The Vulcans!

Plus:

- Helpful Recruiting Tips
- *Kya azh kyani* Part 1
- "Latinum Dreams" Sim Adventure
- The Science Specialist
- And much more...

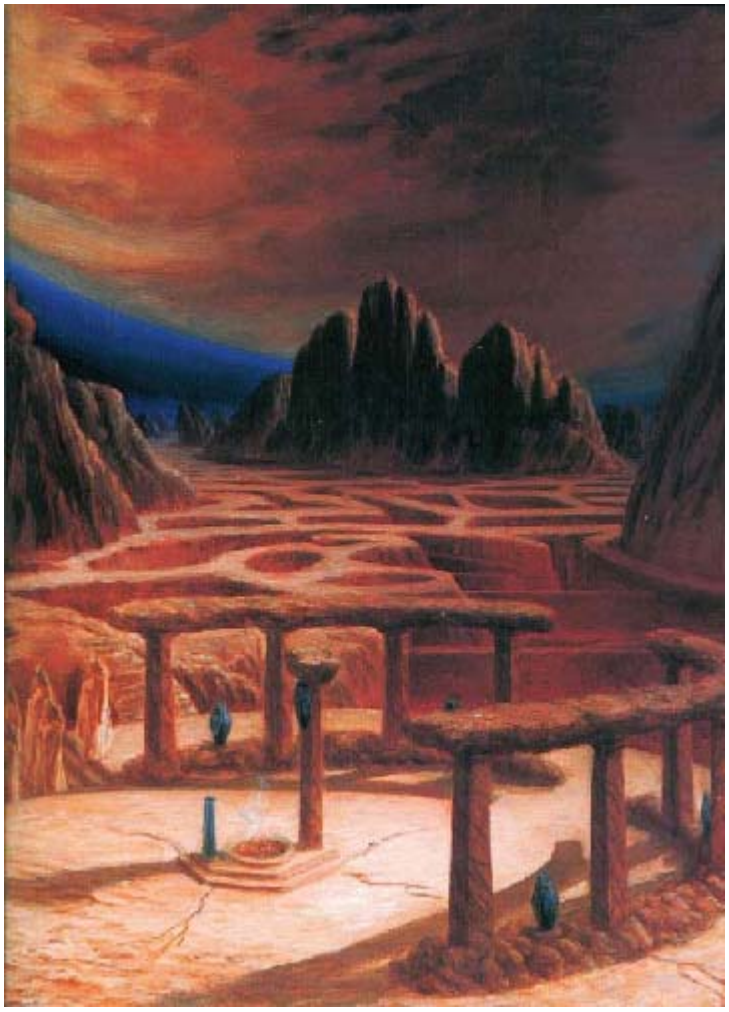
...the PADD

Welcome to the new and improved PADD. As always, please be sure to email us with your comments, complaints or suggestions. We hope you like this new version that is "By Simmers, For Simmers." We're focusing on helping the crewmembers and the hosts of each sim to better themselves and the sim around them. If you have a story or article idea, that you'd like to see added, we are always accepting submissions for review. Be sure to check out the short story *Kya azh Kyani* and Appendix 3 for some special treats. Happy Reading!

