(2)

Social Sciences (Political Science) 1(2)

Advantages /Disadvantages

High Pain Threshold +2, Arrogant -1, Species Enemy (Bajoran) -4.

Wound Levels;

2/2/2/2/2/0.

Equipment

Identity Card.

Note. is a very quick and dirty civilian template, an average Cardassian colonist outside of the Military, used as bystanders, targets or as a base for Cardassian scientists stationed on Bajor.



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• Bajoran collaborator.

Fitness 2

Coordination 2

Intellect 2

Presence 2

Psi 0

Skills

Athletics (Springball) 2(3)

Bargain (Bribery) 1(2)

Culture (Bajoran) 2(3), (Cardassian) (3)

Dodge 2

Energy Weapon (Phaser) 1(2)

Fast Talk 1

Language; Bajoran 2

Language; Cardassian 2

Law (Cardassian Law) 1(2)

Security (Security Systems) 1(2)

Social Science (Political Science) 1(2)

Vehicle Operation (Skimmer) 1(2)

World Knowledge (Bajor) 1(2)

Advantages /Disadvantages;

Wealth +1, Greedy -1, Marked Man -2 or

Shady Background -2.

Wound Levels;

2/2/2/2/2/0.

Equipment

Identity Card, holdout phaser weapon, credit chip, communicator

• Bajoran resistance fighter

Fitness 2

Coordination 2

Intellect 2

Presence 2

Psi 0

Skills

Athletics (Running) 2(3)

Culture (Bajoran) 2(3)

Dodge 1

Energy Weapon (Phaser Rifle) 2(3)

Language; Bajoran 2

Personal Equipment (Communicator) 1(2)

Planetary Tactics (Guerrilla Warfare) 1(2)

Planetary Survival (Wilderness) 1(2)

Primitive Weaponry (Knife) 1(2)

Streetwise (Choose Specialisation) 1(2)

Unarmed Combat (Wrestling) 1(2)

World Knowledge (Bajor) 1(2)

Advantages /Disadvantages

Contact +1, Innovative +1, Toughness +2

Bloodlust -2, Fanatic -2, Species Enemy (Cardassians) -4

Wound Levels;

4/4/4/4/4/0.

Equipment

Phaser Rifle, communicator, 1 days trail rations, fake Identity Card.

•

Bajoran civilian (Sympathiser)

Fitness 1

Coordination 1

Intellect 2

Presence 1

Psi 0

Skills

Athletics (Springball) 2(3)

Culture (Bajoran) 2(3)

Dodge 1

Fast Talk 1

Language; Bajoran 2

Life Sciences (Agronomy) 1(2)

Medical Sciences (Bajoran Medicine) 1(2)

World Knowledge (Bajor) 1(2)

Advantages /Disadvantages

Species Enemy (Cardassians) -4

Wound Levels;

1/1/1/1/1/0.

Equipment

Identity Card.

Note. The Bajorans during the occupation were oppressed, underfed and beaten down, this template reflects that, for Civilians at any other time use standard template values @2.for Fitness, Coordination and Presence.

• Bajoran Priest

Fitness 2

Coordination 2

Intellect 2

Presence 2, Willpower +2

Psi 0

Skills

Administration (Vedek Council) 2(3)

Athletics (Springball) 2(3)

Computer (Research) 1(2)

Culture (Bajoran) 3(4)

Dodge 1

History (Bajoran) 2(3)

Language; Bajoran 2

Language; Cardassian 1

Persuasion (Oratory) 2(3)

Planetary Survival (Bajor) 1(2)

Life Sciences (Agronomy) 1(2)

Medical Sciences (Bajoran Medicine) 1(2)

Social Sciences (Anthropology) 2(3)

Theology (Bajoran Prophets) 3(4)

World Knowledge (Bajor) 1(2)

Advantages /Disadvantages

Followers +1, Religious Rank (Prylar) +2,

Conservative -2, Species Enemy

(Cardassians) -4

Wound Levels;

2/2/2/2/2/0.

Equipment

Identity Card.



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During the Series and Beyond

"I've done everything I can to help. I'd die for my people, but..."

"Sure you would. Dying gets you off the hook. Question is, are you willing to live for your people, live the role they want you to play? That's what they need from you right now."

- Li Nalas and Benjamin Sisko.

Major themes;

- Redemption from actions taken during the occupation
- Exploration of the Delta Quadrant
- The Dominion War
- Joining the Federation and liaising with Starfleet
- Is Federation Membership to same as Bajoran Freedom

A series set alongside the events on Deep Space Nine might likely focus on a Militia Crew, (if needed, perhaps a single Starfleet liaison could be assigned). Such a setting would allow the crew to mirror the events seen on screen from an alternative perspective; with the events of the circle, the growing threat of the Dominion, The loss of the New Bajor settlement in the Gamma Quadrant and onward into the Dominion War and beyond.. It would allow an alternative take on the standard Starfleet themed games with a Bajoran twist and unconstrained by the Prime Directive, and allow players to explore the Federation from the outside, there may even be times where Starfleet (however peaceful and allied) may even be opposed to a Bajoran militia crews intentions and may prove to be an adversary while forcing all parties to avoid open hostilities.

This setting seems to be the most likely type of game used with a mass of supporting material, the background familiar for fans of the show and the TNG era is well supported in ICON. There is ample scope for your players to cross over with the established events from the series, meeting the stars of DS9 in cameo roles and in some cases helping fill in some background blanks for these on screen characters. Or perhaps you might wish to address any questions or 'what if' scenarios, and try to cut a different path of

your own? Its also a great opportunity to follow up on the events of the show to return to places after the cameras pan away and deal with the aftermath of on screen events.

Campaign Ideas.

Exploration. With the coming of the Wormhole, Bajor has become the Gateway into the Gamma Quadrant. One of Bajor's first acts was to setup the New Bajor colony, and a small Militia presence would explore their new territory and map local space. Other Militia crews would also set forth, pushing the boundaries of Bajor's hard won freedom.

Integration. Bajor's defence was left to the reformed Militia, however

After the occupation, the Militia was made up from the ranks of the resistance, as such military discipline and training was far thinner on the ground than combat experience. Starfleet offered to help train crews via the officer exchange program and by sending instructors to help the new Militia, but discipline issues persisted. Such a game could be comedic at first but should help generate a sense of camaraderie as the crew learn to work together.

Re-Occupation. With the coming of the Dominion and the betrayal of the Cardassians under Dukat, Bajor was able to sign a non-aggression pact, while the Cardassians tried to re-annex Bajor the Dominion seemed to wish to honour the pact. To the backdrop of intergalactic war, a strange dynamic developed, with Bajor straining under re-occupation, the Cardassians viewing Bajor as a vassal planet and the Dominion straining to keep control of their allies. A volatile setting rife with storytelling potential.

Friends like these? The Federation



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means well, and is a new Ally of Bajor, but what happens when their goals oppose yours? The crew find themselves in opposition to a Starfleet vessel, as they try to aid a Maquis cell under their government's orders, while a Starfleet captain tries to oppose any aid being rendered. How far will the crew go, to achieve their objectives while avoiding a shooting war? Perhaps these events could lead to the Starfleet Captain taking a reoccurring role as the crews antagonist.

Bajor, Faith and the Glory of the Prophets

"Do you have any gods, captain?"
- Kilana to Ben Sisko

It has been theorised that for a whole generation of Bajorans raised during the occupation, witnessing or committing atrocities in the name of war, has been a direct cause of a return to religious conservatism. That many of this lost generation of Bajor are trying to cope with what they have seen and done by embracing the comfort of the Bajoran religion and traditional values as consolation for the loss of innocence. Bajorans have always been a spiritual people but their faith seems to be stronger and connection to the prophets unbreakable, despite the revelation of the reality of their gods and the knowledge of

the location of the Celestial Temple, they seem comfortable with the faith alongside the scientific knowledge and even the co-existence of a secular group living alongside them, although some conflict has occurred it has helped that the Starfleet Liaison officer Captain Ben Sisko is seen as the Emissary of the Prophets.

In Star Trek this is one of the few times that a Religious belief is expanded upon and treated openly and even handed. While Star Trek 'secular' background was laid in stone under Gene Rodenberry it has afforded us the chase to explore our options and as all good sci-fi knows the opportunity for allegory is rife. And while this is true with subject like religion it is often a risky subject to tackle. The same should be true in games.

Religious belief can be a tricky thing. For some it is a source of great comfort, while for those who follow a different path it can so easily be viewed as mere superstition or a distraction. At its very worst, faith and religious doctrine can (and has been) manipulated and abused. It can become a tool to turn believers into personal followers or an army.

As the Bajorans represented the most rounded religious doctrine presented in Star Trek this seems a good place to address these issues;



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The source of belief may vary, for the Bajorans their gods are the Prophets, while the Ferengi hold commerce in such high regard that they treat the Great River as a holy objective and the Grand Nagus holds as much spiritual power over the Ferengi as the Kai does on Bajor. The Klingons and Vulcans both eschew religion, with the former having killed their gods and the latter following a path of pure logic. And yet both species follow their chosen paths with an almost religious zeal; both species also maintain a small group of individuals who choose a monastic path cloistered in monasteries and working to bring enlightenment to their race. Mankind brought a myriad of religions to the stars; Christianity, Buddhism, Hindu, Islam, Wicca and Sikh to name a very few and even amongst these religious groups there are further sub-divisions and sects. The choice is staggering and confusing. And that's before trying to work out which paths are diametrically opposed to another. Even the Jem'Hadar hold the founders as gods, although their Fanaticism is genetically engineered and reinforced. Even the Borg seem to show an almost religious zeal in their pursuit of the Omega particle which seems to represent perfection to them.

"My point is it's a matter of interpretation. It may not be what you believe, but that doesn't make it wrong. If you start to think that way, you'll be acting just like Vedek Winn. Only from the other side. We can't afford to be that way, Jake. We'd lose everything we've worked for here."

- Chief Miles O'Brien

For the most part when seen on screen Star Trek often presents a very humanistic view of religion, where many choose a path of Atheistic or Agnostic belief, and those who follow a religious path are for the most part open minded and do not follow an extremist view. The truth in reality would of course never be so black and white, but in the context of a role-playing game a similar short-hand may be an easy solution to allow a player to represent faith without causing too much conflict within the group. It seems unlikely that within the group of players and friends that someone would choose to play a religious fanatic devoted

to the conversion or destruction of those that oppose their chosen path.

Getting Religion

When building a character of faith, the best advice to start from is to do some research, try not to build a character around a stereotype, but to try to develop the characters motivations and goals and just how religious they are, do they observe religious festivals closely or are they less tied by doctrine. When building the fictional beliefs from an alien world, you can build a core code of belief much like a **Code of Honour**, (one should work with the narrator to decide on the Disadvantage value) once you know what is considered good and bad, and then, the final key is to assign your characters own importance to these traits. Which of course must be shared with the narrator. After all with all the religious doctrine in the world, the final belief relies upon the devotee themselves and their interpretations of the teachings. Which is, of course, how real religions can spawn so many competing sects, and such varied opinions on nearly any subject.

You can use real-world religious belief as a guide but there is much room to make things up as required. Once the core rites and requirements the characters can adjust and add more information regarding their made up religion on the fly during the game, creating festival days and holy rites as appropriate.

Commonly Associated Traits;

Characters that are actively religious are likely to have some of the following Traits;

Skills; Artistic Expression, Charm, Command, Culture, Diplomacy, History, Knowledge, Persuasion, Theology
Advantages; Contact, Faithful, Followers, Patron, Religious Rank, Resolute, Strong Will

Disadvantages; Argumentative, Arrogant, Code of Honour, Conservative, Intolerant, Obligation, Pacifism, Rival

Driven Underground

In some cases, usually under an Authoritarian regime or a stronger rival religion, those following a religious path may find themselves persecuted and driven away often such times the followers of the persecuted path may find themselves



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participating in illegal activities and imprisoned. Such as with the Hebitian movement within the Cardassian Union.

Whether or not the motivation of the majority to declare the religious organisation as outlaw is valid or simple persecution, such activity only ever drives the movement underground, with its worshipers becoming dissidents amongst their own population. Often hidden amongst the citizenry. Sometimes, such as on Bajor, the Religious Authorities band together and may aid a rebellion movement either covertly or openly, especially if they hold major public approval. Other times their activities will remain hidden, such underground worship can dwindle over time, strangled of support until eventually the movement dies out, which is of course the point. But conversely the opposite can also be true and covert worship continues, hidden, for centuries hoping for a time to rise again.

Commonly Associated Traits;

Characters that participate in an underground movement will follow similar paths to other religious folk, but their need to remain secret and hidden opens up additional skills and such characters are likely to have some of the following Traits;

Skills; Artistic Expression, Charm, Command, Concealment, Culture, Diplomacy, Disguise, Espionage, History, Knowledge, Persuasion, Search, Security, Stealth, Streetwise, Theology

Advantages; *Alertness, Contact, Faithful, Followers, Patron, Religious Rank, Resolute, Shrewd, Strong Will*

Disadvantages; *Argumentative, Arrogant, Code of Honour, Conservative, Dark Secret, Diminished Social Status, Fanatic, Intolerant, Obligation, Pacifism, Rival, Shady Background*

Religious Extremists.

Religious extremism is of course a much tougher subject, one only need to look at the news these days to see that this is neither safe nor comfortable. It seems unlikely that a player may choose to play a character of such extreme views although its possible, especially in Bajoran campaign, that such a character may be a protagonist, seeking to block or harm the crew



Characters holding such extreme beliefs are unlikely to work well with others who are heathen to them. They may be almost impossible to reason with, and may even hold their own life as secondary to these needs of their cause. Some, like Kai Winn Adami, may cloak their activities under the guise of a more moderate or populist stance, seeking credibility and a wider base of followers before subtly and more gently subverting their message and radicalising others to take action in their stead. These recruiters are arguably the most dangerous of all.

This type of character would most suit an allegorical story, allowing you to take a contemporary or historical tale and explore the themes in a science fiction setting, but such stories should still be handled carefully as this is not only a hot topic but also continues to be a current source of concern in the real world. The key element here is to know your audience (players) and ensure you tailor your tales appropriately.

Commonly Associated Traits;

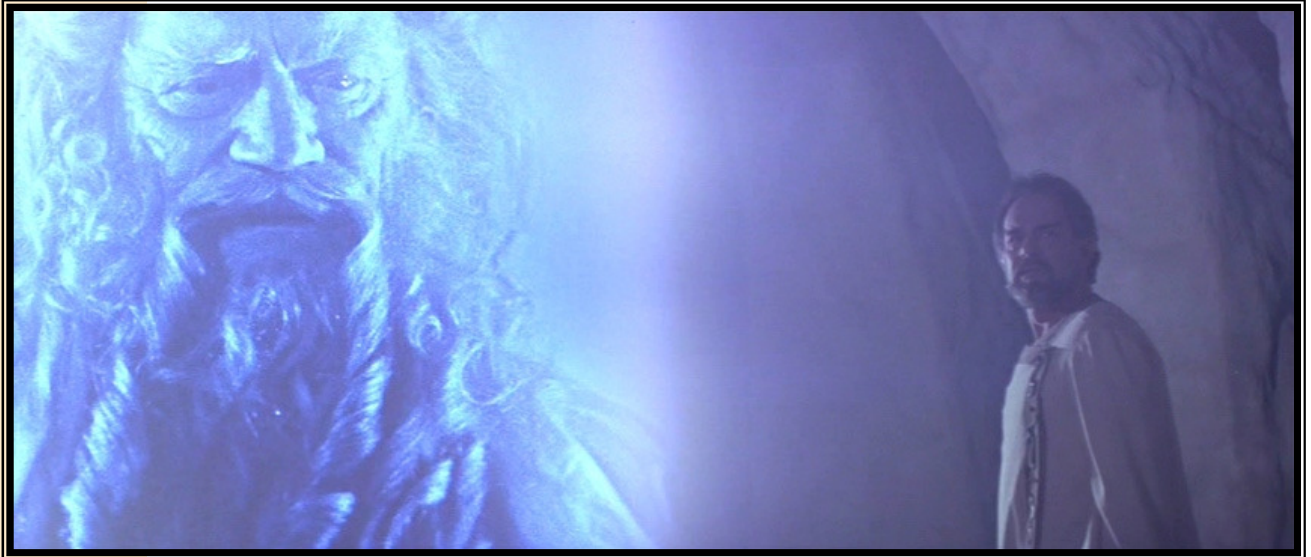
Characters that are fanatical extremists are likely to have some of the following Traits;

Skills; Behaviour Modification, Command, Culture, History, Knowledge, Persuasion, Security, Stealth, Streetwise, Theology

Advantages; *Contact, Faithful, Followers, Patron, Religious Rank, Resolute, Strong Will*

Disadvantages; *Argumentative, Arrogant, Code of Honour, Conservative, Dark Secret, Fanatic, Intolerant, Obligation, Pacifism, Rival, Shady Background*





False Gods

"Any sufficiently advanced technology is indistinguishable from magic."

- Arthur C. Clarke

The False Gods trope has become quite a common plot device in Star Trek, usually someone or even an entire species masquerading as a god and imposing their belief on a (usually backward) culture, in order to control and manipulate them. The Founders and their control of the Jem'Hadar make a great example of this situation.

Starfleet have encountered a number of false gods in their explorations. Logs filed with Starfleet command seem to show a number of occasions where individuals, mere con-artists, have used technology or advanced knowledge to enable themselves to masquerade as a god and take advantage of entire planets. From Ardra to a being on Pollux IV who claimed to have been the god Apollo in ancient Greece. It has been noted that a number of Ferengi explorers have been encountered using this method to control trade and resource of a location. Starfleet works hard to thwart these criminal activities which can prove a difficult task without breaching the Prime Directive.

There have also been notable occasions where the being(s) masquerading as a god has come from a species even more advanced than common 24th century technology levels, and in these cases your

crew may well be the 'backward culture' being taken advantage of. According to the Starfleet classification of these advanced beings, the Bajoran Prophets, the Wormhole Aliens, themselves qualify under this definition. Although they do not seem to claim themselves as gods, and have only been although they are regarded as such by the Bajorans even despite this discovery... Which seems an important clarification.

"What does god need with a Starship?"

- Captain James T. Kirk

In these cases the person acting as god may well be a protagonist in your stories... And for a Starfleet crew should they find themselves in this situation, facing being mistaken for gods, either deliberately or accident would easily result in a breach of the Prime Directive, crews in this position must tread very carefully (a good example of the latter is the TNG episode; **Who Watches The Watchers**).

It may even be that the protagonist in these cases is not actively trying to deceive the crew, take for example the case of the Bajoran Akorem Laan, who accidentally travelled forward in time in a set of circumstances that led him and many other to believe him to be the Emissary of the Prophets until such time that the Prophets themselves clarified and resolved this situation.

"This is the afterlife... And I'm God".

- Q



Mirror Universe

In the mirror universe, Bajor remains the homeworld of the Bajoran people. They remain a deeply spiritual people and retain many characteristics with their primary universe counterparts. Although Bajoran now worship the Kosst Amojen who fill the role of the mirror universe prophets, residing on Bajor in the Fire Caves. The true prophets remain in the Celestial temple but in the mirror universe have seen fit to remain hidden and are unknown to the Bajoran people.

The main universal changes began when the Bajorans made first contact with the Cardassians when several Bajoran lightships, which were designed to explore the space surrounding Bajor, reaching Cardassia after being propelled there by tachyon eddies in the Denorios Belt. In the 24th century, this fact was frequently mentioned in the propaganda broadcasts of the Klingon-Cardassian Alliance as evidence of the historic bond between the peoples of Bajor and Cardassia.