-***The Editor***

The Vulcans

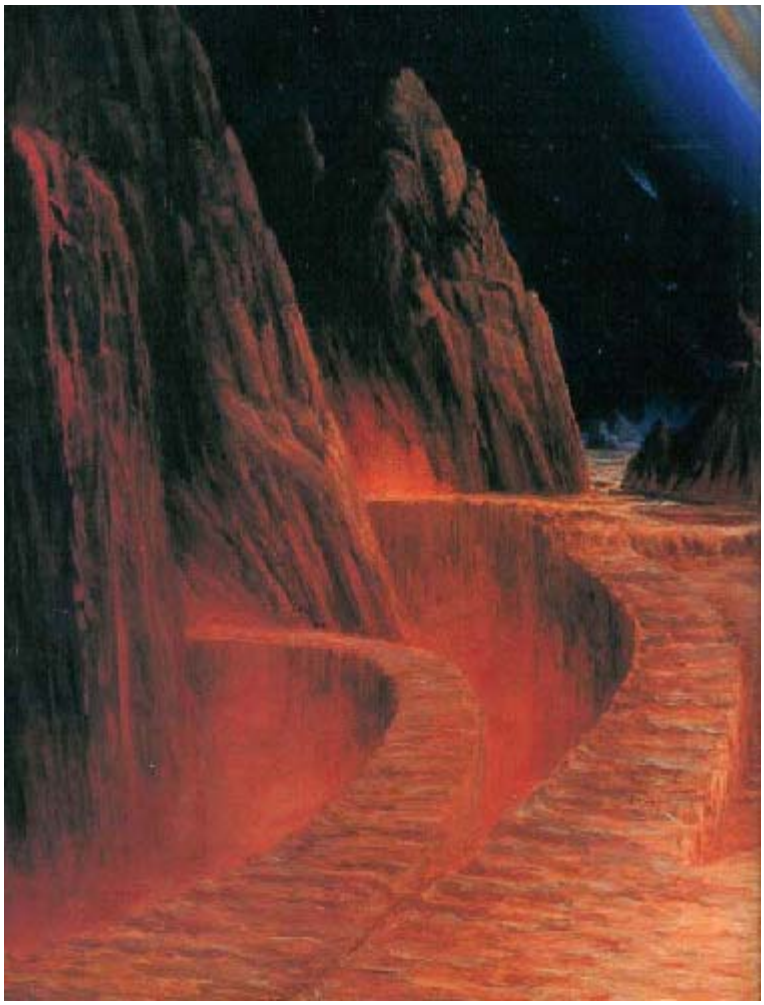
By Timothy James



The planet Vulcan and its inhabitants have been part of the Federation since its inception, yet the Vulcan people are still steeped in mystery. From Katras to Kolinahr, the Vulcan people have a unique and fascinating culture. Most simmers are quite familiar with the Vulcans, but there are a few facets of the Vulcan mythos that are eclectic in nature. This provides a unique opportunity for both the host and the simmer alike to explore these facets and bring a richer experience to your simulation. The Vulcan character is thought by many to be a limited one. This need not be the case with a little time and research. Despite all protests, most Vulcans have a very dry sense of humor or at least irony. Vulcans also have a rich culture that can be used by simmers to create a rich and varied log history. There are many ways to create a fascinating and fun character of Vulcan blood.

The Vulcans do have a fascination for science that seems almost contradictorily passionate. The culmination of this passion is the Vulcan Science Academy. Perhaps surpassed only by the Daystrom Institute in sheer academic clout, the Vulcan Science Academy is the premiere Institute for everything from xeno-psionic studies to the latest in subspace architecture research. A Vulcan simmer can be an alumnus or even a former professor if they are so inclined. This provides them with emphasis on their intellect as well as access to resources that the Academy might otherwise be reticent to provide. A host can use the Vulcan Science Academy as the origin of a new prototype of warp coils that increase the length of time a ship can travel at high warp. Then add an unforeseen side effect during the shakedown cruise that creates a subspace rift or pulls subspace creatures onboard.

The Vulcan system is centered by a G-Phase star, and contains a total of four planets. Vulcan is the only inhabited planet in the system and the most geologically active. Mount Seleya is the highest peak on Vulcan. It is no coincidence that this is also one of the most sacred locations on Vulcan; it is occupied by the monastic order of Kolinahr. The Kolinahr consists of ritual purging of all emotion and adherence to pure logic, above and beyond the commitment made by most followers of Surak. While most Vulcans subscribe to the philosophy of Surak, not all do. Indeed, there are several different schools of logic, not all of which lead Vulcans to behave like Spock or Tuvok. Some of them, like the way of Jarok, suggest that emotions must be mastered through understanding rather than through repression. A simmer can follow one of these alternate paths instead of Surak's path. This provides a variation to the normal stoic nature. A trip to Vulcan so that a simmer can achieve Kolinahr can also be a great series of logs. However, Kolinahr is not to be taken lightly, and the simmer should realize that it is the strictest of all the paths of logic. There have been several monasteries other than the ones on Vulcan. The Kolinahr Monastery of P'jem is one; as is Jo'vak's two monasteries devoted to Jarok and Sevik. A visit to one of these places

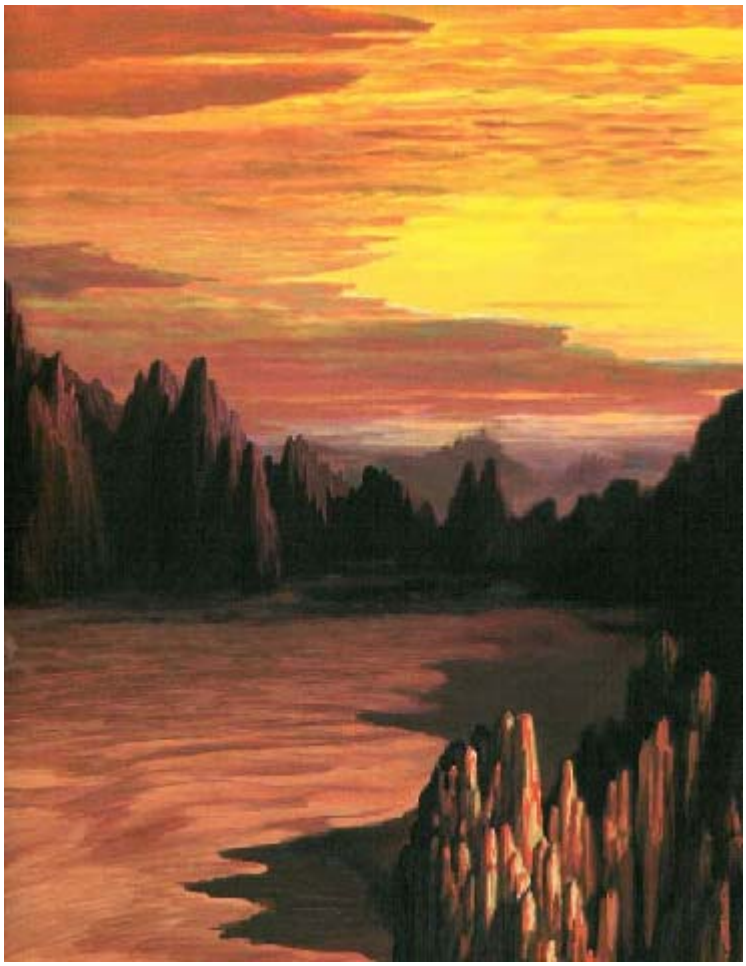


can provide some interesting interaction for the crew as well as a chance to exploration of unique ideology. The simulation host may want to consider placing these Vulcans in danger and then face evacuating despite their isolationist ideals.

The government of Vulcan is one of stark contrasts. Where logic would seem to provide a unity that would preclude an expansive governing body, we instead find one of the most intense political forums in the quadrant. The Vulcan government consists of a specialized democracy called the Council of Vulcan. Representatives of the various districts meet and hold intense debates about issues affecting both Vulcan and the Federation. The capital city, P'rea, is the location of both the Council and the largest starport on the planet. A logically planned city, P'rea is both austere and humble. Eschewing the trappings of most powerful capitals, the Council chambers are set up in a circular array of granite benches with a single raised podium. A single IDIC symbol faces the delegates as a reminder of one of their most important philosophies. Outside the chambers, two large statues remind the Vulcan people of where they came from and where they hope to go. The ancient warlord Kavok grips a sword and shows a willingness of battle. The other statue is of Surak with his fingers steepled in a show of contemplation of logic. The Council is renowned for its lengthy debates over important topics. The longest Council debate was on the issue of the Vulcan Isolationist Movement. After six days of intense yet analytical argument, the Council finally reached an agreement and closed the session. During the debate, no Councilors left the chambers as a matter of principle. Only water was brought in throughout the meeting. The aged Councilor from the T'sora District had to be carried out, but he still took time to place his thumbprint on the passed resolution. On rare occasions, the High Priestess has been sought out for advice or a ruling of logic. The separation of religion from the government is not an issue because their beliefs are in fact the devotion to logic. A simmer who visits the city of P'rea can visit its many museums and academia of note. The Council is closed to the public, but guests are invited in special cases. A host can use the Vulcan Council as a plot device forcing the crew to undergo an inquisition into a matter dealing with a Vulcan artifact or citizen. The Council can also be used to ask for help if there is a state emergency on the planet.

Vulcan technology is naturally Federation equivalent, but they do specialize in some psionic technology. There are usually in orbit, there are generally five or more starships. Two Starfleet vessels are assigned the sector and one is usually in orbit of Vulcan unless on a mission. Ferengi, Klingon, and Federation private freighters also frequent Vulcan space because of the high amount of trade in the region. Several Vulcan research ships are constantly coming and going from the Research Station Veroka, where zero-g and other space-based technologies are researched. The latest Vulcan starship is the Sarek class. Named for the late famed diplomat, the Sarek class is used primarily for research missions.**(See the write-up on the Sarek class in the** Appendix**)**