Hundreds of years prior to the 24th century, Kai Dava Nikende encountered a mirror orb from the Prophets, his orb experience foresaw the conquest of Bajor by the Terran Empire in 2255 and the suppression of the Bajoran religion which involved the killing of its priests and the destruction of its icons. Consequently, he preserved a fragment known as a paghvaram each of them. During his orb experience with the Orb of Souls, he made contact with his primary universe counterpart, who likewise was the Kai of Bajor, and one of the fragments was transported to that universe for safekeeping. The paghvaram was kept in the village of Sidau in Hedrikspool Province, a relic of that villages Storyteller with it origins I(deliberately) ost to time.

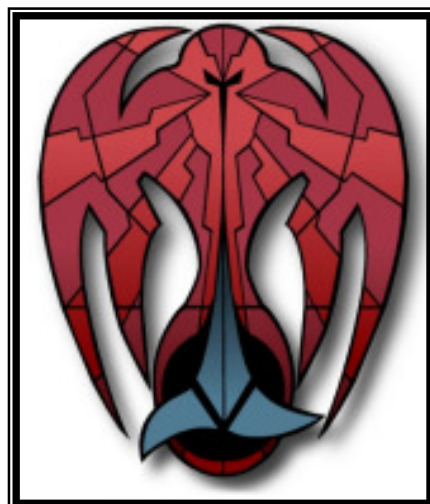
In 2255, Imperial Starfleet vessels first arrived at Bajor and discovered a world inhabited by an aggressive, yet passionate species of farmers and craftsmen. While the Bajorans were technologically capable of mounting a resistance to the empire, their fleets of spacecraft were far too few in number to do so effectively.

Before attempting a full-scale invasion, Starfleet studied the Bajorans and their homeworld covertly and then dispatched a fleet of vessels under the command of the

Admiral Gorek, an Andorian. Much to the Admiral's surprise, the Bajorans refused to submit, even after the "Bajoran outback" was turned into wasteland through planetary bombardment. Within a week, the Bajoran fleet was destroyed and the empire laid claim to the planet. All those who resisted and publicly opposed the will of the Terran Empire were rounded up and killed. In the end, over 125 million Bajorans died in the conquest of Bajor.

Following subjugation, a colonial government was established and headed by a Vulcan named El'thur who proceeded to squeeze as much wealth from the planet as possible. Imperial labour camps were created in key mining locations across Bajor, and millions of Bajorans died as a result of the harsh conditions under which they toiled for the empire. Gallitep was, by far, the worst of all the camps. Moreover, since Bajor's atmosphere and climate closely matched that of Earth, millions of Bajorans were forcibly relocated to make room for Human colonists. Estates and homes were awarded to imperial officers, and the most picturesque locations were turned into vacation resorts where Bajorans were forbidden access unless they worked as servants.

Nonetheless, the Bajorans did fight back and established an underground resistance movement. Mining camps were sabotaged and the homes of imperial officers were attacked and vandalized. In 2283 the imperial palace of the governor was even assaulted. As resistance grew, imperial officials decided to make an example and executed 42 resistance members captured in the Kendra Valley. The incidence, known to the Bajorans as the "Kendra Valley massacre," only served to fan the flames of resistance.



Multidimensional Transporter Device;



Created by Smiley O'Brien in the mirror universe and based on an analysis of the original transporter accident that first connected the universes. The device technology has been closely guarded from our own universe by the rebels who have been encountered using it, although the Intendant has stolen the technology from them on the mirror side, she appears to have broken with the Alliance and does not seem to have shared this technology with them... yet. The Primary universe crew of Deep Space Nine had several opportunities to scan the various devices encountered and had managed to make a detailed analysis of its inner workings, which have been filed with Starfleet, although is considered a closely guarded secret by Starfleet R&D.

Using a quantum targeting system it is able to adapt a standard transporter to target an alternative dimension. To target a known dimension would require a challenging ***Ships Systems (Transporter)*** skill check. The device is a complex delicately balanced piece of equipment. It cannot be replicated (nor can its components) as replicators scanners are not able to reach the quantum resolution to create a working model. It must be hand built. It has been theorised that this device could also be tied into the communications array, using the quantum targeting system tied into the subspace array and oing so might allow 2-way real-time audio-visual communications. (an extended test would be required using a combination of ***Systems Engineering (Communications)*** and ***Space Sciences (Quantum Physics)***).

The Bajoran religion was suppressed and driven underground by the Terran Empire. The Terrans killed all of its priests and destroyed its icons such including any of the Orbs of the Prophets that had be en discovered and retained by the Bajorans.

Driven underground enclaves of worshipers still existed on Bajor into the 24th century.

With the rise of the Klingon-Cardassian Alliance in the late 23rd century, Bajor was freed from imperial domination and sought immediately to join the Alliance. Bajoran soldiers eagerly joined in the fight against the Terran Empire as a means to avenge their people's treatment while under imperial rule. The tomb of the first colonial governor, El'thur of Vulcan, was desecrated and the head of Nathan Kwan, the last Human governor, was paraded through the streets of the Bajoran capital, Ashalla. As the Alliance grew, new slaves arrived on Bajor, Terran slaves, who were forced to restore the planet they had once looted. Through slave labour, ruins were rebuilt, rivers were cleansed of pollution, and wastelands were made green again. Ore processing moved off world to the orbiting facility of Terok Nor. By the late-24th century, Bajor's people were freed from work by the existence of replicator technology and the large number of slaves. Many Bajorans have devoted themselves to the development of the arts, small business, or hobbies. Intendant Kira Nerys is the unquestioned ruler of Bajor and the Bajoran system and she rules from her office on Terok Nor and under her rule no dissention was tolerated and the planet became a plaything to be moulded to her cruel whim.



Bajor was freed from slavery but as time went on it became cleat that it remained under cruel leadership, the Bajoran population grew unhappy with the Intendant's leadership, and as time progressed their situation worsened, with many now treated no better than the Terran slaves.

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It was about this time that a second incursion from the Primary Universe occurred, an event that would change the destiny on this dark copy of Bajor. The cause of the universal switch was due to a wormhole inversion and faulty warp coil forcing Starfleet officers to encounter the mirror Terok Nor under the rule of the Intendant, this would introduce the Mirror universe to the presence of the Prophets and the wormhole

Rebellion brewed until finally in the 2370s, the Bajoran dissident movement openly supported the Terran Rebellion, mirrored by the rise in worship of the Prophets. Initially led by the Mirror Sisko he was killed before he had the opportunity to fulfil his destiny as Emissary, although by this point contact had been made with the Primary Universe and Sisko was heralded and idolised by the Bajorans posthumously. It was Sisko's elevation by the faithful that finally swayed the majority of the Bajoran population to the dissident cause and soon after the planet fell to the Rebellion. Although some Bajorans remained loyal to Intendant Nerys and while their loyalty to the Klingon/ Cardassian alliance is no longer key their actions towards their own people have left them without a homeworld.

The mirror Bajor is a world in turmoil, a mirror of the primary universe it stands on the frontline of hostilities while the primary universe burned during the Dominion War the mirror universe saw the fires of Rebellion stoked and the fight for Freedom against the Klingon-Cardassian Alliance

Playing in the Mirror Universe.

The Bajor of the mirror universe seems to have become the focus of that universes political turmoil, and the mirror universe has developed technology that seems to allow them to traverse between universe at will, technology that has not been shared with the primary universe. It seems very likely that a game set in Bajor sector is very likely to enjoy crossover and your players may revel in the opportunity to act as mirror versions of their own characters. And travel may not be limited to the Mirror universe transporter devices. With previous crossovers occurring via transport accident or via a subspace inversion when travelling through the wormhole. Who is to say that the Prophets also have the ability to traverse universal

barriers as well as temporal. Travel could be by weird spatial effect, via another wormhole accident, or even directly through an Orb Experience (the Orb of Souls might seem appropriate for a mcguffin to initiate such a crossover).





Chapter 9

Bajoran Character Generation

Character Generation

Here follows the expanded character creation rules for a Bajoran character, these offer additional career paths and character development packages for both standard Civilian, Militia and even Starfleet Character Generation options presented in the Deep Space Nine Core rulebook by Last Unicorn Games. Whether your Bajoran is a local, an ex-pat, or even a member of Starfleet, these rules are written to supplement the core rule book and it will likely be difficult to create a character from scratch with just this supplement.

One addition here Bajorans may rename their pool of Courage points as their Pagh, essentially the Bajoran Pagh is the same thing and used in the same way. When a Bajoran priest tests a characters Pagh it is this value that is used to describe how strong a Characters Pagh is. For the purposes of Pagh this term is effectively interchangeable with Courage points. This test works equally well on non-Bajorans. One of the greatest differences between Bajoran Pagh and Courage points is that the characters religious belief and faith are integrated into it, allowing some characters to benefit from their religion and allowing religious observances to influence the Characters Pagh / Courage pool.

Optional Rule - Pagh (Courage replacement)

Bajorans retain +2 Pagh for a starting total of 5 Courage / Pagh. The main difference in Pagh and Courage is that Bajoran Spirituality draws significant strength from their relationship with the Prophets, and a Bajoran character gains a new way to refresh points of their Pagh by attending religious services and observances. This can even occur mid-game, but should be restricted by the Narrator; after all it cannot always be a Bajoran festival day, although the Bajorans do have a LOT of festivals. If the Narrator allows it an Orb experience will also refresh the characters Pagh total (although such an experience would also refresh an allied/friendly characters Courage pool too).

Character Overlays

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For Characters from the Bajoran Militia, creation is built along the same lines as a Starfleet Officer. First the character picks a Species Template and Overlay (either Officer or Enlisted), for enlisted personnel, the player must pick a suitable skill set for their initial training. Then build the Early Life (5DP), Militia Training packages (9DP). Tours of Duty (10DP) can be built along standard Starfleet options as details in the Core Rulebook.

For Civilian Characters see the civilian creation guide from the Deep Space Nine Core rulebook, building around the initial Template with a 36 Development point structure and Overlay and following the path through Early Life (5DP), Advanced Training (9DP) and Professional Career (10 DP)

Officers are built as career officers, having attended a military academy these Overlays are the equal of Starfleet Officers, built around a 54 development point overlay. Enlisted and Civilian personnel are built around a 36 development point overlay, representing basic training, this is the equivalent of a Civilian package in development points.

Militia Space Guard

This is the Bajoran Space Force, the equivalent of Starfleet, manning Bajor's Starships, this is seen as the premier assignment and its members consider themselves the cream of the Bajoran Militia and the force certainly receives an unequal amount of Kudos and budgetary allocation and the vast majority of its personnel are professional military graduated from Bajor's military academy. The Space Guard was disbanded during the occupation.

Space Guard Command

Administration (Starship Administrations) 2(3)
Command (Starship Command) 2(3)
Law (Militia Regulations) 2(3)
Personal Equipment (Choose Specialisation) 1(2)
Starship Tactics (Choose Specialisation) 2(3)
Ships Systems (Choose Specialisation) 1(2)
Athletics (Choose Specialisation) 1(2)
Computer (Choose Specialisation) 1(2)
Dodge 1
Energy Weapon (Phaser) 1(2)
History (Bajor) 1(2)
Language: Bajoran 1
Planetary Survival (Choose Specialisation) 1(2)
Vehicle Operations (Shuttlecraft) 1(2)

Space Guard Operations and Tactical

Administration (Starship Administration) 1(2)

Science, Any (Choose Specialisation) 2(3)
Ships Systems (Choose Specialisation) 2(3)
Systems Engineering (Choose Specialisation) 1 (2)
Vehicle Operations (Shuttle) 2(3)
Athletics (Choose Specialisation) 1(2)
Computer (Choose Specialisation) 1(2)
Dodge 1
Energy Weapon (Phaser) 1(2)
History (Bajor) 1(2)
Language: Bajoran 1
Law (Militia Regulations) 1(2)
Personal Equipment (Choose Specialisation) 1(2)
Planetary Survival (Choose Specialisation) 1(2)
Unarmed Combat (Choose Specialisation) 1(2)

Space Guard Engineering

Administration (Choose Specialisation) 1(2)
Science, Any (Choose Specialisation) 2(3)
Ships Systems (Choose Specialisation) 2(3)
Systems Engineering, Propulsion (Choose Specialisation) 2 (3)
Engineering, Other (Choose Specialisation) 1(2)
Vehicle Operations (Shuttle) 1(2)
Athletics (Choose Specialisation) 1(2)
Computer (Choose Specialisation) 1(2)
Energy Weapon (Phaser) 1(2)
History (Bajor) 1(2)
Language: Bajoran 1
Law (Militia Regulations) 1(2)
Personal Equipment (Choose Specialisation) 1(2)
Planetary Survival (Choose Specialisation) 1(2)
Unarmed Combat (Choose Specialisation) 1(2)

The Planetary Defence Force

These are the ground troops the poor bloody infantry tasked with protecting the homeworld. Bajoran Militia Security is also absorbed into this organisation.

Planetary Defence Corps Command

Administration (Logistics) 2(3)
Command (Combat Leadership) 2(3)
Energy Weapon (Phaser) 2(3)
Law (Militia Regulations) 2(3)
Planetary Tactics (Choose Specialisation) 2(3)
Athletics (Choose Specialisation) 1(2)
Computer (Choose Specialisation) 1(2)
Dodge 1
History (Bajor) 1(2)
Language: Bajoran 1
Personal Equipment (Choose Specialisation) 1(2)
Planetary Survival (Choose Specialisation) 1(2)
Vehicle Operations (Shuttlecraft) 1(2)

Planetary Defence Corps Ground Forces (Enlisted)

Energy Weapon (Phaser Rifle) 2(3)
Planetary Survival (Choose Specialisation) 2(3)
Primitive Weaponry (Choose Specialisation) 1(2)
Unarmed Combat (Choose Specialisation) 1(2)
Tactics, Planetary (Choose Specialisation) 1(2)
Athletics (Choose Specialisation) 1(2)
Dodge 1
Language (Bajoran) 1
Law (Militia Regulations) 1(2)
Personal Equipment (Choose Specialisation) 1(2)



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Constabulary (Enlisted)

Energy Weapon (Phaser Pistol) 1(2)

Law (Bajoran) 2(3)

Search 1

Security (Security Systems) 2(3)

Unarmed Combat (Choose Specialisation) 1(2)

Athletics (Choose Specialisation) 1(2)

Computer (Choose Specialisation) 1(2)

Dodge 1

Language (Bajoran) 1

Personal Equipment (Choose Specialisation) 1(2)

Auxiliary Corps

Not all members of the Bajoran Militia are troops, and many Bajorans fill essential support roles in medical, science or Technical capacities. These personnel are issued a uniform, training and duty assignment, but are not considered front line personnel.

Auxiliary Technician (Enlisted)

Engineering, Any (Choose Specialisation) 2(3)

Engineering, Other (Choose Specialisation) 1(2)

Personal Equipment (Choose Specialisation) 1(2)

Computer (Choose Specialisation) 1(2)

Any Sciences (Choose Specialisation) 2 (3)

Administration (Choose Specialisation) 1(2)

Computer (Choose Specialisation) 1(2)

Dodge 1

Language (Bajoran) 1

Law (Militia Regulations) 1(2)

Auxiliary Medical Specialist/Nurses (Enlisted)

First Aid (Wound/Combat Trauma) 2(3)

Personal Equipment (Choose Specialisation) 1(2)

Medical (Choose Specialisation) 2(3)

Life Sciences (Choose Specialisation) 1(2)

Ships Systems (Medical Systems) 1(2)

Administration (Choose Specialisation) 1(2)

Computer (Choose Specialisation) 1(2)

Dodge 1

Language (Bajoran) 1

Law (Militia Regulations) 1(2)

Civilian Careers

Follows a selection of Civilian overlays appropriate for Bajoran characters several of them are variations of templates previously presented in the Deep Space Nine core rule book.

Artisan

Artistic Expression (Choose Specialisation) 2(3)

Charm (Choose Specialisation) 1(2)

Persuasion (Choose Specialisation) 1(2)

Social Sciences (Choose Specialisation) 2(3)

Athletics (Choose Specialisation) 1(2)

Computer (Choose Specialisation) 1(2)

Culture (Bajoran) 1(2)

History (Bajoran) 1(2)

Language (Bajoran) 1

Personal Equipment (Choose Specialisation) 1(2)

+1 Empathy Edge

Bajoran Psionics

While true Psionics among the Bajoran Population are rare, many who exhibit Psionic abilities tend to gravitate towards the priesthood. The Bajoran Mystic template can be used by a Psionic or non Psionic character with a key skill change option in the template. If you wish to opt for a Psionic Bajoran please use the following stat change.

Psi 1, Range -2

Bajoran Mystic

Persuasion (Oratory) 2 (3)

Receptive Empathy 1

or Empathy (Choose Specialisation) 1 (2)

Social Sciences (Choose Specialisation) 2(3)

Theology (Bajoran Prophets) 2(3)

Culture (Bajoran) 1(2)

History (Bajor) 1(2)

Language; Bajoran 1

Meditation (Choose Specialisation) 1(2)

Personal Equipment (Choose) 1(2)

Bajoran Resistance Fighter

Energy Weapon (Choose Specialisation) 2(3)

Planetary Tactics (Choose Specialisation) 1(2)

Primitive Weaponry (Choose Specialisation) 1(2)

Streetwise (Choose Specialisation) 1(2)

Unarmed Combat (Choose Specialisation) 1(2)

Athletics (Choose Specialisation) 1(2)

Culture (Bajoran) 1(2)

Dodge 1

Language (Bajoran) 1

Personal Equipment (Choose Specialisation) 1(2)

Planetary Survival (Choose Specialisation) 1(2)

Colonist/Farmer

Personal Equipment (Choose Specialisation) 1(2)

Planetary Survival (Choose Specialisation) 2(3)

Science, Planetary (Choose Specialisation) 2(3)

Science, Social (Choose Specialisation) 1(2)

Science, Any (Choose Specialisation) 1(2)

World Knowledge (Bajor) 1(2)

Athletics (Choose Specialisation) 1(2)

History (Bajor) 1(2)

Language (Bajoran) 1

Primitive Weapon (Choose Specialisation) 1(2)

Doctor

Computer (Research) 1(2)

First Aid (Choose Specialisation) 2(3)

Life Sciences (Choose Specialisation) 2(3)

Medical Sciences (Choose Specialisation) 2(3)

Administration (Bajoran Medical Index) 1(2)

History (Bajor) 1(2)

Language (Bajoran) 1

Law (Bajoran) 1(2)

Personal Equipment (Choose Specialisation) 1(2)



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Background History

Once a player picks their species and template, its time to develop and complete the character with a background. Players pick a package from each of the following groups; *Early Life*, *Advanced Training* and *Professional* packages. Militia and former resistance Characters can choose from appropriate *Tours of Duty* presented in the core rulebook. It is highly recommended that your players options are supported with the DS9 core rule book(pages 52-59), and if possible the Raiders, Renegades and Rogues sourcebook.

Early Life Packages (5DP)

The character receives 5 Development points to spend during Early Life/ Childhood.

Collaborator: Your parents were known collaborators and while a child you may not have taken the blame for their actions, but you certainly suffered the consequences.

Stealth 1(2), Fast Talk 1, Wealth +1, Diminished Social Status -1, Empathy -1

Farmer: Living a rural life, You grew up working the land, with honest toil and had work. But you always dreamed of your escape...

Planetary Sciences (Choose Specialisation) 1(2), Vitality +1, Curious +1

Labour Camp: Raised in one of the notorious Labour Camps, the character faced strict privation and difficulties. But somehow survived...

Dodge 1, Primitive Weapon (Knife) 1(2) or Fast Talk 1, Willpower +1, Vengeful -1, Vitality -1

Orphaned: You lost your parents at a young age and grew up alone on the streets, surviving in any way you could.

Streetwise 1(2), Fast Talk 1, +1 Empathy, Hides Emotions -2

Refugee: Growing up on the run from the Occupation, you were raised in one of the off-world Refugee Camp and have never even seen the homeworld.

Planetary Survival (Choose Specialisation) 1(2), Curious +1, Vitality edge +1,

Religious Training: You entered a monastic life early, educated by the Vedek's, your calling to the Prophets came early and you have dedicated your life to them.

Theology (Bajoran Prophets) or History (Bajor) 1(2), Culture 1(2), Willpower +1, Fanatic -2 or Pacifism -2

Resistance: Your family were active in the resistance, and from the age you could pick

up a Phaser you took up arms and fought with them to drive the Cardassians from your homeworld.

Energy Weapon (Phaser) 1(2), First Aid (Wound/Combat Trauma) 1(2), Toughness +2, Empathy -1, Intolerant (Cardassians) -2

Advanced Training Packages (9DP)

The character receives 9 Development points to spend during advanced career training/adolescence.

Indentured Servitude: During the occupation you found yourself forced into service of the Cardassians, you were tied into the household staff and your cooperation was forced, you were clearly no collaborator, merely a prisoner of your circumstances. Some servants were treated fairly well and fared better than much of the population at large, but freedoms were still curtailed and even when gilded your life was still lived in a cage. After the occupation some servants were forced to remain in service on Cardassia.

Language; Cardassian 1, Culture (Cardassian) 1(2), Any suitable skill / specialisation 1(2), Vengeful -1 (Cardassian Master) or Guilt -1 (Unable to escape service), +1 Empathy Edge

Militia Boot Camp: You have taken to the military life and your Militia training assignment has turned into a full-time career.

Energy Weapon (Phaser Rifle) 1(2), Law (Militia Regulations) 1(2), Planetary Tactics (Choose Specialisation) 1(2),

Political Internship. You have learned from the political elite, watching the best at their craft in the cut-throat world of politics, the wheeling's and dealings of political circles became your bread and butter

Social Sciences (Sociology) 1(2), Culture (Politics) 1(2), Persuasion (Oratory) (2) Obligation (to Political Ideology) -1, Contact +1

Prison: A significant amount of time has been spent in prison whether rightfully or not, but your time spent behind bars has developed skills of a dubious nature.

Fast Talk 1, Unarmed Combat Brawling) 1 (2), Streetwise (Criminal Gangs) 1 (2)

Resistance Fighter; During the occupation you fought hard for Bajor's



Restricted Skills

In the Deep Space Nine Core Rule book a number of skills are highlighted as inappropriate for Federation, Civilian and Starfleet Characters; *Behaviour Modification, Intimidation and Streetwise*. No such restriction need be imposed on characters from the Occupation of Bajor period.

For characters who grew up during the occupation, no matter what their career may also choose from the list of military and espionage skills during character creation. These skills must be purchased with development points or swapped with skills in the existing package, and represent some of the measures taken by nearly all Bajorans as they fought for survival or to free their world.

Needless to say for characters raised under the oppression of the Occupation these skills would be survival traits and as such Narrators are recommended to allow Bajorans of that era access to these skills with no limitations, even for Bajorans who had escaped and ended up serving within Starfleet.

Artistic Expression

Bajorans are renowned for their artistic flair; almost all Bajorans dabble in an artistic ability of some sort. While this skill is not on the standard species template it is a recommended swap out for any players to choose during character creation. Many artists will focus on a particular element of their talent; say for example a musician that dabbles in all Musical Instruments over a specialist Bajoran Lute Player. For the rare times that an Artistic skill check is required a focused skill suitable to the task in hand will find it easier (-1 difficulty level) than that of the generalist. Some example artistic specialisations, with a Bajoran Focus, are as follows;

Bajoran Iconography, Bajoran Lute (stringed instrument), Bajoran Va'Jazzler (wind instrument), Calligraphy, Cooking, Creative Writing, Design, Doodling (pen and ink), Gardening, Musical Composition, Painting, Poetry, Sculpting, Singing, Speechwriting, Writing Holonovels

freedom. While you may not have done things you were proud of, but the freedom for the children of Bajor is testament to the fact that the ends justified the means.

Demolitions (choose specialisation) 1(2), Energy Weapons (choose specialisation) 1(2), Planetary Tactics (Guerrilla Warfare) 1 (2)

Religious Training; Training as a monk, your theological studies were supplemented by quiet contemplation, you are now ordained and begin a life in service to the prophets

Administration (Vedek Assembly) 1(2), Persuasion (Oratory) 1(2), Theology (Bajoran Prophets) 1(2), Religious Rank 0

Starfleet Academy Washout. You made it to Starfleet Academy, but it just wasn't a good fit, you just didn't make the grades and washed out before graduation. But that's no reason to let the skills you did learn go to waste,

Law (Starfleet Regs) 1(2), Ships Systems (choose specialisation) 1(2), Space Sciences (choose specialisation) 1(2).

OPTIONAL. *Energy Weapons (Phaser) 1(2), Intolerant (Starfleet know-it-alls) -3.*

Professional Packages (10DP)

The character receives 10 Development points to spend during the characters professional careers.

For civilian careers, the Professional/ Career Package replace the Tour of Duty that Starfleet and Militia officers go through. Typically non-Starfleet characters don't serve multiple 'Tours of Duty', but if the Narrator may allow additional packages (for characters such as Bajoran Militia) they can receive 5 development points for any subsequent tours.

Artist: Your artistic flair drives you and you derive much pleasure from your creative process. Now you share your message with Bajor free in your expression of art you hope to help kindle the Bajoran soul after so long being gagged.

Artistic Expression (choose Specialisation 1(2), Charm (choose Specialisation 1(2), Craft (choose Specialisation 1(2), Bold +1

Healer: You are a practitioner of alternative healing arts whether working as a monk/healer in a monastery or village healer you offer more traditional healing arts unchanged for thousands of years that help support the more established modern methods.



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First Aid (choose Specialisation) 1(2), Knowledge (choose Specialisation) 1, Life Sciences (Herbalist) 1(2), Followers +1

Law Enforcement Officer: Working as a Policeman or Security guard for the Bajoran constabulary. Skilled in their local 'beat' area, and responsible for crime detection and maintaining order.

Law (Criminal Law) 1(2), Security (Law Enforcement) 2(3), Shrewd +1

Medical Practitioner: Another calling of service you help tend a broken world mending its people and trying to drive the remaining vestiges of the occupation from its broken people.

Administration (Bajoran Medical Index) 1(2), Medical Sciences (Choose Specialisation) 2(3), First Aid 1(3), Obligation (to patients) -2

Refugee: Escaping the horror of the occupation you fled, living on the run in shanty colonies, and on the fringes of society, often having to deal with unsavoury types just to get by day to day.

Planetary Survival (Choose Specialisation) 1(2), Streetwise (Locate Contraband) 1(2), World Knowledge (Homeworld and Choose Additional) 1(2) and (2)

Religious Vocation; Life as a monk has suited you, you tend your flock and serve your congregation well, looking after your followers and dispensing the wisdom of the prophets.

Administration (Vedek Assembly) 1(2), Theology (Bajoran Prophets) 2(3), Religious Rank +2, Followers +1, Conservative -2

Resistance: Refusing to bow under the Cardassian Occupation, the character took up arms as a member of the Bajoran Resistance.

Demolitions (Booby Traps) 1(2), Energy Weapon (Choose Specialisation) 1(2), Security (Security Systems) 1(2), Stealth (Choose Specialisation) 1(2), Dark Secret -2 (actions taken during the occupation) or Chronic Pain (Injuries sustained)

Storyteller; You are the village Sirah, or apprenticed to the Sirah. Wielding some local influence over your community you are a respected elder and strive to be worthy of the friendship and respect your community offers you.

Command (Community) 1(2), Persuasion (Storytelling) 1(2), Knowledge (Choose Specialisation) 1, Followers +1

Teacher; While you had no spiritual calling to the Vedek Assembly you do have a drive to serve you community and teach the

children, the best way to avoid the mistakes of the past is through knowledge.

Any Academic Skill (Choose 2 specialisations) 1(2) and (2), Administration (Academic) 1(2), Artistic Expression (choose specialisation) 1 (2), Contact +1, Argumentative -1.

Trader: Working for yourself as an itinerant merchant you managed to avoid the worst of the Occupation and travelled relatively freely trying to obtain the best prices for your goods. The end of the occupation means that your work is a lot more legitimate these days.

Bargain (choose Specialisation 1(2), Merchant (choose Specialisation 1(2), Ship Systems (choose Specialisation 1(2), Shrewd +1

War Profiteering: Dangerous as it was, you made a healthy profit dealing with all sides and charging whatever going rates you feel appropriate.

Bargain (Choose Specialisation) 1(2), Merchant (Choose Specialisation) 1(2), Streetwise (choose Specialisation 1(2), Wealth +4, Shady Background -3

Bajoran Template

This is the Standard Species Template presented by LUG in the core DS9 rulebook to be used as the standard Bajoran.

Attributes

Fitness 2 [5]

Coordination 2 [5]

Intellect 2 [5]

Presence 2 [5] Willpower +1

Psi 0 [5]

Skills

Athletics (Choose Specialisation) 1 (2)

Culture (Bajoran) 2 (3)

History (Bajoran) 1 (2)

Language Bajoran 2

Science, Any (choose Specialization) 1 (2)

World Knowledge (Bajor) 1 (2)

Typical Advantages/Disadvantage

2 extra **Pagh / Courage** points

Species enemy (Cardassians) -4



Bajoran Species Enemy. (Optional Rule)

"He's a Cardassian. That's *reason* enough."

"No... *Its not...*"

- Kira Nerys - upon the murder of Aamin Maritza

The standard Bajoran character template includes the Species Enemy (Cardassians) disadvantages at -4 development points. This is understandable during and soon after the occupation. But one of the themes of Deep Space Nine was the gradual resolution of that enmity and acceptance of others, even the redemption of Cardassia. The Kira character moves from strongly held anti-Cardassian feelings at the start and develops friendships with several Cardassians, and even helps lead the Cardassian resistance against the Dominion. It may not be immediate but eventually Bajor will not hold the Cardassians in such ill-regard, and the raw emotional scars will eventually heal (even if a certain amount of distrust remains).

To represent this, for games set after a significant amount of time has passed from the occupation, starting circa 2380, a player may choose to replace the -4 Species Enemy (Cardassians) disadvantages with the following reduced effects;

Argumentative -1

Intolerant (Cardassians) -2

Any other -1 Disadvantage or -1 Edge

Or alternatively they may choose to swap the Species enemy for the loss of 1 point of Pagh/Courage and the addition of the +1 Bold or Curious Advantage

Bajoran/Cardassian Mixed Species Template



The Occupation left many scars on Bajor, and many painful memories. The departing troops also left behind a lost generation of Cardassian/Bajoran children, born as a result of the war and often orphaned. These children grew up among the Bajorans some were raised as Bajorans other were less fortunate and were treated as the painful memories they embodied. The majority of this generation reached maturity between 2370-3385. Following is a suggested mixed species template for this generation.

Attributes

Fitness 2 [5]

Coordination 2 [5]

Intellect 3 [5] Perception +1

Presence 2 [5] Willpower +1

Psi 0 [5]

Skills

Athletics (Choose Specialisation) 1 (2)

Culture (Bajoran) 2 (3)

History (Bajoran) 1 (2)

Language Bajoran 2

Science, Any (choose Specialization) 1 (2)

World Knowledge (Bajor) 1 (2)

Typical Advantages/Disadvantage

Mixed Species Heritage +6

Eidetic Memory +3

Diminished Social Status -1



Cardassian Orphans

Another of the scars of the occupation was a small number of Orphans, pure Cardassians by birth whose parents were lost in the fighting. A number of these children were abandoned on Bajor left behind and unwanted by the Cardassian state. Many were equally shunned by Bajorans too. Some wonder what hardships these children have had to endure and what the true legacy of their abandonment will be. Following is a suggested template for this lost generation using the Cardassian physical traits but also inclusive of their Bajoran upbringing.



Attributes

Fitness 2 [5]
Coordination 2 [5]
Intellect 3 [5] Perception +1
Presence 2 [5] Willpower +1
Psi 0 [5]

Skills

Athletics (Choose Specialisation) 1 (2)
Culture (Bajoran) 2 (3)
History (Bajoran) 1 (2)
Language Bajoran 2
Science, Any (choose Specialization) 1 (2)
World Knowledge (Bajor) 1 (2)

Typical Advantages/Disadvantage

Alien Upbringing +1
Eidetic Memory +3
High Pain Threshold +2
Diminished Social Status -1
+1 **Pagh** / **Courage** Point

"Your Pagh is weak"

Not really an advantage as such, however a Bajoran character may choose to exchange 1 point of Pagh/Courage during character generation in exchange for an additional +5DP to spend on skills, edges or advantages. A narrator may opt to make this available to all players no matter what species during character generation, although it is not recommended for characters that start with the standard Courage of 3.

New Skills

Empathy (Presence)

Some people are naturally receptive to the needs of others, and as such they can gauge how a person they are talking to might be feeling. Not all of Starfleet's councillors are Psionic, some are simply good listeners and can understand people, body language and aspects of Psychology with a strong grasp of another beings emotional standing and needs. The Empathy skill works similarly to the Psionic 'Receptive Empathy' skill, but can only be applied in a face to face meeting (whether in person or over a Comm channel) or with those whom established relationships have already formed as this ability has no basis in Psionic power.

Routine; Trying to gauge a good friend's emotional state.

Moderate; Trying to read a Bajoran Pagh.

Challenging; Trying to read a non-Bajoran Pagh.

Difficult; Trying to predict the actions of someone you have never met before.

Nearly Impossible: Trying to work out what a Breen might be thinking.

Used By; Councillors, Priests, Healers

Specialisations; *Body-Language, Listening, Prediction, Sense Pagh, Specific Species*

Meditation (Presence)

Meditation is a practice in which an individual has trained their mind or induces a mode of consciousness, either to realise some benefit or as an end in itself. The term meditation refers to a broad variety of



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practices designed to promote relaxation, build internal energy or life force. Use of this skill can help the individual to calm and relax, sometimes allowing benefits of rest over shorter periods of time. Meditation can even enable a stronger focus for some Psionic Abilities providing some additional benefit (*With Moderator Approval*).

Routine; Entering a calming relaxing trance.

Moderate; A deep, relaxing trance, that while the character remains fully conscious allows the character to rest and gain the benefits of 'power-naps' during times of Fatigue. Also needed to achieve a Spirit Quest, where you can gain insight from your own subconscious.

Challenging; Entering a deep cleansing meditation that might have beneficial effects on a characters healing (Enables an additional natural healing check).

Difficult; A Strong, focused trance that enhances the characters mind and increases Psionic ability (Temporary +1 Focus).

Nearly Impossible; A death-like trance, with slowed breathing and respiratory levels making the character appear, and sometimes even scan as dead.

Used By; Priests, Martial Artists, Spiritual cultures

Specialisations; *Resting, Focus Mind, Healing Trance, Gardening, Specific Religion (Zen Buddhist, tantric, etc).*

Advantages and Disadvantages.

Existing Advantages;

Artistic Talent (+1)

Bajorans are renowned for their artistry, and your character possesses an unusually high level of creativity and imagination. When creating art, the character receives a +1 die to roll when using their Artistic Expression skill checks.

Battle-Hardened (+3)

Many Bajorans took up arms against the Cardassian Occupation and the fight was a long and bitter one. The character is used to heat of battle, Phasers fired at him and explosions all around. He is about as used to the terror of war as anyone can be. Whenever a battle-hardened character is in a combat situation he receives an extra courage point to spend, but must spend the point in combat or in another decisive action.

Deep Cover +2

The Character has an extremely well-developed alternative identity, whether they are a Cardassian spy trying to infiltrate the Bajoran resistance, or visa versa and a Resistance operative trying to convince the Cardassians of his loyalty. The player must define the characters deep cover with the narrator at the time of character creation.

Mixed Species Heritage (+6)

The Cardassian Occupation left a lasting legacy... A significant and startling number of Half Cardassian Bajorans were born as a direct result of the conflict. As a result these individuals are going to remain a part of Bajor's future. A suggested template of a half Cardassian character is provided, but should you wish to make your own you will need to decide which species is dominant, pick 3 of that species attributes and 2 from the second template. A character raised on Bajor would learn the Bajoran species skills, and the player would then choose Overlay and Background history normally

Political Rank (+2 to +6)

The Character holds a political position in his society, wielding great personal power and has underlings who obey his orders, they may even have command over the planet. Narrators may want to limit the level at which this is available for purchase.

Political Rank

+2 - Major Local Figure

ie. A local elder, either a Sirah (Storyteller) or Tetrarch, a local legislator appointed by the Government.

+3 - Head of a National Government

ie. A low level Bureaucrat serving the Bajoran Chamber of Ministers

+4 - Minor planetary official

ie. A high level government Bureaucrat or elected representative on the Chamber of Ministers

+5 - Major planetary official

ie. An Ambassador representing his planet, or Cabinet post for the Bajoran Chamber of Ministers

+6 - Ruler of a Planet

ie. The First Minister of Bajor



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Promotion (+0 to +6)

The character holds a serving rank in the Bajoran Militia. Characters should receive promotion one-rank at a time to simulate the characters advancement through his tour of service. Costs are based on the advanced Promotion costs from the Players Guide and are not cumulative, levels are roughly equivalent to their Starfleet counterparts.

Bajoran Militia Ranks

**+0 Ensign (officer)
or Crewman (Enlisted)**
**+2 Junior Lieutenant (Officer)
or Sergeant (Enlisted)**
+4 Lieutenant
+6 Captain
+8 Major
+10 Colonel
+12 General.

Bajoran Constabulary Ranks

+0 Deputy
+2 Sergeant
+4 Constable
+6 Inspector
+10 Chief Constable

Religious Rank (+0 to +5)

The character occupies a high position in the Bajoran religious hierarchy, on Bajor there is no limit to the clerics power. It is not unknown for local priests to also hold +2 Political rank, and the Kai may even campaign for First minister and hold both offices if the electorate supports them. Narrators may want to limit the level at which this is available for purchase.

Religious Rank Rank

+0 Low ranking cleric, initiate or monk
+1 Minor Priest (Bajoran Ranjen)
+2 Regional Priest (Bajoran Prylar)
+3 International level (Bajoran Vedek)
+4 Planetary Leader (The Kai of Bajor)
+5 Semi-divine figure (The Emissary of the Prophets)

New Advantages;

Faithful (+3)

The character draws great comfort and support from their faith, even when things seem at their worst, your belief is unshakable. When engaged in opposed tests of Charm, Fast Talk or Persuasion you receive an extra die to roll. Also with narrator approval (and when stipulated as appropriate) the character attending their

religious functions may refresh a courage point mid game.

Followers (+1, +2 or +3)

An advantage often held by artists of celebrity or those of Religious Rank. This is advantage is representative of the number of followers and popularity of the character, and can be used in swaying these followers into support of their leader. For each level of followers taken the character can roll an additional dice when making a Renown check.

Hero (+1)

You are seen as a hero of the resistance. Amongst fellow Bajorans your actions during the Occupation have marked you a hero this opinion affords you reverent respect as their defender, whether you want to fill the role or not. You gain a +2 bonus to social tests when dealing with other Bajorans whom are aware of your reputation.

Prophecy (+4)

You have found yourself, or believe yourself, bound in a prophecy. The exact circumstances may not be totally clear as many of these prophecies are cryptically written, or extrapolated from an orb experience, but you feel that somehow this applies to you. The Narrator must decide what the prophecy concerns (some thing significant which relates to one or more important series story arcs), and how much the character knows about his role in it (usually not much)

The Prophecy advantage has two game effects. First, whenever the Narrator determines the character is acting directly to fulfil his destiny (whether he knows it or not), he receives +1 bonus Courage or Pagh point to use on any applicable actions. Second, he cannot spend all his Pagh in pursuit of his destiny. If he uses his last point of Pagh directly trying to fulfil the prophecy (at the GM discretion), that last Pagh point immediately refreshes; in effect allowing him to spend a point of Pagh on every action, assuming they are willing to spend all the rest of his Pagh pool to reach that stage. Furthermore, Bajorans who know the character is part of a Prophecy tend to be well disposed toward them. The character receives a bonus +1 to social tests and on all Presence-based Skill Tests with other Bajorans.



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To receive the benefits of Prophecy, the player must role-play the character properly. He must remain aware of the Prophecy, constantly questioning whether he's doing "the right thing" to fulfil it. In some situations, his focus on the Prophecy may distract or confuse him, resulting in penalties to other social tests. The Narrator should set other role-playing guidelines based on the Prophecy itself; for example.

Being the subject of a prophecy has its drawbacks as well. Those fated to become tools of destiny often do not survive the experience (or if they do, are profoundly changed by it). A player whose character fulfils his Prophecy may find the character is no longer playable and must become an NPC or legendary hero upon resolution of the storyline. Of course it is possible to be bound by prophecy and not know it, or play a minor yet important part in someone else's Prophecy. The whim of the Prophets is fickle sometimes...

Note. *A character may be bound in a prophecy and not realise it. The narrator is at liberty to make use of this as required. It would also be a nice touch if a suitably cryptic verse is written.*

Commendations (+1 to +3)

Following are a selection of commendations awarded on Bajor by the Militia, the government or the Vedek Council.

Bajoran Service Medallion +1

(+2 Skill) Awarded to members of the Bajoran Militia and former Resistance fighters for extended or exemplary service to Bajor and the Bajoran people and to recognise acts of courage and Valour

Defender of Bajor +1

(+2 Discipline) A special medal created for and awarded to members of the resistance for their actions in the defence and protection of Bajor under the Cardassian Occupation. Also known as the Bajoran Medal of Victory.

First Minister's Award +2

(+4 Skill) The **First Minister's Award** was a minor commendation awarded to Militia officers of the Republic of Bajor, awarded for exemplary service and acts in furtherance of the health and welfare of the Bajoran people.

Vedek Gratitude +2

(+4 Openness) Awarded by the Kai and the Vedek council, usually to priests, but can

be awarded to any Bajoran for actions in the defence or for the betterment of the Bajoran faith. This is a civilian medal for non Militia personnel, and is approximately equivalent to the First Ministers award.

Servant of the Prophets +2

(+4 Discipline) Awarded within the clergy by the Kai in recognition of a cleric's work and actions. Often awarded to older clerics in recognition of a long service, but can be awarded to younger clerics warranted by special events.

Golden Orb of Bajor +3

(+6 Openness) The **Golden Orb** is a major commendation awarded to decorated and distinguished individuals of the Republic of Bajor. Awarded for meritorious service, often under hazardous conditions in the defence of Bajor.

Bajoran Medal of Valour +3

(+6 Initiative) Awarded to Militia personnel for exceptional service in the defence of Bajor in both war and in peacetime operational assignments.

Bajoran Ribbon of Honour +3

(+8 Skill OR Discipline) Awarded for achievements and service aimed at the preservation, promotion and development of Bajor through cultural development or scientific and technological advancement.

Existing Disadvantages; Bad Reputation (-2 or -4)

The character has developed an unfavourable reputation. No matter whether it's a fabrication or true, or even long since outdated, the reputation has stuck with the character. Characters should link the reputation with a renown aspect. While they may still earn positive renown in that aspect but they won't get much credit for it. If the reputation is moderately bad; such as incompetent, unlucky or prone to losing one's temper the disadvantage is worth -2. For more serious reputation problems, such as being dangerously incompetent, a criminal or possible spy / Collaborator, the disadvantage is worth -4.

Bloodlust (-2)

Many Bajorans took up arms against the Cardassian Occupation and the fight was a long and bitter one, but your character takes pleasure in fighting, whenever they get into a fight they can only stop if they spend a courage point or nobody is left standing.



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Chronic Pain (-2)

The scars of the Occupation run deep. The character suffers a condition such as an old war wound that causes constant pain. At least once every game session the Narrator must require the character to pass a Presence test, modified by Willpower. If the test succeeds the character suffers no negative effects. A failed test will incur a -1 die penalty to Fitness or Coordination (appropriate to the cause) tests for the rest of the scene due to the crippling pain.

Dark Secret (-1 to -3)

The character knows, does or has something of great import, something so terrible that it remain secret or threaten their career or life if discovered. The value of the disadvantage depends upon how damaging the secret's discovery could be to the Character. For example; a Bajoran in Starfleet that helped the Maquis might face a Courts Martial (-2 level), a Bajoran that had secretly collaborated with the Cardassians would harbour a -3 level disadvantage. Revelation of the secret may result in a large negative renown award in addition to other affects.

-1 Embarrassing/Personal
-2 Career-Ruining
-3 Life-Threatening

Diminished Social Status

(-1 to -3)

The character suffers from some social stigma negatively affecting their ability to interact with others, this might range from the Character D'Jarra caste in an earlier age, or parentage, leading to discrimination. Some examples include; Cardassian orphans or half-breeds (-2) Being a Bajoran during the occupation (-2).

-1 Minor Loss of Status
-2 Major Loss of Status
-3 Extreme Loss of Status

Exile (-4)

The character has been exiled from the homeworld and may not return on pain of imprisonment or death, members of their own species will most likely shun and refuse to help them. For example, The *Ilvian Proclamation* was a decree issued immediately following the Cardassian withdrawal, exiling all *Bajoran collaborators* and members of the occupied government of Bajor.

Fanatic (-3)

The character exhibits extreme devotion to their religious beliefs and principles, the character will do everything in their power to defend and promote these ideals, up to and even sacrificing their own life if necessary. Whenever the character must make a skill check related to or involving their ideal, such as a persuasion test to convert an unbeliever to their point of view they must spend a courage point to improve the roll, even if the skill check would succeed without it. This is given as a -3 value as the religious beliefs of Bajor are a significant character trait.

Medical Problem (-1 to -3)

The scars of the Occupation run deep, and the mistreatment of the Bajoran people has resulted in a large number of long term illnesses among the Bajoran people, it is not uncommon for survivors of the labour camps to continue to suffer the ills that were none upon them, and a myriad of maladies still plague the Bajoran people.

Medical Problem; Kalla Noraj Syndrome (-2)

Kalla Noraj Syndrome is a physical condition unique to Bajorans and Cardassians. It has been linked to those serving at the Gallitep labour camp. As a result of a serious mining accident that spread radiated anti-leprons across the region. Both Cardassian overseers and Bajoran labourers were exposed to the radiation. There is no known cure, but it can be treated with regular medication.



Medical Problem; Aphasia Virus (-1).

The **aphasia virus** was created during the occupation by the Bajoran Dekon Elig, the Resistance attempted to Sabotage the Cardassian Station Terok Nor with this. Elig had designed the virus, along with his assistant Surmak Ren, to attack the Cardassians and eventually spread to the entire population of the station. It was hoped that inability to communicate or properly read the station's information displays would lead to the destruction of the station. The virus resided in the temporal lobes of the infected, and had an adaptive synaptic inhibitor. The virus mimics an aphasia effect and its symptoms included speaking in gibberish and the inability to understand language. The virus disrupted the brain's processing of aural and visual stimuli. It worked by imposing itself within the established synaptic pathways of the temporal lobes and then rerouting them. In the later stages the virus caused high fever and attacked the autonomic nervous system, which eventually led to death. However a cure has been discovered and successfully administered by Starfleet.

Physical Impairment (-1 to -3)

The scars of the Occupation run deep, in the case of a physical impairment the scars are also manifest physically. The character was deeply injured and will be affected by the impairment caused by their injury the rest of their life. Fortunately many of these injuries were treated by the Federation and a character may choose to balance this impairment or even improve upon nature (with additional advantages).

Wanted (-1)

The character is wanted by the Legal authorities either on Bajor or even on Cardassia, whether this is for crimes committed or simply because the character was accused by the authorities so that their crime could be considered 'solved'. It is unfortunate that during the occupation many Bajorans were accused falsely by Cardassian authorities.

Collaborator -1

For games set during the Occupation. Your character is an open collaborator, and as a result feared and hated by your own people. The resistance may even be targeting you for assassination. Safety may be found among Cardassians, hopefully it was worth it.

After the Occupation such collaborators we're exiled from Bajoran territory according to the **Ilvian Proclamation**, and many chose to follow the retreating Cardassian forces to Cardassia. For games set during the Occupation use **Marked Man -1**, for games set after the Occupation this is better represented as **Wanted -1** and/or **Exile -4**

New Disadvantages; Conservative (-2)

The character is resistant to change and adheres to doctrine. You always get half the openness renown awarded or double the negative Openness renown awarded by the narrator. If the situation requires that you work past your beliefs, the Character must spend a courage point to overcome these challenges to their belief system.

Attained -2.

The Bajoran has been excommunicated from their religion, and is no longer allowed to wear their earring or follow the faith. They are often considered Pariah, to be shunned rather than exiled and tests against their renown will most likely lead to a negative result from other Bajorans. Most importantly the character is excluded from attending services and loses access to guidance and source of spiritual comfort, as well as reducing their ability to refresh their Pagh.

Faithless -1.

As a Bajoran you gain no comfort from faith. For whatever reason you remained secular and chose not to follow religion, whether you share your views with others or its simply a choice, you use a courage pool and may not use the optional Pagh rules, and do not refresh your courage in the presence of the Prophets/Orbs.



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Technophobe -1.

Some Bajorans take the teaching of the Prophets very seriously, while most will happily live a 24th century life there are small communities that have discarded the trapping of modernity and live as generations before would have, avoid contact with other cultures or even the rest of Bajor if possible, your character has come from one of these communities and has had very little experience with technology. This disadvantage means that the Bajorans live a life equating to a society Tech Level 5, and would suffer a -1 penalty when dealing with modern technology (TNG era = Tech Level 6). Equally the character cannot start with any skills involving high technology at the beginning of play, but may learn them later.





Chapter 10

Bajoran NPC's

NPC's

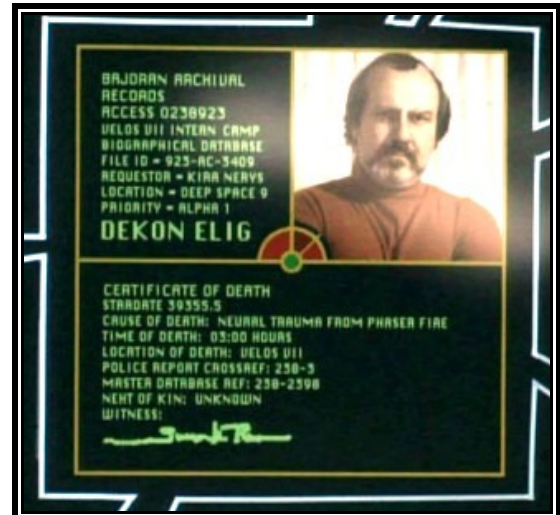
Presented are a smattering of Bajorans and one of Bajor's Cardassian Tormentors from the Occupation, presented from all walks of life, from the Militia, the religious orders, politicians and even civilians. Some are potential allies, others may prove more... hostile. Nearly all of these characters would have been present during the time of the occupation, but have been presented as they would have been in the later half of the 2370's, or at the time of their deaths. For use in game; many could be used as supporting cast, antagonists or plain simple adversaries during an occupation campaign, or at any time during the TNG/DS9 era's.

Dekon Elig **Scientific Genius**

Species: Bajoran

Sex: Male

Position. Scientist, Member of the Resistance



Dekon Elig was a Bajoran scientist and resistance fighter who was a member of the Higa Metar group, although his group worked to feign a front as collaborators to ensure access to scientific facilities and direct access to the new station Terok Nor in orbit around Bajor. In 2351, Dekon and his assistant, Surmak Ren, developed the aphasia virus as a booby trap intended to be deployed aboard Terok Nor against its Cardassian crew. While the traps were placed, they were never activated. The virus did not deploy until nearly twenty years later, after both Dekon's death and the abandonment of the station by the Cardassians.

Captured by the Cardassians Dekon Elig resisted Torture as long as he could, but it

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was reported that he died in 2353 on stardate 39355.5 of neural trauma from phaser fire in the Velos VII internment camp on Velos VII, while attempting to escape the camp. A certificate was on file in the Bajoran Archival Records to document his death.

Dr. Julian Bashir, while working to counter the effects of the virus, remarked that he would have liked to meet Dekon, who must have been a "genius."

Attributes

Fitness 2
Coordination 2
Intellect 3
Presence 2, Willpower +1
Psi 0

Skills

Administration (Bureaucratic Manipulation) 1(2)
Artistic Expression (Painting) 1(2)
Athletics (Springball) 1(2)
Culture (Bajoran) 2(3), (Cardassian) (3)
History (Bajoran) 2(3)
Language; Bajoran 2
Language; Cardassian 1
World Knowledge (Bajor) 1 (2)
Computer (Programming) 2(3), (Cardassian) (3)
Demolitions (booby traps) 1(2)
Energy Weapon (Phaser) 1(2)
Engineering, Systems (Replicator) 1 (2)
Fast talk 1
First Aid (Wound/Combat Trauma) 1(3),
Persuasion (Debate) 1(2)
Personal Equipment (Tricorder) 2(3)
Science, Life (Genetics) 2(3)
Science, Physical (Mathematics) 2(3), (Chemistry) (3)
Science Medical (Toxicology) 2(3), (Cardassian) (3)
Security (Security Systems) 2(3)
Ships Systems (Sensors) 1(2) (Replicator) (2)
Stealth (Hide) 1(2)

Advantages/Disadvantage

Alertness +2, Bold +1, Engineering Aptitude +3, Species enemy (Cardassians) -4, Dark Secret (Resistance) -3, Hides Emotions -2, Obligation (Resistance) -2, Shady Background -2

Renown. 10

Aggression 2

Initiative 3

Skill. 3

Courage / Pagh 5

Resistance 2

Wound Levels 2/2/2/2/2/0

Discipline 2

Openness 0

Li Nalas

Hero of Bajor

Species: Bajoran

Sex: Male

Position. Freedom Fighter



Li Nalas was a male Bajoran, the son of Space Guard officer Li Tarka. Li Nalas lived on Bajor during the occupation during which time he was a member of the Resistance. Nalas considered himself no great fighter. His service in the resistance was an act of defiance but he was always wary of combat and uncomfortable killing, even his enemies, a weakness that Li Nalas often attributed in himself (incorrectly) as a coward.

Nalas rose to prominence as the greatest fighter the Resistance, after he killed the notorious Gul Zarale in single combat. In reality, Li had stumbled on the Cardassian by accident while the latter was bathing and killed him. But he later found the stories about this event exaggerated things slightly. Nalas tried to correct people but the tales of his heroism grew despite this and he soon stopped trying. The resistance needed a hero, a focus for their support and Li Nalas found that he was to serve the resistance in this way. The Cardassians suspected the truth but Li Nalas was a threat to them anyway and he rose to prominence on their most wanted list.

In 2360, Li was captured and taken to the Hutet labour camp on Cardassia IV. Although the Cardassians claimed his death as their victory. All of Bajor thought their hero dead. A decade later, Li's fellow prisoners smuggled his earring out of the camp without his knowledge. It eventually reached Quark on Deep Space 9, who gave it to Kira Nerys. Major Kira later persuaded Commander Sisko to allow her



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to rescue Li, which she was successful in doing. Li's return greatly pleased the Bajorans and Jaro Essa appointed him as Sisko's first officer and liaison officer to the Provisional Government. But during the Circle uprising Nalas sided with the Federation crew and was killed in the line of duty exposing the Cardassian threat.

Attributes

Fitness 2
Coordination 2, Dexterity +1
Intellect 2
Presence 3, Empathy -1
Psi 0

Skills

Athletics (Swimming) 2(3)
Command (Military Command) 1(2)
Culture (Bajoran) 2(3)
Demolitions (Booby Traps) 1(2)
Dodge 2,
Energy Weapon (Phaser) 3(4)
First Aid (wound/Combat Trauma) 1(2)
History (Bajoran) 2(3)
Language Bajoran 2
Language Cardassian 1
Personal Equipment (Cardassian Phaser Bore) 1(2)
Planetary Sciences (Geology) 1(3)
Planetary Tactics (Guerrilla Warfare) 2(3)
Primitive Weaponry (Knife) 1(2)
Ships Systems (Tactical) 2(3), (Sensors) (3)
Starship Tactics (Bajoran) 1(2)
Theology (Bajoran Prophets) 1(2)
Unarmed Combat (Hal'Kareth) 2(3)
World Knowledge (Bajor) 1(2)

Advantages/Disadvantage

Hero +1, (Political Rank +2/ Promotion +4 (Navarch), Famous Incident +2, Species enemy (Cardassians) -4, Dark Secret -2, Pacifism -1, Obligation (to be the 'legendary' Li Nalas) -1

Renown 22

Aggression 4

Initiative 5

Skill 5

Courage / Pagh 5

Resistance 2

Wound Levels 2/2/2/2/2/0

Discipline 5

Openness 3

Dr. Crell Moset Cardassian Exobiologist

Species: Cardassian

Sex: Male

Position. Scientist



Dr. Crell Moset was a senior exobiology specialist working for the Cardassian Military, eventually rising to become the chief exobiologist with the Third Order. He was a senior government scientist and doctor, certified to perform all surgical procedures. As the Union's foremost exobiologist, Dr. Moset was also posted as the Chairman of Exobiology at the University of Culat in 2371. Dr Moset's name is as feared and notorious on Bajor as that of Gul Dukat

During the Occupation of Bajor, Dr. Moset was assigned to the occupation force, and practiced medicine on the Bajoran home world. Away from Cardassia Prime and without the resources to continue traditional Cardassian medical procedures, Moset experimented with new procedures that would never have been available to him within the Union. As a doctor on Bajor, Moset found the simplest tools, such as scalpels, were the most preferable as 'modern technology removed a doctor from his subject'. It was by these methods that he discovered the cure for the Fostossa virus epidemic, saving thousands of Bajorans' lives and for which he was awarded the Legate's Crest of Valour. What was unknown at the time was the fact that all of Moset's experiments were performed on living patients. Thousands of Bajorans were killed under his care, with many of his studies included experiments such as blinding his "patients" so he could study how they adapted, or exposing them



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to polytrinic acid just to see how long it would take for their skin to heal. All the better to confirm the results of his theories. One of his most heinous crimes were his experiments to cure the Fostossa virus epidemic. This was accomplished by infecting hundreds of Bajoran Prisoners so that he could experiment with different treatments. According to Starfleet records collected later, Moset purchased many biochemical agents, including every known strain of the Fostossa virus – a typical procedure in the development of vaccines. However, he didn't ask for any of the enzymes normally required for synthesizing a vaccine. Four days after he had received the virus samples there was a minor outbreak of Fostossa in the vicinity of his hospital. Prior to that date there had not been a single case in the entire province. After the liberation of Bajor, he returned to Cardassia Prime and became a Government advisor and assumed his post as Chairman of Exobiology at the University of Culat, meanwhile the extent of his activities on Bajor was revealed and his name was placed on a list of War criminals wanted by Bajor and the Federation as the extent of his work became clear. Later as the Cardassian government destabilised and the Detapa council fell he fled Cardassia and went into hiding, afraid of being handed over to the Bajorans. He returned to his home world again during the Dominion war, his skills were sought after by the Dominion and was assigned to the Jem'Hadar Alpha's development project. During the occupation of Betazed he used the opportunity to experiment on captured Betazoids, hoping to develop an understanding of their Psionic abilities and unlock a genetic trigger. His work this time to create Psionic Jem'Hadar troops, these experiments fortunately failed and the tide of the war turned against the Dominion. Once again Cardassia fell and Crell found himself a wanted criminal again. He has fled into exile and now sells his skills to the highest bidder. It is rumoured that he had also developed a means of producing Ketracel White and through this maintains a small bodyguard of Jem'Hadar 'Alphas' who he had somehow ensured were genetically reprogrammed for total loyalty to himself rather than the founders.

Attributes;

Fitness 2
Coordination 2
Intellect 4
Presence 3, Willpower +1, Empathy -2
Psi 0

Skills;

Administration (Bureaucratic Manipulation) 2(3)
Athletics (Running) 2(3)
Command (Medical Facilities) 2(3)
Computer (Computer Simulation/Modelling) 2(3), (Research) (4), (Cardassian) (3)
Culture (Cardassian) 2(3), (Military; Third Order) (3)
Dodge 1
Energy Weapon (Phaser) 1(2)
History (Cardassian) 2(3)
Language; Cardassian 4
Law (Cardassian Law) 1(2), (Military Regulations) (2)
Personal Equipment (Medical Scanner) 3(4)
Persuasion (Oratory) 1(2)
World Knowledge (Cardassia Prime) 1(2)
Science, Life (Exobiology) 3(4), (Genetics) (4), (Biology) (4), (Microbiology) (4)
Science, Medical (Surgery) 2(3), (Exoanatomy) (3), (Pathology) (3), (Cardassian) (3)
Sciences, Social (Political Science) 2(3)
Security (Security Procedures) 1(2)

Advantages/Disadvantages;

Commendation; Legate's Crest of Valour +3,
Eidetic Memory +3, High Pain Threshold +2,
Influential +3, Innovative +1, Multitasking +2,
Political Rank +2, Wealth +3, Argumentative -1,
Arrogant -1, Medical Problem (Cobalt Diselende is poison) -1, Obligation (Third Order Reserves) -3, Shady Background -2, Species Enemy (Bajoran) -4, Wanted Criminal -3, *Exile -4

* Added after the Dominion War

Renown. 20

Aggression 2

Initiative 4

Skill. 10

Vesala 48

Courage 3

Resistance 2

Wound Levels 2/2/2/2/2/0

Discipline 4

Openness 0



Keeve Falor

Leader in exile

Species: Bajoran

Sex: Male

Position: Political Leader



Keeve Falor was a well-respected Bajoran who was raised in exile during the occupation. Falor resided in the refugee camps on Valo II and worked as a community leader of some respect. Many considered Keeve Falor part of the legitimate Bajoran Government in exile. While not as polished as Jaz Hulsa, who worked within the power circles of the Federation, the two men seemed polar opposites, different sides of the same coin, but were political rivals in opposition, even while both worked towards the same goal of Bajoran Freedom.

Falor is a proud, honest and plain spoken man of the people. Working tirelessly to benefit those in his care, in the Refugee camps of Valo II this work is never ending, but upon the liberation of Bajor Keeve Falor was invited to return and become part of the Provisional Government, and Falor refused. He countered that many of the off-world colonies would continue and instead served as representative for the Bajoran colonies and liaised with the Provisional Government, creating the Bajoran Colonial Administration Service almost from scratch and helping survivors find each other in the new time of peace.

Keeve Falor was sadly listed as one of the casualties of the Jem'Hadar massacre of New Bajor.

Attributes

Fitness 2, +1 Vitality

Coordination 2

Intellect 2

Presence 2, Willpower +1

Psi 0

Skills

Administration (Colony Administration) 2(3)
(Logistics) (4)

Athletics (Climbing) 2(3)

Bargain (Haggling) 2(3)

Computer (Research) 1(2)

Culture (Bajoran) 2 (3)

Diplomacy (Negotiations) 2(3)

Dodge 1

First Aid (Bajoran First Aid) 1(2)

History (Bajoran) 2(3)

Language Bajoran 2

Language Federation Standard 1

Life Science (Agronomy) 1 (2)

Material Engineering (Civil) 1(2)

Personal Equipment (Communicator) 1(2)

Persuasion (Storytelling) 2(3) (Oratory) (3)

Planetary Sciences (Climatology) 1(2)

Planetary Survival (Rural) 1(2)

Planetary tactics (Guerrilla Warfare) 1(2)

Social Sciences (Sociology) 2 (3), (Political Science) (3)

Streetwise (Locate Contraband) 1(2),
(Dissident Network) (2)

Vehicle Operation (skimmer) 1(2)

World Knowledge (Bajor) 1(2) (Valo II) (2)

Advantages/Disadvantage

Alertness +2, Followers +3, Political Rank +3 (Colonial Administrator), Intolerant (Starfleet 'types') -1, Rival (Jaz Hulsa) -1, Species enemy (Cardassians) -4

Renown. 15

Aggression 2

Initiative 4

Skill. 4

Courage / Pagh 5

Resistance 3

Wound Levels 3/3/3/3/3/0

Discipline 1

Openness 4



Jaz Hulza

Government Functionary

Species: Bajoran

Sex: Male

Position: Politician



Jas Holza was a Bajoran politician in exile on Valo III, while Bajor was under Cardassian occupation. He was an idealist, but also favoured the Federations and he worked to represent the Bajoran cause to the Federation on several occasions, trying to raise awareness and get aid and support for the Bajoran cause. He became a regular in Federation Diplomatic Circles, and as such had to develop a set of social skills that most other Bajorans had no opportunity to gain, many of his contacts thought him a competent diplomatic and a strong advocate of his cause. He made friends and impressed many. But his work meant that he failed to experience the true horrors of the Occupation, and many Bajorans who were aware of his work considered him to be 'soft' and in the pocket of the Federation.

As a result Minister Jaz had very little actual influence among Bajorans, with many viewing his efforts as ineffectual, described by his political rival in exile Kevve Falor as; *"the 'token Bajoran' invited to such conferences to give a good picture opportunity"*. But it was in large part to Hula's work that the Federation began to work towards Bajoran freedom through treaty. After the occupation he took a role in the provisional government but has found himself sidelined with only a minor role in government with many still viewing him as a minor functionary of little import. Jaz Huls however has continued to work tirelessly for Bajor and towards membership in the UFP.

Attributes

Fitness 2

Coordination 3

Intellect 3

Presence 2 Empathy +1

Psi 0

Skills

Administration (Bureaucratic Manipulation) 1(2)

Artistic Expression (Dancing) 2(4)

Computer (Research) 2(3)

Culture (Bajoran) 3(4)

Diplomacy (Intergalactic Law) 3(4)

History (Bajoran) 2(3)

Language Bajoran 3

Language Federation Standard 2

Law (Bajoran Law) 2(3), (Intergalactic Law) (3)

Personal Equipment (communicator) 1(3)

Planetary Survival (Urban) 1(2)

Social Science (Political Science) 2(3)

Starship Systems (Communications) 1(2)

Vehicle Operations (Skimmer) 1(2)

World Knowledge (Bajor) 2(3)

Advantages/Disadvantage

Contacts (Various) +3

Excellent Balance +1

Argumentative -1

Intolerant (Cardassians) -2

Pacifism -3

Rival (Keeve Falor) -1

Renown. 10

Aggression 0

Initiative 0

Skill. 5

Courage / Pagh 5

Resistance 2

Wound Levels 2/2/2/2/2/0

Discipline 0

Openness 5



Tahna Los

The Fight Never Ends

Species: Bajoran

Sex: Male

Position: Terrorist



Tahna Los was born on occupied Bajor to a privileged family. It wasn't until he grew to adulthood that he realised that his families wealth and privilege was due to their collaboration. Horrified at this revelation he disowned his family and left. Unwilling to take action that would harm his own family he entered a seminary, thinking to join the priesthood an work for the people to atone for his families crimes. But everyday he worked with the needy, and saw the horrors of the occupation and his anger and hatred grew. The life of a priest was not his calling and he soon realised it.

He left and joined the resistance, taking up arms against the Cardassians, no longer caring that his actions my result in danger for his family, he now considered them (and all collaborators) complicit in the rape of Bajor. He was an early member of resistance cell the Kohn Ma. The Kohn Ma were renowned for their daring and ferocity, they were also known to have little regard for collateral damage, often opinioning that any Bajoran near a target was likely to be a collaborator or should know better. Tahna gained a reputation as a capable fighter and survivor. He even managed to survive and escape Cardassian capture and torture. Emerging from the experience more bitter and vicious.

After the liberation of Bajor the members of the Kohn Ma were unsatisfied. They followed the Cardassian withdrawal and continued their war against their enemy, not recognising the peace treaty. They became a terrorist group in Cardassian space, They also carried out terrorist acts against Bajorans who they disagreed with

politically, and whom they labelled as collaborators.

The Kohn-Ma was one of the groups opposed to the Federation presence in the Bajoran system. When the Bajoran wormhole was discovered, Kohn-Ma operative Tahna Los decided to collapse the entrance to the wormhole by using an explosive device, and using his friendship with Kira Nerys to gain access to the wormhole. Tahna had hoped to recruit Kira to his cause. The crew of Deep Space 9 foiled this plot, and Tahna was taken into custody. During the re-occupation of Bajor under the Dominion Tahna found himself one of a number of Prisoners who were to be transferred to Cardassian facilities. The Cardassians were finally deciding to settle the score, the prisoners were dispatched for Cardassia Prime, but the timing was opportune. While the prison ship was in transit, the Cardassian alliance with the Dominion went sour, and in the ensuing chaos between their Cardassian and Jem'Hadar guards Tahna saw an opportunity and led a prison revolt. Winning control of their transport ship, they soon upgraded to an abandoned Jem'Hadar vessel they discovered, naming it the **nom'veln** (Bajoran for Liberator), and he led his new crew into liberty and went into hiding using some old hidden Maquis bases, and has remained at large in the new Maquis colonies. It is thought that Tahna has been responsible for the sabotage of a number of relief convoys destined for Cardassia from the Federation. It would seem that for Tahna Los and the Kohn Ma the fight never ends

Attributes

Fitness 2, Vitality +1

Coordination 2

Intellect 3

Presence 2, Willpower +2

Psi 0

Skills

Artistic Expression (Singing) 1(3)

Athletics (Climbing) 2(3)

Bargain (Haggle) 1(3)

Behaviour Modification (Resistance) 1(3)

Command (Starship Command) 2(4)

Computer (Cardassian) 2(3), (Data Alteration/Hacking) (3)

Culture (Bajoran) 2 (3)

Demolitions (Advanced Explosives) 2(3)

Dodge 1

Energy Weapon (Phaser) 2(3), (Disruptor) (3)

Espionage (Covert Communications) 2(3)

Fast Talk 1



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First Aid (wound/combat trauma) 1(2)
 History (Bajoran) 1 (2)
 Language Bajoran 2
 Language Cardassian 1
 Personal Equipment (Communicator) 1(2)
 Persuasion (Oratory) 2(3)
 Planetary Tactics (Small unit Tactics) 1(2)
 Planetary Survival (Rural) 1(2)
 Security (Security Systems) 2(4)
 Ships Systems (Tactical) 2(3), (Flight Control) (3)
 Space Sciences (Subspace Field Dynamics) 1(3), (Astrophysics) (2)
 Starship Tactics (Cardassian) 1(2)
 Stealth (Stealthy Movement) 1(3),
 Streetwise (Criminal Underworld) 1(2)
 Theology (Bajoran Prophets) 1(3),
 Unarmed Combat (Wrestling) 2(3)
 World Knowledge (Bajor) 1 (2)

Advantages/Disadvantage

Battle-Hardened (+3), Toughness +2
 Bloodlust (-2), Chronic Pain (Injuries sustained), Fanatic -3, Species enemy (Cardassians) -4 Wanted (-1), Intolerant (Starfleet) -3, Vengeful (Kira Nerys) -1, Vengeful (Starfleet) -2, Vengeful (Cardassians) -2

Renown. 19

Aggression 10

Initiative 4

Skill. 0

Courage / Pagh 5

Resistance 5

Wound Levels 5/5/5/5/5/0

Discipline -2

Openness 13

Colonel Lenaris Holem
Militia squad leader

Species: Bajoran

Sex: Male

Position. Militia Officer



Colonel **Lenaris Holem** was a senior Bajoran Militia officer serving during the late-24th century. Like so many of his generation his early life was one of tragedy. One of many refugees's left homeless and wandering the Bajoran wilderness during the occupation, the young Holem was angry at the Cardassians and prime recruitment material for the resistance. He fought hard and rose in prominence, known for his skill in battle but also for his knack with tactical analysis, he was soon in a leadership position as a member of the Ornathia resistance cell where he once led a raid on Pullock V, a Cardassian planet. It was the first off-world raid against the Cardassian Union. During the Occupation, his brother was freed from the Gallitep labour camp by Kira Nerys and the Shakaar resistance cell. After the Occupation ended in 2369, he was one of the very first members of the new founded Bajoran Militia, commissioned as an officer based on his standing and skill within the Resistance by 2371, he had risen to the rank of colonel. Later that year, he led the several troops on patrol in Dahkur Province on a mission to find Shakaar Edon and the rest of his resistance cell, which had defied Winn Adami by not returning several government-owned soil reclamators. Winn had ordered the Militia to take over the search from the civil police. Lenaris later agreed with Shakaar that fighting Bajoran on Bajor could lead to a violent civil war and so stood down his forces. He later consulted with his fellow officers, who agreed to support Shakaar in the election for First Minister.



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Since that time Colonel Lenaris has found himself at the front lines of much of the turbulence in the sector, working with border patrol ships during the Klingon / Cardassian hostilities, this time actually helping the Cardassians and defending Bajor from the Klingons. During the Dominion Occupation of Bajor, the Militia remained, but Lenaris worked in an Intelligence capacity, planning for worst case scenarios in case the Cardassians tried to return to the Occupation status. He volunteered to serve as a liaison officer on a Starfleet vessel for the duration of the Dominion war. Since that time he has returned to Bajor and taken a post in the Militia Command, with the looming ratification of Bajors membership in the UFP Lenaris has been assigned to oversee the integration of Militia forces into Starfleet, although Lenaris's long term plans do now include his own transition, as a proud Bajoran and career militia officer he plans to remain so.

Attributes

Fitness 2 Vitality +1
Coordination 3
Intellect 3
Presence 3 Willpower +1
Psi 0

Skills

Administration (Logistics) 2(3)
Athletics (Running) 2(3)
Command (Combat Leadership) 3(4) (Military Training) (4), (Starship Command) (4)
Computer (Research) 1(2)
Culture (Bajoran) 2 (3), (Federation) (3)
Demolitions (Bomb Disposal) 1(2),
Dodge 1
Energy Weapon (Phaser) 3(4)
History (Bajoran) 2(3)
Language Bajoran 3
Language Federation Standard 1
Law (Militia Regulations) 2(4), (Bajoran Law) (3)
Personal Equipment (Tricorder) 1(3)
Planetary Science (Meteorology) 1(3)
Planetary Survival (Wilderness) 2(3)
Planetary Tactics (Small Unit) 3(4)
(Guerrilla Warfare) (4)
Starship Systems (Command) 2(3),
(communications) (3)
Starship Tactics (Bajoran) 1(2),
(Cardassian) (2)
Strategic Operations (Defence in Depth) 3(4), (Cardassian Tactics) (4)
World Knowledge (Bajor) 1 (2)
Vehicle Operations (Shuttlecraft) 1(2)

Advantages/Disadvantage

Battle Hardened +3, Contact +2 (First Minister Shakaar, Major Kira Neys), Curious +1, Promotion (Colonel) +10, Shrewd +1, Toughness +2
Argumentative -1, Obligation (loyalty to Bajoran Militia) -2, Species enemy (Cardassians) -4

Renown. 32

Aggression 5

Discipline 7

Initiative 7

Openness 6

Skill. 7

Courage / Pagh 5

Resistance 5

Wound Levels 5/5/5/5/5/0



Lieutenant Anara Benita
Militia officer

Species: Bajoran

Sex: Female

Position. Militia Officer



During the occupation Anara was a survivor, scratching a living on the streets to survive, Cardassian brutality had made her an orphan with no surviving family, she grew up on the streets. As a teenager she found herself one of the itinerant workforce shipped in to station Terok Nor, working in Ore Processing. But in addition to her work, she also did what she could to support and cover resistance activities where she could. Upon the liberation of Bajor she was eager to join the Militia. Anara has always sought to create a 'family' unit around herself and the Militia was simply the next chosen family unit for her.

Anara was a Bajoran engineering officer to Deep Space Nine in 2369. Her assignment was to station operations and she was primarily responsible for the repair and up-keep of station systems due to her familiarity with Cardassian systems and was a competent software engineer and AI specialist. She faced this assignment with trepidation, but soon found herself enjoying her role,, gaining promotion and seniority and finding a father figure in her close relationship with Starfleet chief of Operations Miles O'Brien.

After her tour on DS9, she was re-assigned to Bajor and promoted and now heads up her own engineering section, but has remained close with her Starfleet mentor Chief Miles O'Brien. Her long term plans

now are to volunteer for the first militia units to be merged with Starfleet upon Bajor's membership in the Federation

Attributes

Fitness 2, Vitality +1

Coordination 2

Intellect 3

Presence 3

Psi 0

Skills

Administration (Station Administration) 2(3)

Artistic Expression (Painting) 1(2)

Athletics (Climbing) 2(3)

Command (Starbase Command) 1(2)

Computer (Cardassian) 2(3) (Programming) (3) (Artificial Intelligence) (3)

Culture (Bajoran) 2(3)

Dodge 2

Energy Weapon (Phaser) 1(2)

Fast Talk 1

History (Bajoran) 2(3)

Language. Bajoran 2

Language Federation Standard 2

Language Cardassian 1

Law (Militia Regulations) 1(2)

Personal Equipment (Tricorder) 1(2)

Physical Science (Computer Science) 3(4)

Planetary Survival (Urban) 1(2)

Search 2

Ships Systems (Environmental Control)

2(3) (Transporters) (3) (Operations

Management) (3)

Streetwise (Locate Contraband) 1(2)

Systems Engineering (Environmental

Systems) 2 (3) (Diagnostics) (3)

Unarmed Combat (Streetfighting) 1(2)

Vehicle Operations (Shuttle) 1(2)

World Knowledge (Bajor) 1 (2)

Advantages/Disadvantage

Alertness +2, Contact (Chief Miles O'Brien)

+1, Promotion +4 (Lieutenant)

Species enemy (Cardassians) -4, Hides

Emotions -2, Impulsive -1

Renown. 6

Aggression 0

Discipline 1

Initiative 2

Openness 0

Skill. 3

Courage / Pagh 5

Resistance 3

Wound Levels 3/3/3/3/3/0



Sergeant Shul Torem

Bajoran Policeman

Species: Bajoran

Sex: Male

Position. Security Officer



Shul Torem serves in the Bajoran Militia aboard station Deep Space Nine, working in the Security division. Torem has served in this role for over 10 years rising in rank to Sergeant of the Watch and one of the most trusted deputies on the force. Shul was one of the first Bajoran deputies taken on by Constable Odo after his appointment to chief of security to the station, back when it was still known as Terok Nor in 2365, and he resided on the station with his wife of many years; Shul Aba, his wife works as an housemaid to the Vedek's serving the temple on DS9.

Shul was well regarded by Odo, both men were professional and taciturn, and the similarities in personality were often remarked upon. He enjoys working the night-side shift as he likes the atmosphere on the Promenade late at night. He is a religious man and attends temple, but he is not as devout as his wife, signifies by his choice not to wear his family earring. Shul is a deeply private man, a deep thinker and many consider that when he says something its usually worth paying attention. And yet he feels a restless soul; in another life he may have been an artist or poet, but as a policeman he merely dabbles in his art. Both Torem and his wife seem to go out of their way to never talk about his experiences during the

Occupation, not an uncommon trait for many Bajorans.

Shul Torem was part of the resistance, but he ran from the fight after his wife was kidnapped to be sent as a comfort woman. He ran from his resistance cell taking action into his own hands, he hunted his wife's kidnappers down and rescued her but in the aftermath they fled. They disappeared and quit the Resistance to go into hiding and start anew, he took a position in the Bajoran constabulary and grew into the role, seeing Bajoran liberty and finding new purpose as a Policeman.

Attributes

Fitness 2, Vitality +1

Coordination 3

Intellect 3

Presence 2, Willpower +1

Psi 0

Skills

Artistic Expression (Poetry) 1(2)

Athletics (Running) 1(2)

Command (Military Training) 1(2)

Computer (Cardassian Computers) 1(2), (Research) (2)

Culture (Bajoran) 2(3)

Demolitions (Bomb Disposal) 1(2)

Dodge 1

Energy Weapon (Phaser Pistol) 2(4)

History (Bajoran) 1(2)

Language Bajoran 3

Language Federation Standard 1

Law (Bajoran Law) 2(3), (Criminal Law) (3)

Personal Equipment (Communicator) 1(2)

Planetary Tactics (Small Unit Tactics) 1(2)

Primitive Weapon (Billy Club) 1(3)

Search 1

Security (Security Systems) 2(3) (Law Enforcement) (3)

Social Science, (Sociology) 1(2)

Stealth (Stealthy Movement) 1(2)

Unarmed Combat (Wrestling) 1(2)

World Knowledge (Bajor) 1(2)

Advantages/Disadvantage

Shrewd +1, Rank (Sergeant) +2, Battle

Hardened +3, Toughness +2, Hides

Emotions -2, Guilt -1 (what he did during the occupation), Species enemy

(Cardassians) -4, Vengeful (Slavers) -1

Renown. 8

Aggression 0

Discipline 3

Initiative 2

Openness 0

Skill. 3

Courage / Pagh 5

Resistance 3

Wound Levels 5/5/5/5/5/0



Kai Opaka Sulan **Of the people**

Species: Bajoran

Sex: Female

Position. Kai of Bajor



When Opaka Sulan was a young girl she had a dream. A dream of fire and reptiles, the fall of Bajor and the struggle for Freedom, she also foresaw the coming of a dark shadow of a man, not from Bajor; the Emissary. A man that would help heal Bajor just as surely as Bajor would heal his own soul. She also foresaw her own death as an older woman, dressed in the robes of Kai and the knowledge that this would not happen until after the coming of the Emissary. Opaka Sulan had not realised it but her mind had just awoken, she was one of the rare Bajorans to demonstrate Psionic ability. Her gift from the Prophets was one of clairvoyance, although often confused in dream imagery and unclear in how to make sense without guidance and mental training. It was to this end that Sulan sought out a life in the priesthood guided by the image of herself as Kai.

She took to the life of a priest with ease, by nature she led a conservative life, but she cared deeply for her people, and so a life in service to Bajor and the Prophets suited her well. As indeed did her own Clairvoyance help her understand and commune with the Prophets through experience with the Orb of Prophecy. She studied medicine and meditation to help focus her mental discipline and she even developed some levels of touch telepathy, which she used to understand supplicant Pagh. Her ability to see into peoples very souls coupled with her natural diplomacy

and understanding of how to phrase the truth saw her rise quickly as a popular Vedek, and she was elected to Kai during the occupation, by an exceedingly popular vote.

Kai Opaka truly believes that she is in the service of the people of Bajor and serving the will of the Prophets, she has given over her whole life, and more, to protect them, even secretly revealing the location of her son and his resistance cell in the Kendra Valley to the Cardassians to avert the threat of a massacre of over 1,000 innocents. An act of darkness that broke her heart and has remained a secret ever since. Kai Opaka was revered by the Bajorans and loved by many, but under the occupation she lived by necessity in seclusion. But a liberated Bajor invigorated her, for her vision so many years before saw the coming of the Emissary and soon after her own death.

Kai Opaka welcomed Commander Benjamin Sisko to Bajor in 2369, and immediately identified him as the Emissary, her fervent belief in the Emissaries Pagh was enough for Bajor to accept Sisko status en masse even against his own wishes. And then came her death, on a far off planet in the Gamma Quadrant she found herself a casualty of an eons old war, but was surprised to find herself resurrected again, but trapped on the planet, unable to leave. The Kai of Bajor was indeed dead, for she could never return. As usual the Kai took this news with a smile for this was already a gift to her, and she could see by the victims of the same tarp that would keep her planet bound that she was needed, her work would go on. But already she knew that somehow one day she would return to Bajor...

Attributes

Fitness 2 [5], Vitality +1

Coordination 2 [5]

Intellect 3 [5]

Presence 3 [5] Empathy +2, Willpower +1

Psi 2 [5] Range -1

Skills

Administration (Vedek Assembly) 3(4),
Artistic Expression (Bajoran Iconography) 2(3)

Culture (Bajoran) 4(5)

Empathy (Sense Pagh) 2(4)

Espionage (Covert Communications) 1(2)

First Aid (Wound/Combat Trauma) 2(3)

History (Bajoran) 2(3)



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Language Bajoran 4
 Life Sciences (Herbalist) 2(4),
 Medical Science (General medicine) 2(4),
 (Midwifery) (3)
 Meditation (Focus Mind) 1(2)
 Personal Equipment (Communicator) 1(2)
 Persuasion (Oratory) 3(4)
 Social Sciences (Sociology) 2(3)
 Theology (Bajoran Prophets) 4(5)
 World Knowledge (Bajor) 2(3)
 Clairvoyance (Visions) 1
 Receptive Empathy 2

Advantages/Disadvantage

Curious +1, Faithful +3, Followers +3,
 Religious Rank (Kai) +4, Shrewd +1,
 Strong Will +2,
 Dark Secret -2, Guilt -1 (Involvement in
 Kendra Valley Massacre), Obligation (the
 Bajor and the Prophets) -2, Pacifism -5,
 Species enemy (Cardassians) -4
**Exile -4, *Medical Condition -3, *Medical
 Remedy +4*
**Infected by microbes that will kill her if she
 leave the Moons Surface, but these
 microbes will resuscitate her if she dies on
 the moons surface.*

Renown. 40

Aggression 0

Discipline 9

Initiative 9

Openness 12

Skill. 10

Courage/Pagh 5

Resistance 3

Wound Levels 3/3/3/3/0

Vedek Bareil Antos

Religious Idealist

Species: Bajoran

Sex: Male

Position. Cleric and Diplomat



Like most other Bajorans of the 24th century, Bareil grew up during the Cardassian Occupation of Bajor, having grown up in the refugee camp in Relliketh. As a young man he joined a monastery as a gardener. Finding his true calling in religious life, Bareil rose through the ranks of the Bajoran Faith, becoming a Vedek and a member of the Vedek Assembly. A protégé of Kai Opaka, Bareil Antos became one of the leading spiritual leaders of Bajor partly due to this connection, but also due to his skill at political and theological matters. His close association and loyalty to Kai Opaka meant that he was one of a very few that was aware of the truth behind the Kendra Valley massacre, a confidence that he would maintain for the remainder of his life. Antos never outgrew the gardens of Ashalla Monastery and he would often spend hours tending the gardens in quiet contemplation. When visiting other monasteries he would often gift beautiful plants and help start meditation gardens wherever he went. He was considered the leading candidate to follow Opaka and become the next Kai of Bajor but following her loss in the Gamma quadrant, he withdrew his candidacy shortly before the election took place, clearing the way for the elevation of Winn Adami to Kkai. After Winn's election as Kai,



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Bareil became a friend and adviser to Winn. He continued to serve faithfully and became a leading voice for peace playing an important role in the negotiation of the first Bajoran-Cardassian Treaty, helping resolve the issues between the two states and establish normal diplomatic relations between them. Although history shows that this treaty was ultimately in vain it did however lay much of the groundwork for much of the post Dominion war treaty with Cardassia. Sadly he Vedek Bariel died during these negotiations, although Kai Winn did ensure they were ratified, but as a result she took full credit for Vedek Bariel's work.

Attributes

Fitness 2, Vitality +1
Coordination 2
Intellect 3 Perception +1
Presence 3 Empathy +1
Psi 0

Skills

Administration (Vedek Council) 2(4)
Athletics (Bajoran Springball) 2(3)
Command (Community) 2(3)
Computer (Research) 1(2)
Culture (Bajoran) 3(4)
Diplomacy (Negotiation) 3(5)
Dodge 2
Empathy (Sense Pagh) 2(3)
History (Bajoran) 2(3)
Language Bajoran 3
Language Cardassian 2
Life Sciences (Botany) 2(4)
Meditation (Gardening) 2(4)
Personal Equipment (Communicator) 1(3)
Persuasion (Oratory) 3(4)
Planetary Survival (Wilderness) 1(2)
Social Science (Political Science) 2(3)
Theology (Bajoran Prophets) 3(4)
Unarmed Combat (Hal'Kareth) 1(3)
World Knowledge (Bajor) 2(3)

Advantages/Disadvantage

Curious +1, Patron (Kai Opaka) +4,
Religious Rank (Vedek) +3, Dark Secret
(Knowledge of the truth of the Kendra
Valley Massacre) -2, Obligation (the Bajor
and the Prophets) -2, Pacifism -3, Species
enemy (Cardassians) -4

Renown. 27

Aggression 0

Discipline 6

Initiative 7

Openness 8

Skill. 6

Courage / Pagh 6

Resistance 3

Wound Levels 3/3/3/3/3/0

Vedek Yevir Linjarin

Conservative religious elder

Species: Bajoran

Sex: Male

Position. Bajoran Vedek



Raised a conservative orthodox in a very religious family, a young Linjarin rebelled and joined the Militia as soon as the Occupation of Bajor ended. He served as an administrator aboard Deep Space Nine, although for him this was a life of service that he had found not to his liking. His path changed one day in 2373 he was walking the Promenade when he encountered Captain Ben Sisko who was under the influence of prophetic visions under the influence of the pagh'tem'far. The Emissary stopped and told Yevir Linjarin **"You don't belong here. Go home"**.

Linjarin took this to be a sign from the Prophets and as soon as he had completed his tour of service, he followed the Emissary's advice; he returned home and took up religious service instead.

His sermons proved popular and he soon found himself a popular Vedek within 2 years and his following made him an influential figure on the Vedek council with many seeing his story (told often in sermons) as a direct blessing from the Prophets. With strong orthodox and conservative beliefs, he was tipped as a future Kai despite having taken to religious orders much later in life. Vedek Yevir is a true believer, even if sometimes blinkered by his traditionalism, but his goal is truly the spiritual welfare of the Bajoran people. He has also been developing a number of contacts on post war Cardassia among the Orelan Way spiritualists and is seeking the final few orbs of the Prophets still lost, his plan is to return the orbs to Bajor to secure



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a final and lasting peace between Bajor and Cardassia, an act that would also likely secure him as the next Kai of Bajor, a role for which he feels destined as a guide for the Bajoran people.

While Vedek Yevir's plans to return the lost Orbs to Bajor were indeed successful, he proved too stubborn in his ways, and his vehement reaction against the Ohalu prophecies as heretical proved too much. In 2376 the more moderate and popular Vedek Pralon Onala was elected Kai instead, although Vedek Yevir remains a strong and vocal member of the Vedek council.

Attributes

Fitness 2, Vitality +1

Coordination 2

Intellect 3

Presence 4, Willpower +2

Psi 0

Skills

Administration (Vedek Assembly) 2(3)

Artistic Expression (Singing) 2(3)

Athletics (Springball) 1(2)

Culture (Bajoran) 3(4)

Empathy (Listening) 2(3)

Energy Weapon (Phaser) 1(2),

History (Bajoran) 3(4)

Knowledge; Bajoran Orbs 3

Language, Bajoran 3

Language, Cardassian 1

Language, Federation Standard 1

Law (Militia Regulations) 1(3)

Life Sciences (Agriculture) 1(2)

Meditation (Gardening) 1(2)

Personal Equipment (PADD) 1(2)

Persuasion (Oratory) 3(4)

Politics (Propaganda) 1(3)

Social Sciences (Political Science) 3(4)

Theology (Bajoran Prophets) 5(6)

World Knowledge (Bajor) 1(2)

Advantages/Disadvantage

Conservative -2, Fanatic -2, Pacifist -1,

Species enemy (Cardassians) -4

Contacts +12, Religious Rank +3,

Followers +3,

Courage 5

Renown. 14

Aggression 0

Initiative 2

Skill. 4

Courage / Pagh 5

Resistance 3

Wound Levels 3/3/3/3/3/0

Discipline 6

Openness 2

First Minister Shakaar Edon Leader of Free Bajor

Species: Bajoran

Sex: Male

Position. First Minister of Bajor and Hero of the Resistance

"...the Federation have extended the hand of friendship, and it is up to us alone to take it. I understand our shared fears, but we have come to know these people; this is not the face of oppression that we have fought so hard these past years. Our fears are unfounded, and it is time that we join our new friends and build a future fit for Bajor's children."

- First Minister Shakaar. Address to the Bajoran People



Shakaar Edon was a male Bajoran in the 24th century. Born to a farming family in the Dakhur province. His father was a strong liberal, fighting against the limitations of his families D'Jarra and struggling towards a goal of equality and the liberation of Bajor. Soon after the Kai renounced the D'Jarra, but a politically articulate Shakaar, tired of oppression, had already seized the opportunity and joined the fight against the Cardassians.

He fought in the Bajoran Resistance during the Cardassian occupation of Bajor, leading the renowned Shakaar Resistance cell.

Working hard to become a thorn in the Cardassians side, leading audacious raids against the Cardassian military infrastructure. The Shakaar group was also able to liberate the Gallitep labour



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camp, witnessing firsthand many of the atrocities committed there. After twenty-five years of fighting the Cardassians withdrew and Shakaar settled down as a farmer, after 25 years of fighting he had grown weary of war. In 2371 Shakaar refused to return soil reclamators, which he had waited three years for, to Kai Winn, who had become acting first minister of Bajor. He had been promised the use of the machinery for one year. Winn sent the Bajoran Militia to arrest him, but they sided with Shakaar. Following this incident he became First Minister after Winn withdrew from the race when Shakaar and Kira Nerys threatened to reveal that she was willing to plunge Bajor into civil war over the soil reclamators, his victory was assured by the support and endorsement of the Bajoran Militia and Shakaar's popularity amongst the veterans of the Resistance. He presided over Bajor during the Dominion War, keeping it nominally neutral but a *de facto* Federation ally. Shakaar's government also prevented the Romulan Star Empire from fortifying a Bajoran moon, even ordering the militia to blockade the moon in the face of the Imperial Romulan Fleet. Following the Dominion War Shakaar left Bajor in 2376 to lobby for Bajor's admittance into the Federation.

"You know, I've been a soldier, and I've been a politician. And I have to say I'm beginning to think that being a soldier was easier."

- First Minister Shakaar.

Attributes

Fitness 2 Vitality +2,
Coordination 2
Intellect 3
Presence 3 Willpower +1
Psi 0

Skills

Administration (Logistics) 2(4)
Athletics (Running) 2(3)
Command (Combat Leadership) 2(3),
(political Leadership) (4)
Culture (Bajoran) 2(3)
Diplomacy (Negotiation) 2(4)
Energy Weapon (Disruptor) 3(4)
First Aid (Wound / Combat Trauma) 1(2)
History (Bajoran) 2(3)
Language Bajoran 4
Language Cardassian 1
Language Federation Standard 2
Law (Bajoran Law) 2(4)
Personal Equipment (Tricorder) 1(3)

Persuasion (Oratory) 2(4)
Planetary Sciences (Agriculture) 2(3),
(Ecology) (3)
Planetary Survival (Wilderness) 2(3)
Planetary Tactics (Cardassian) 1(2)
Politics (Campaign) 2(3)
Security (Security Systems) 1(3)
Social Science, (Sociology) 2(3) (Political Science) (4)
Strategic Operations (Defence in Depth) 2(3)
Stealth (Stealthy Movement) 1(3)
Streetwise (Bajoran Resistance) 1(3)
World Knowledge (Bajor) 3(4)

Advantages/Disadvantage

Bold +1, Contact (Kira Nerys) +2, Famous Event (Liberation of Gallitep) +1 Hero +1, Toughness +2, Political rank (First Minister) +6, Code of Honour (Oath of Office, First Minister of Bajor) -3, Pacifism (Seeks to avoid hostile conflict resolution) -1, Romantic Attachment (Colonel Kira Nerys) -1, Rival (Kai Winn) -2, Species enemy (Cardassians) -4

Renown. 37

Aggression 3

Initiative 8

Skill. 7

Courage / Pagh 5

Resistance 6

Wound Levels 6/6/6/6/6/0

Discipline 7

Openness 10



Minister Asarem Wadeen
Government Minister

Species: Bajoran

Sex: Female

Position. Bajoran Politician



Asarem Wadeen serves as Second Minister of Bajor to First Minister Shakaar during his administration. She is the ex wife of former Militia General Krim Aldos, they separated after Aldos's disgrace after the fall of the Circle movement. Wadeen is a solid politician and truly believes in her duty to represent the people, although she is also keenly aware of the need for compromise, and as Shakaar's second minister she found herself working to help temper the First ministers idealism and hands-on approach. Minister Asarem is destined to become First Minister of Bajor in 2376 succeeding First Minister Shakaar, And in her capacity is leader of her world will ratify Bajor's membership in the United Federation of Planets. Shepherding Bajor into the Federation as per Shakaar Edon's long driven plans, even over her own personal doubts. Her belief in Shakaar's vision taking precedence over her own opinions.

Attributes

Fitness 2

Coordination 2

Intellect 3

Presence 3, Willpower +1

Psi 0

Skills

Administration (Bureaucracy) 3(4)

Artistic Expression (Speechwriting) 2(3)

Athletics (Running) 2 (3)

Command (Political) 2(3)

Computer (Research) 1(2)

Culture (Bajoran) 2(3), (High Society) (3)

Diplomacy (Negotiation) 2(3)

History (Bajoran) 2(3)

Language Bajoran 3

Language Federation Standard 2

Law (Bajoran Law) 2(3)

Personal Equipment (Communicator) 1(2)

Persuasion (Oratory) 1(2)

Planetary Survival (Urban) 1(2)

Politics (Manoeuvre) 2(3)

Security (Security Procedures) 1(2)

Social Sciences (Political Science) 2(3)

(Economics) (4)

Vehicle Operation (Hovercar) 1(2)

World Knowledge (Bajor) 1(2)

Advantages/Disadvantage

Obligation (to Bajor) -1, Pacifist -1, Species enemy (Cardassians) -4

Political Rank +5 (Second Minister) Wealth

+2, Contacts +5

Renown. 22

Aggression 0

Discipline 4

Initiative 5

Openness 8

Skill 6

Courage / Pagh 5

Resistance 2

Wound Levels 2/2/2/2/2/0

Tetrarch Varis Sul

Young political leader

Species: Bajoran

Sex: Female

Position: Politician



Varis Sul was orphaned at a young age, when her parents were killed by Cardassians, she found herself responsible for her community, the Paqu while still a child as the leadership was passed to her as the surviving member of her family. Following a border dispute with a the neighbouring Navot community things came to a head when the negotiators tried to take advantage of her age and inexperience, their territories were separated by the Glyrhond River, which was diverted during the Cardassian occupation, causing the Paqu to gain twenty kilometres of territory previously owned by the Navot.

But the talks were held on Deep Space Nine to make use of Trained Federation negotiators. It was during this process that she met and became friend with the human Jake Sisko and the Ferengi Nog. It a friendship that helped her as her new friends that helped her, introducing her to some Ferengi ideas based on free trade and the appearance of compromise. The land was ceded back to the Navot in exchange for free trade access to both sides of the river

The negotiations were an astounding success and she returned to her people a more confident and capable leader, with her place as the leader of the Paqu secure. At first her friendship with the son of the Emissary was immediately beneficial, amongst her peers on the Paqu council of

elders but she truly found Nog to be more inspirational. Her eyes were opened to the expanding galaxy, and new ideas. Her first big change instituted a democratic parish to the Paqu and their now close allies the Navok, no longer would these communities be led by an elite inheritance through a line of succession. The Paqu and Navok were hailed across Bajor as paragons of modernisation.

Despite pleas from her community to remain and stand for leadership, she chose instead to travel and study. Her close friendship with Nog and his advice over the years inspired her and she travelled to Ferenginar, and studied at their elite College of Commerce. One of a very few non Ferengi and the only Female. At first this was hard as Ferengi prejudice was set against her both as an outsider and as a female. But she persisted, and excelled and at Nog's suggestion, she found that she could turn her sex to her advantage... Distracting her Ferengi peers as a fully clothed female. The Ferengi had treated her as a joke, and set low expectations, but she determined to turn the tables upon them. It was a hard battle but one she was determined to win.

She graduated with honours and returned to Bajor standing for election to the Government, after a successful campaign she has taken up a role as a Minister of Trade, using her now finely honed economical talents and gift for driving a hard bargain and make profit for the betterment of her people. A recent negotiation of a trade deal with Ferenginar her opposite number left the negotiating table stating publicly (and wistfully) that her negotiation skill was unparalleled and that she would be a perfect woman if only she wore fewer clothes. A woman of ambition, her goal is to rise to be on the council of ministers before her 30th Birthday. She is betrothed to Starfleet Lt. Sam Harris, a former academy classmate of her long-time friend Nog, who is currently stationed as a political attaché in the Federation Embassy on Bajor, having been almost inseparable since meeting at a diplomatic function.



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Attributes

Fitness 2
 Coordination 2
 Intellect 3
 Presence 3, Willpower +2
 Psi 0

Skills

Administration (Bureaucratic Manipulation) 2(3), (Logistics) (3)
 Artistic Expression (Cooking) 1(2)
 Athletics (Choose Specialisation) 2(3)
 Bargain (Haggling) 1(2)
 Command (Political Leadership) 2(3)
 Computer (Research) 1(2)
 Culture (Bajoran) 2(3), (Ferengi) (3)
 Diplomacy (Negotiation) 1(2)
 Fast Talk 2
 History (Bajoran) 2(3)
 Language Bajoran 2
 Language Ferengi 2
 Language Federation Standard 1
 Law (Bajoran Law) 2(3)
 Personal Equipment (Ferengi Padd) 1(2)
 Persuasion (Seduction) 1(2)
 Planetary Survival (Forest) 1(2)
 Politics (Intelligence) 1(3)
 Social Science, (Economics) 3(4), (Political Science) (4)
 Vehicle Operations (Shuttle) 1(2)
 World Knowledge (Bajor) 1(2)

Advantages/Disadvantage

Species enemy (Cardassians) -4, Pacifism -2, Obligation (to the Pagu) -1 Romantic Attachment (Starfleet Lt. Sam Harris) -2 Political Rank +4 (Bajoran Minister for Trade) Famous Incident +1 (Graduated from Ferenginar College of Commerce), Wealth +1, Contacts +2 (Jake Sisko / Lt. Nog), Strong Will +2, Bold +1,

Renown 13

Aggression 0

Discipline 2

Initiative 2

Openness 5

Skill 4

Courage / Pagh 5

Resistance 2

Wound Levels 2/2/2/2/2/0

Els Renora

Arbiter of Justice

Species: Bajoran

Sex: Female

Position. Arbiter

"I am one hundred years old. I do not have time to squander listening to superfluous language. In short, I intend to be in here until supper, not senility."

- Els Renora



Els Renora was born over 100 years ago in 2269, living through the 23rd and 24th centuries, and through the worst of the Occupation. As a young woman she was a constable in the Bajoran Constabulary, rising to senior constable and overseeing a district. She was in this senior policing position when the Cardassians occupied Bajor. She soon saw the lay of the land, and the reduced capacity of the Bajoran constabulary under Cardassian Oversight and resigned her commission. But Els Renora remained a servant of Justice, and took up a career in law. Seeking to work through law courts to protect and defend those she could, within the Bajoran civil courts she built a reputation as a Public Defender, unfortunately this also required her to serve as a Nestor in the Cardassian Judicial System, a singularly frustrating experience for a believer in Justice. She eventually rose in rank to Arbiter able to sit in judgement of the cases that came before her.



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During all this Els Renora raised a family, raising several children, grandchildren and great-grandchildren, and working on into her centennial

Attributes

Fitness 2
Coordination 3
Intellect 3 Perception +1
Presence 3 Willpower +1
Psi 0

Skills

Administration (Bureaucratic Manipulation) 3(4)
Artistic Expression (Bajoran Iconography) 1(2)
Athletics (Running) 1(2)
Bargain (Haggling) 2(4)
Computer (Research) 2(3)
Culture (Bajoran) 2(3)
Dodge 2
Energy Weapon (Stunner) 1(3)
History (Bajoran) 2(3)
Intimidation (Cross Examination) 3(4)
Language Bajoran 3
Language Cardassian 2
Law (Criminal Law) 3(4), (Bajoran Law) (4)
Persuasion (Oratory) 3(4)
Physical Science (Computers) 1(2)
Security (Law Enforcement) 3(4), (Security Procedures) (4)
Social Sciences (Sociology) 1(2),
Streetwise (Bajoran Resistance) 1(2)
World Knowledge (Bajor) 1(2)

Advantages/Disadvantage

Political Rank (Holds the rank of Nestor in the Cardassian Judicial System) +1,
Political Rank (Arbiter) +2, Shrewd +1
Argumentative -1, Dependants (Children & Grand Children) -12, Hides Emotions -2
Obligation (to the law) -1, Species enemy (Cardassians) -4

Renown 15

Aggression 0

Initiative 3

Skill. 5

Courage / Pagh 5

Resistance 2

Wound Levels 2/2/2/2/2/0

Discipline 3

Openness 4

Mora Pol Scientist

Species: Bajoran

Sex: Male

Position. Scientist



Mora Pol was a male Bajoran and a scientific genius. Growing up in rural Bajor from humble origins, he was recognised as a child prodigy, excelling at science and engineering. He was awarded scholarships that enabled him to study at some of Bajor's top universities his excellence noted at very high circles of power. Mora Pol was so focused on his work that he barely noticed the occupation of Bajor and that he was suddenly working for the Cardassians, one of a very few Bajorans remaining at the Bajoran Science institute. Many considered Dr Mora and the few other Bajorans working with him to be Collaborators, and an unfortunate street encounter one day forced Dr Mora to confront this issue with his Cardassian handlers. He remained a loyal Bajoran but was forced to continue his work with his family's safety at risk and effectively imprisoned with the Institute.

Dr Mora returned to his work, trying to make best, and the Cardassians slowly began to trust him again, it was during this time that he found himself working with a sample of unknown material with morphenogenic properties, work that would lead to the discovery of sentience and the changeling Odo, who grew close to Dr Mora as a father figure. But Mora Pol found himself attached to projects that could only be used against the Bajoran



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people. He made contact with the resistance and worked to help them passing them information regarding Cardassian projects and aiding them in sabotage. Accusations of his collaboration remained however, maintained as a cover to secure his access and freedom to the work and to help keep him free of suspicion. A small cell was set up to watch over him and manage communications. They were tasked with setting up the occasional 'credible threat' to ensure the Cardassians continued to Trust Dr. Mora, and in this was he did his part for the fight for the liberation of Bajor. His activities in the resistance was so successfully secret that some still consider him a collaborator, and he has suffered some remaining stigma even though he is able to prove his innocence. Despite this however, after the Cardassian Withdrawal Dr Mora Pol became a senior scientific advisor to the provisional government, while qualified many had 'concerns' about the appointment although the shortlist of candidates was very short. It is a role he works hard to excel at, his multi-discipline scientific experience has proven his worth in this role many times since liberation.

Attributes

Fitness 2
Coordination 2
Intellect 4
Presence 2, Willpower +1, Empathy -1
Psi 0

Skills

Administration (Academic) 1(2)
Command (Teaching) 1(2)
Computer (Simulation and Modelling) 2(3),
(Programming) (3)
Culture (Bajoran) 2(3) (Academic) (3)
Dodge 1
Espionage (Covert Communications) 1(2)
Fast Talk 1
History (Bajoran) 1(2)
Language Bajoran 2
Language Cardassian 1
Language (Federation Standard) 1
Law (Bajoran Law) 1(2)
Life Science, (Exoanatomy) 3(4)
(Bioengineering) (4)
Material Engineering (Metallurgical) 2(3)
Personal Equipment (Tricorder) 2(3)
Persuasion (Debate) 2(3)
Physical Science (Mathematics) 4(5),
(Physics) (5), (Computer Science) (5)
Planetary Science (Geology) 1(2)
Ships Systems (Sensors) 1(3)
(Communications) (2)

Space Science (Subspace field dynamics) 2(3)
Systems Engineering (Communications) 1(2)
(sensors) (2)

World Knowledge (Bajor) 1(2)

Advantages/Disadvantage

Curious +1, Contacts +3, Political Rank +2
(chief scientific advisor to the first minister)
Argumentative -1 Pacifism -1, Shady
Background -1, Species enemy
(Cardassians) -4

Renown 17

Aggression 0

Initiative 4

Skill. 6

Courage / Pagh 5

Resistance 2

Wound Levels 2/2/2/2/2/0

Discipline 4

Openness 3



Dr Weld Ram

Ambitious young scientist

Species: Bajoran

Sex: Male

Position: Scientist



Doctor **Weld Ram** grew up during the Occupation but his scientific talents had led to an elevated path to one of the few remaining scientific colleges on Bajor. The Cardassians used this Bajoran academic centre to gather the best minds of Bajor for the betterment of the Union, although in truth it had become a breeding ground of Bajoran resentment and revolution. Many of their best minds secretly worked towards Bajoran Liberty. Weld Ram among them, mixing his scientific studies by day with Resistance activity by night.

Upon graduation he became a protégé of Doctor Mora Pol at the Bajoran Science Institute. Learning directly from Doctor Mora he also became a specialist in Changeling physiology, learning from the development of the sample Odo. Over the years however his studies and understanding surpassed his teacher's knowledge, although by now Bajoran liberty was a reality.

Dr Weld was a keen climber and in addition to his work in Genetics, he is also a keen geologist. It was in his capacity as Geologist that he was involved in selecting the New Bajor colony site. He had planned on emigrating to the colony and his wife and family joined the colony while he resolved a few reports with the Provisional government. As a result he was not on site when the Jem'Hadar slaughtered the colony. An event that left Dr. Weld a broken man. Devastated and angry at the Dominion..

Soon after Dr Weld was approached by a representative of a secretive Federation group named Section 31 who wanted to seek his help in fighting the threat of the Changelings from the Dominion. Fuelled by his anger over the massacre of the New Bajor colony, Dr Weld agreed and it was his work and knowledge that helped them develop and deploy the Morphogenic virus that was inflicted upon the Changelings as a last ditch weapon by Section 31. Dr Ram has remained secretly in communication with this covert organisation as a scientific specialist, some of his old secretive resistance ways proving handy in his dealings with his new friends.

Attributes

Fitness 2

Coordination 3

Intellect 3

Presence 2, Willpower +1

Psi 0 [5]

Skills

Artistic Expression (Poetry) 1(2)

Athletics (Climbing) 2(3)

Computer (Computer Simulation/Modelling) 2(3)

Culture (Bajoran) 2(3), (Science) (3)

Espionage (Covert Communications) 1(“)

History (Bajoran) 2(3)

Language Bajoran 2

Language Federation Standard 1

Life Science (Genetics) 3(4), (Exobiology) (4)

Medical Sciences (Changeling Physiology) 2(3)

Personal Equipment (Tricorder) 2(3)

Persuasion (Debate) 1(2)

Physical Science (Computer Science) 2(4),

(Mathematics) 2(3)

Planetary Sciences; (Geology) 2(3)

(Mineralogy) (3)

Security (Security Procedures) 1(2)

System Engineering (Computer Systems) 1(2)

Stealth (Hide) 1(2)

Streetwise (Streetsmarts) 1(2)

World Knowledge (Bajor) 1(2) (New Bajor) (2)

Advantages/Disadvantage

Patron +2 (Dr Mora Pol), Contact +1 (Section

31 handler), Species enemy (Cardassians) -4,

Vengeful (the Dominion) -1, Obligation

(Section 31) -1, Dark Secret (secretly works

for Section 31) -2, Medical Problem

(respiratory Immune suppression caused by

the inhalation of Volcanic Gas) -1

Renown. 7

Aggression 1

Initiative 2

Skill. 3

Courage / Pagh 5

Resistance 2

Wound Levels 2/2/2/2/2/0

Discipline 0

Openness 1



Sirah Ke Hovath

The Storyteller

Species: Bajoran

Sex: Male

Position. Sirrah, Village Elder



Hovath is the Sirah and elder of the Sidau Village. He is also keeper of the secret of the **Pagh'varam** and the **Dal'Rok**. He was apprenticed to the previous Sirah, but did not have the self-confidence to take the post when the old Sirah died, a previous test had led to the deaths of some villagers, the responsibility for which has haunted him ever since. The Sirah saw his apprentice failing and knowing his own death was near devised a plan to force his Apprentice to take back his rightful role that he had spent so long preparing for. Passing the role of Sirah to a stranger, to Chief Miles O'Brien of DS9, the Sirah died. However the old Sirah knew that O'Brien would not be able to hold the Dal'Rok back and Hovath would have to step in and save the village.

Ever since Sirah Hovath has served his village well and has become a much respected elder and Storyteller, but the experience and challenge, and his encounter with the scientifically minded Starfleet officers had initially humbled and eventually challenged Hovath to excel and better himself. He had to face the Dal'Rok only once a year but he filled his time wisely studying lore and soon extending his studies into the sciences as he began to understand the nature of the **Pagh'varam** and the **Dal'Rok slowly unravelling their secrets himself**.

By the mid-2370s, Hovath had become a renowned academic, a specialist in Wormhole scientific theory and space sciences. He had written and published

several academic research articles on the nature of the Bajoran wormhole, many of his theories were less well received as they seemed contrary to his faith, some more traditional Vedeks had accused him that his work was bordering on Heresy. One of these papers was *Speculations on the Architecture of the Celestial Temple*, which theorised the wormhole could also be used to travel between realities, based on the analysis of an actual universal switch involving the Wormhole.

But through all this Hovath has remained Sirah for his community. Remaining their protector against the wrath of the Dal'Rok, telling the tale to unite the villagers every year, just when they need him most.

Attributes

Fitness 2

Coordination 2

Intellect 3, Logic +1

Presence 3, Empathy +1

Psi 0

Skills

Administration (Academic) 1(2)

Artistic Expression (Academic Writing) 1(2)

Athletics (Swimming) 1(2)

Culture (Bajoran) 2(3)

History (Bajoran) 2(3)

Language Bajoran 3

Law (Bajoran Law) 1(2)

Meditation (relaxation techniques) 1(2)

Personal Equipment (Tricorder) 2(3)

Persuasion (Storytelling) 2(4)

Planetary Sciences (Climatology) 1(2)

Planetary Survival (woodland) 1(2)

Social Sciences (Sociology) 1(2)

Space Science (Wormhole Theory) 3(4),
(Alternative Dimensions) (4)

Theology (Bajoran Prophets) 1(2),

World Knowledge (Bajor) 2(3)

Advantages/Disadvantage

Contact (Chief Miles O'Brien) +1, Wealth

+1 Political Rank +2 (Sirah) Famous Event
(Published science journal) +2

Species enemy (Cardassians) -4,

Obligation -1, Guilt -1, Arrogant -1

Renown. 7

Aggression 0

Discipline 3

Initiative 0

Openness 1

Skill. 3

Courage / Pagh 5

Resistance 2

Wound Levels 2/2/2/2/2/0



The Dal'Rok

The Dal'Rok was a mystical creature that threatened the village of Sidau on Bajor. Appearing every year during the harvest season. The village's Sirah; their Storyteller, was able to hold the creature at bay by uniting the villagers and channelling their unity through a artefact called the **Pagh'varam (the Soul Key)**.



In reality the Dal'Rok was a creation of an ancient Sirah, created to force his villagers to unite against a common fear, and this had become a tradition, the artefact was said to have contained an Orb Fragment and it was this that channelled the villagers negative emotions to create the Dal'Rok, just as the Sirah used it to rally and unite them and hold the creature at bay, and eventually drive it away for another year. The true nature of the Dal'Rok was a closely kept secret passed down by the Sirah. Unchecked the Dal'Rok could inflict significant damage, directing lightning strikes against the village and anyone who was unable to escape the creature's wrath.

To defeat the Dal'Rok the Sirah must be holding the artefact the Pagh'varam and must recite the story of the Dal'Rok making a social test for a **Persuasion (Storytelling)** skill check against a challenging difficulty level. The Storyteller automatically has the initiative. Failure will result in an energy burst equal to that of a Phaser on Level 1 targeted randomly into the crowd. Each turn the test must be taken again, and each turn the energy burst increases by one level to the next equivalent phaser damage level.



Rugal

Abandoned Orphan

Species: Bajoran

Sex: Cardassian / Bajoran

Position: Civilian



Rugal is a Cardassian child abandoned on Bajor during the Cardassian withdrawal after the Occupation, one of many such children, Rugals abandonment was slightly different as he was the child of Senator Pa'Dur, one of Cardassia's leading politicians and part of the Detapa council, a high ranking government official and his abandonment was no error, he had been left behind as part of a long-term plot to discredit the liberal minded Senator Pa'Dur...

Rugal was raised by a Bajoran family, and while the truth of his abandonment is now known to him after Senator Pa'Dur's political fall Rugal feels closer to his adoptive parents on Bajor, his father Proka.

After the incident Rugal's usefulness had run its course, he was thankfully left in peace. But Starfleet arbitration returned him to his real father on Cardassia. Rugal found himself torn between two worlds and separated from the family that had raised him he did the only thing he could; He ran away, multiple times. Eventually Pa'dur relented sadly accepting the truth and helped return Rugal to Bajor, a move that finally helped reconcile Rugal with his real father, but also that saved him from the eventual retribution of the Dominion that ravaged Cardassia in the closing hours of the Dominion war.

Now as an adolescent he has returned to Cardassia on his own terms amongst the volunteers who have arrived with the Federation Aid mission to try and

rediscover some of his lost heritage and try to find any of his surviving family.

Attributes

Fitness 2, Vitality +1

Coordination 2

Intellect 3 Perception +1

Presence 3

Psi 0

Skills

Administration (Logistics) 1(2)

Computer (Research) 1(2)

Culture (Bajoran) 2(3)

History (Bajoran) 1(2) (Cardassian) (2)

Language. Bajoran 2

Language Cardassian 1

Language; Federation Standard 1

Dodge 1

Fast Talk 1

First Aid (Wound/Combat Trauma) 1(2)

Material Engineering (Civil) 2(3)

Personal Equipment (Communicator) 1(2)

Physical Science (Computer Science) 1(2)

Planetary Science (Ecology) 3(4),

(Meteorology) (4)

Planetary Survival (Urban) 2(3)

Streetwise (Cardassian Underground) 1(2)

World Knowledge (Bajor) 1(2), (Cardassia

Prime) (2)

Advantages/Disadvantage

Alien Upbringing +1, Contact (Pa'Dur) +1,

Eidetic Memory +3, High Pain Threshold +2

Argumentative -1, Diminished Social Status -1,

Hides Emotions -2

Renown. 5

Aggression 0

Initiative 1

Skill. 0

Vesala 0

Courage 4

Resistance 3

Wound Levels 3/3/3/3/3/0

Discipline 1

Openness 3



Razka Karn

Smuggler and Free Trader

Species: Bajoran

Sex: Male

Position: Free Trader



Razka Karn was an infamous Bajoran 'scrap metal and salvage' merchant, although everybody seems to know that his activities are often less than legal. During the Occupation of Bajor, he performed the role of a smuggler, helping transport weapons and supplies to members of the Bajoran Resistance, and even helping refugees escape. It was in this capacity that he became a friend of many in the resistance such as Kira Nerys. During the 2370s, he operated a freelance Starship out of the Badlands area. His operations remain often on the borders of legality, and under Cardassian law and there were at least twelve outstanding warrants for his arrest on Cardassia Prime still valid in 2372.

Razka Karn seems impervious to Bajoran law, he has helped encourage this not only with contacts made during the occupation, but also by working as a freelance informant and intelligence gatherer for Bajoran Intelligence.

The truth however is far more complicated. Razka Karn's whole life is a lie. The real Razka Karn died during the occupation, killed by his business partner Roj Blaak when it was discovered that they were working illicitly for the Cardassians, Roj Blaak then assumed his former partners identity to avoid accusations of collaboration, with the Obsidian Order helping with the legitimacy of the documentation. As a result the new Razka Karn is actually a double agent,

playing both sides. He is a survivor and works to juggle his loyalties as he see's fit, he was instrumental in the rescue of Li Nalas, as part of the Cardassian part of the plot to help defer attention from the Emissary, a Starfleet officer, and aid the Cardassian covert operation that was pushing the activities of the Circle movement.

Many that know Razka Karn see him as a harmless rogue, full of good humour awith a ready smile, although, they might not trust him too much, but this is all part of the act as he conceals a much greater threat. Post Dominion war, he has found himself free of the Obsidian Order although he is sure that they may one day resurface he has found himself a survivor and relatively free, but he maintains his secrets.

Attributes

Fitness 2, Vitality +1

Coordination 2

Intellect 3

Presence 2, Willpower +1

Psi 0

Skills

Artistic Expression (Sculpture) 1(2)

Bargain (Haggling) 1(2)

Behaviour Modification (Resistance) 1(2)

Concealment (Smuggling) 2(4)

Culture (Bajoran) 2(3)

Dodge 1

Energy Weapon (Disruptor) 2(3)

Espionage (Forgery) 2(3), (Covert

Communications) 3

Fast Talk 2

History (Bajoran) 1(2)

Language Bajoran 2

Language Cardassian 2

Personal Equipment (Universal Translator) 1(2)

Physical Science (Physics) 1 (2)

Planetary Survival (Wilderness) 1(2)

Security (Security Procedures) 1(2)

Ships Systems (Conn) 3(4)

Strategic Operations (Bajoran) 1(3)

Streetwise (Bajoran Resistance) 3(4)

World Knowledge (Bajor) 1 (2)

Advantages/Disadvantage

Wealth +1, Dark Secret -3, Faithless -1,

Shady Background -1, Wanted -1

Renown. 9

Aggression 2

Discipline 0

Initiative 3

Openness 2

Skill. 2

Courage 5

Resistance 3

Wound Levels 3/3/3/3/3/0



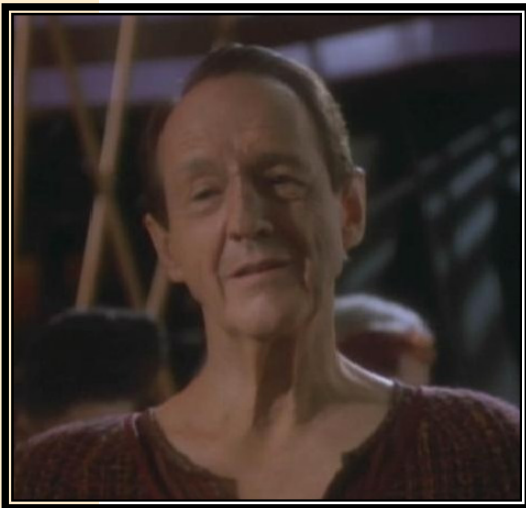
Varani Schall

Popular artist

Species: Bajoran
Sex: Male
Position: Musician

"We have fought for Bajoran liberty and we have been victorious. But now we must face a new challenge, and fight anew to reclaim the Bajoran Soul, we must reinstate the Jalanda Forum to ensure we have the resources to fight this battle"

- Varani Schall addressing the Provisional Government



Varani was a popular Bajoran musician, who as a young man, played at the Jalanda Forum (a prestigious Bajoran music hall located in Jalanda City. The Forum was destroyed during the Occupation). He was one of the few Bajorans to openly wear no earring although he did so with no comment as to the reason despite much speculation from his peers.

During the occupation Varani choose not to perform, he was inundated with requests from the Cardassian high command on Bajor to entertain them, and chose not to comply. But he new that an outright refusal would result in repercussions. So instead he faked an accident that would leave him unable to play music, but in the intervening years he works instead for the Resistance, casting aside his art in favour of the fight for freedom. Only allowing himself to indulge in his music in private.

Upon the liberation of Bajor, and against his own expectation he had survived, but he responded by working to bring back his art and help return some of the beauty that had been lost from Bajor, and it was in this capacity that he became a pivotal voice in the rebuilding of the Jalanda Forum in 2370 when he helped convince the Provisional government to support the project. The reinstatement of the Jalanda Forum, an Artistic community and council, helping nurture and develop art in the planetary community was a great success and he has been granted a lifetime membership to the Jalanda Forum council in recognition of his efforts

Attributes

Fitness 2
 Coordination 2
 Intellect 3
 Presence 4, Empathy +1
 Psi 0

Skills

Artistic Expression (Va'jazzler) 3(4) (Musical Composition) (4), Bajoran Lute (4), (Acting) (4)
 Athletics (Swimming) 1(2)
 Charm (Performance) 3(4)
 Computer (Holography) 1(2)
 Culture (Bajoran) 3(4)
 Dodge 2
 Energy Weapons (Disruptor) 1(2),
 Fast Talk 1
 History (Bajoran) 2(3)
 Language Bajoran 3
 Language Cardassian 1
 Personal Equipment (Holographic Projector) 1(2)
 Persuasion (Oratory) 2(3)
 Physical Science (Mathematics) 1(2)
 Social Science (Sociology) 2(3)
 Streetwise (Bajoran Resistance) 1(2)
 World Knowledge (Bajor) 1(2)

Advantages/Disadvantage

Bold +1. Famous Incident (Celebrity) +4,
 Strong Will +2, Political Rank +1 (Membership of the Jalanda Forum), Species enemy (Cardassians) -4

Renown. 12

Aggression 0

Initiative 1

Skill. 3

Pagh / Courage 5

Resistance 2

Wound Levels 2/2/2/2/2/0

Discipline 3

Openness 3







Appendix

Bajoran Naming Conventions.

Bajoran custom places the family name before the given name. Upon marriage, the female partner may choose to take her husbands family name although this is not always the case.

For example; Major Kira Nerys would properly be addressed in her official role as Major Kira, not Major Nerys. While socially and informally she would be called Nerys.

Some examples of family, and male/female given names follow to help guide you in naming your Bajoran.

Family Names

Adami, Alenis, Anjohl, Arla, Azeni, Bariel, Basso, Benten, Bolka, Brilgar, Brin, Celes, Cenn, Chalan, Ches'sarro, Ches'so, Coldri, Darrah, Daul, Dava, Day, Dekon, Els, Epen, Ermat, Etana, Fala, Faren, Ficen, Frelan, Galis, Gar, Garune, Garvik, Gavi, Gettor, Girani, Gramm, Halb, Hasa, Hauq, Hazar, Hollin, Hon, Horis, Horran, Hortak, Imutta, Ishan, Istani, Jabara, Jaro, Jas, Jatarn, Jaxa, Jillur, Jomat, Kalem, Kalla, Kelmet, Kira, Ke, Krim, Kubas, Laan, Li, Lonnic, Luma, Marat, Marika, Mera, Meressa, Nane, Obanak, Ojuy, Okala, Oluvas, Onara, Opaka, Oram, Ossan, Pelin, Pin, Pinar, Pol, Porta, Prem, Proka, Quen, Razka, Redab, Rhit, Riszen, Ro, Romera, Rozahn, Sarish, Shabren, Shakaar, Sharet, Shesa, Shul, Sirco, Solbor, Solis, Sorad, Stassen, Stormah, Surmak, Tahna, Tal, Talnot, Talpet, Taluno, Teero, Telna, Tilo, Timor, Tir, Tolina, Tonsa, Topek, Tor, Tora, Toran, Trakor, Trentin, Ungtae, Vaas, Vaatrik, Varani, Varis, Verin, Woban, Weld, Winn, Woy, Ya'oda, Yandu, Yarka, Yassim, Yeln, Yndar, Zayra, Zocal

Female Given Names

Adami, Alu, Anara, Aroya, Azin, Blin, Dakahna, Deela, Fala, Grem, Iniri, Jezahl, Jia, Karys, Keena, Kejal, Kol, Korena, Laren, Lariah, Lizzane, Lupaza, Luson, Leeta, Mardah, Marja, Meru, Mika, Napreem, Neela, Neka, Nell, Nerys, Norah, Pallra, Rahl, Raina, Ramara, Ras, Rees, Renora, Retan, Reyla, Roana, Saghi, Sarjeno, Seelee, Seska, Sito, Sul,

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Sulan, Sylar, Tagana, Tal, Talia, Tekoa,
 Tomo, Wilkarrah, Winn, T'Bora, Ziyal

Male Given Names

Akorem, Anaydis, Antos, Apren, Arvan,
 Avesta, Avid, Azhan, Baj, Bajin, Bakka,
 Baltrim, Bek, Belar, Bemar, Benyan,
 Bestram, Bodan, Borum, Cabot, Celes,
 Ch'ano, Chaye, Chavin, Daier, Del, Desca,
 Dobat, Eblan, Edon, Elig, Essa, Fasil,
 Furel, Gale, Gantt, Gel, Gerron, Gueta,
 Heler, Hetik, Hoek, Holza, Hovath,
 Iboudan, Iden, Ijarna, Jiram, Jol, Jolan,
 Kaan, Kag, Kannu, Karn, Keelan, Keral,
 Ketauna, Kobar, Kolek, Koran, Landi,
 Leiris, Los, Mace, Migdal, Mirosha,
 Mobara, Mora, Mullibok, Nalas, Nikende,
 Oak, Ornak, Orta, Osen, Prel, Ram, Ren,
 Rez, Rugal, Sebar, Seeto, Senn, Shev,
 Solbor, Tabor, Taluno, Tanin, Tarka,
 Tennan, Terim, Tolo, Topa, Torem, Trac,
 Tranatas, Trazko, Tromeck, Tusk, Vek,
 Zimm, Zolan

The Bajoran Language

Bajoran writing is a made up of ideographs, pictorial icons free flowing and beautiful. The spoken language itself is equally flowing and melodious almost like a chant or song. Many feel it to be one of the more beautiful languages. Although as a direct result of 100 years of Occupation many Bajorans also speak and read Cardassian, and some Cardassian words have found their way into the Bajoran language.

The Vedek council had worked hard to keep the language alive and teach it to the next generations, and now that they have their freedom a new popular movement has arisen that is trying to expunge Cardassian terms from the lexicon. As a direct result however few Bajorans seem interested in learning federation Standard although in the age of the Universal Translator this is little problem.

Bajoran phonogram listing

	k		ke		ki		ko		ka		kE		kI		g
	s		se		si		so		sa		sE		sI		sh
	t		te		ti		to		ta		tE		tI		st
	r		re		ri		ro		ra		rE		rI		w
	n		ne		ni		no		na		nE		nI		m
	h		he		hi		ho		ha		hE		hI		th
	p		pe		pi		po		pa		pE		pI		ng
	b		be		bi		bo		ba		bE		bI		v
	d		de		di		do		da		dE		dI		f
	x		xe		xi		xo		xa		xE		xI		z
	j		je		ji		jo		ja		jE		jI		y
	l		le		li		lo		la		lE		lI		?
	e		i		o		a		Ee		Ey		Iu		

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The Bajoran written language consists of square symbols which are composed of thick lines. There are a large number of different symbols which can be used in any of eight rotations (flipped and rotated each and every way).

Bajoran tends to be written in horizontal lines, although it can be written vertically. Bajoran writing is said to be ideographic, that is, each character represents a single thought or word pictured. Most forms of written Bajoran share some root ideograms, as evidenced by the Reckoning Tablet. Each ancient Bajoran symbol translated into a pair of nearly identical modern Bajoran symbols.

Words and phrases

Amoran - banished
Balik(am) - "go away" or "get lost!",
Bantaca - name for a traditional spire made out of thousands of interlocked stones, marked with the coordinates of the town or city they represent
Boryhas - term for ghosts or spirits of the dead
D'jarras - ancient Bajoran caste system
Duranja - lamp for the dead: candle suspended by chains from four pillars
Ha'dara - Home of light
Ha'mara - religious festival to celebrate the arrival of the Emissary of the Prophets
hasparat - spicy burrito-type food
Itanu - ceremony carried out when a child reaches the age of fourteen
jumja - popsicle type dessert made from jumja tree sap; you can also make jumja tea
Kejal - freedom
Kosst - to be
palukoo - giant spiders that live on Bajor's moons, eaten by the Bajoran resistance and presumably about as palatable as you'd expect a giant spider to be
Peldar Joi - greeting used during the Gratitude Festival
Phekk - A swearword.
Shawn - swamp,

Religious term

Ranjen - a monk, usually a title given as an honour
Prylar - a monk or priest
Vedek - a senior member of the Bajoran clergy
Kai - a leader of the Bajoran clergy

Kosst Amojan - also known as
Koss'moran - another name for the Pah-wraiths; translates as the banished ones
Pagh - the eternal soul
Pagh-tem-far - a spiritual vision sent by the Prophets
paghvaram - Soul Key

Measurements

Kellipate - a measure of distance
Tessipate - a measure of land area used on Bajor
Kerripate - a fraction of a tessipate

Prayers

Raka-ja ut shala morala... ema bo roo kana... uranak... ralanon (NAME)... propheh va nara ehsuk shala-kan vunek ...
(do not let him walk alone... guide him on his journey... protect... the one named (NAME)... take him into the gates of heaven...)
Duranja lamp prayer for the recently deceased

Ahn-kay ya, ay-ya vasu. Coh-ma-ra, di-nay-ya..
Bajoran death chant, repeated over and over again for approximately three hours.

Tesra Peldor impatri bren. Bentel vetan ullon sten..
Presiders address at the Gratitude Festival

Jia'kaja, tre'nu'tol'a rem.... La'por i'lanu kos... I'nar tan'a'tali nor....
Prayer to the prophets asking for protection or favour

Zhia'kaluh tar'eh anu suur... te'von, aka'lu rez... ka'vor,mat'ana kel..
Marriage blessing.

Boray pree hadokee. Tolata imparaboresh. Preeya (GROOM'S NAME), Preeya (BRIDE'S NAME), abrem varo atel..
Traditional marriage blessing used in conjunction with a simple ceremony.

lata imparano takash... Veshanoo yavar ha iktasho...
with humility and gratitude, we accept this gift... the sacred Orb of Prophecy.
Orb blessing prayer.



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**(Prayer leader) Tera dak ihsehelm ran
embah... (ALL) de-ram ta-MEEN!**
Bajoran Prayer Chant.

**Meeh rak Dorah Pah-wran... Ee-toi...
Velah-slah... Pah-wran amar... Pah-wran
Evak-too...**

Ancient Bajoran chanted by a Pah-wraith
Cult Bajoran Assassin before attempting to
kill their target

**Tarna pur-ono ull-kess pah-ran. Iano
ka'la bo'shar lanu.**

**Meek rak dorrah Pah-wran... Yelim cha
ono kosst amojan... shay ta-hel ter-rah
no'vala de-ram... aka'lu far che...**

Chants from the Book of the Kosst Amojan



A Map Of

BAYOR

B'hava'tel VII, Bajor Sector
United Federation of Planets
Alpha Quadrant



Drawn by Owen E. Oulton, copyright 2014
Based on a map Drawn by Alan Kobayashi
Designed by Robert Hewitt Wolfe and Bradley Johnson

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by Last Unicorn Games
- **The Unofficial Cardassian Sourcebook parts 1 & 2.**

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by Herman Zimmerman, Rick Sternbach and Doug Drexler

Star Trek Deep Space Nine Companion

by Terry J. Erdmann with Paula M. Block

Star Trek. New Worlds New Civilizations; A Walk in the Path of the Emissary

By Michael Jan Friedman
Illustrated by Paul Lee

Star Trek; The Next Generation

- #412 - The Wounded
- #503 - Ensign Ro
- #610/611 - Chains of Command

Star Trek; Deep Space Nine

While all episodes of the series are set on Deep Space Nine and most include Bajor in some way, the following seem to be more focused on the Bajoran people and planet.

- #1/2 – Emissary
- #03 – A Man Alone
- #04 – Past Prologue
- #05 – Babel
- #13 – Battlelines
- #14 – The Storyteller
- #15 – Progress
- #19 – Duet
- #20 – In the Hands of the Prophets
- #21 - Homecoming
- #22 – The Circle
- #23 – The Seige
- #25 - Cardassians
- #28 – Necessary Evil
- #30 – Sanctuary
- #44 – The Collaborator
- #53 – Civil Defence
- #56 – Fascination
- #59 – Life Support
- #61 – Destiny
- #62 – Prophet Motive
- #68 – Explorers
- #70 – Shakaar
- #77 – Indiscretion
- #85 – Crossfire
- #89 – Accession
- #104 – The Assignment

- #106 – Things Past
- #108 – Rapture
- #109 – The Darkness and the Light
- #110 – The Begotten
- #116 – Business as Usual
- #117 – Ties of Blood and Water
- #138 – Far Beyond the Stars
- #141 – Wrongs Darker Than Death or Night
- #145 – The Reckoning
- #150 – Tears of the Prophets
- #151 – Image in the Sand
- #152 – Shadows and Symbols
- #159 – Covenant
- #167 – Penumbra
- #168 – 'Til Death Us Do Part
- #169 – Strange Bedfellows
- #175/176 – What You Leave Behind

Star Trek; Voyager

- #704 Repression

Deep Space Nine Re-launch Novels.

I have included the DS9 re-launch series as it was intended as a continuation of the series, and taking place after the TV show was able to continue the canon, rather than close on a reset as many of the novelisations have to.

Avatar book 1 by S.D Perry

Avatar book 2 by S.D Perry

Mission Gamma #1 – Twilight

by David R. George III

Mission Gamma #2 – This Gray Spirit

by Heather Jarman

Mission Gamma #3 – Cathedral

by Michael A Martin and Andy Mangels

Mission Gamma #4 – Lesser Evils

by Robert Simpson

Rising Son by S.D Perry

Unity by S.D Perry

Worlds of Deep Space Nine #2

Fragments and Omens (Bajor) by Andy

Mangels and Michael A Martin

Warpath by David Mack

Fearful Symmetry by Olivia Woods

The Soul Key by Olivia Woods