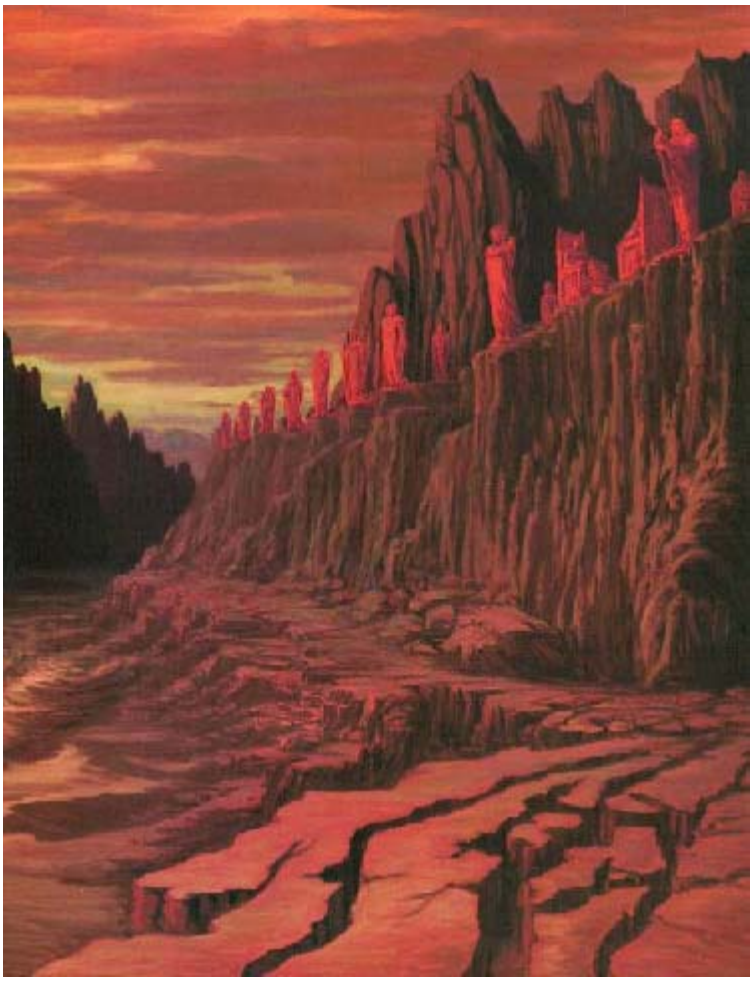
History



By the earliest historical times, the oceans of Vulcan had shrunk into little more than large salt lakes. This prevented the continental isolation of so many other Federation worlds. Although there were hundreds of different dialects in early times, the number of languages quickly declined as military conquests consolidated vast territories of the planet. One of the largest language groups originated on the Plains of Gol. One of the popular terms for this language is Ancient Golic Vulcan, although it is unknown what the speakers called it. Only scraps of it remain, mostly on the ancient pictographic inscriptions found throughout the Gol region. A standard language for ceremonial, religious and literary purposes is directly descended from Ancient Golic Vulcan and has survived for thousands of years. Usually called "Old Vulcan" by non-Vulcans, it is called Old High Vulcan by the Vulcans themselves. This is the language of Surak and the Masters of Gol. The ordinary people of the Gol region and its surroundings speak what is called "High Vulcan," a variant of Old High Vulcan. Several other important languages exist, including the official "Modern Vulcan" used by today's Vulcans for most communications needs. Its history is unclear and it has been suggested that it was an invented language, developed many centuries ago after Vulcan was united. It may have been considered inappropriate to use Old High Vulcan for this purpose. Other etymologists consider this "Modern Vulcan" to be a descendant of the same root language that gave rise to Romulan. Few off-worlders speak any of the Vulcan languages, some of which are quite complicated or hard to pronounce. (**For a list of some Vulcan words to use in logs or simulations, see the** Appendix**)**

As civilization developed, fortified urban centers spread across the face of Vulcan. Unfortunately, due to the drying up of the climate, resources were always limited. Most of the Vulcans at this time remained nomadic. Wars for water, natural resources and territory were common. The now common desert conditions slowed the development of Vulcan civilization and a long stagnant period began. The hot, dry conditions caused the Vulcans to become strong and ruthless to survive. The Vulcans had always been merciless and fierce warriors, and raids on neighboring lands were common. Early forms of trade, though, still existed. No one government or philosophy ever dominated the planet until the time of Surak. The length of time of pre-Surak civilization is certainly in the hundreds of thousands of years. This is much longer than the corresponding period on the other major planets of the Federation.

Industrialization on Vulcan happened practically overnight as a result of the military need for improved weapons. Where on Earth it took about 200 years to go from steam engines to common space flight, it took the Vulcans approximately 50 years. The people of Vulcan quickly explored their solar system, mining the moons and asteroids. Because of their inner violent natures, though, there occurred a long period of horrific planetary wars, including nuclear, biological, and even *psionic* weapons. The population of Vulcan dropped rapidly. The Vulcans were near the edge of extinction because of unchecked warfare. Without a change, the planet would become lifeless.



Throughout most of Vulcan's history the people had lived in matriarchal societies. The women were political leaders, teachers, administrators and religious leaders. The women arranged marriages and controlled the numbers of children born. More males were born than females. Because of the limited number of females, there was often a bonding challenge and males fought for the right to mate. By fighting to the death, only the strong and cunning lived to have children -- survival of the fittest at its most serious. This was the beginning of genetic planning. Soon, genetic mutations such as a nictating membrane and telepathic prowess began to be sought after as a way to make the clan more powerful. The clan matriarchs oversaw most facets of life and would arrange inter-clan marriages only if they would somehow benefit the bloodline. Male Vulcans did rise to very high positions of authority, but this was rare. The males were usually the hunters, the laborers and the soldiers. Young males that showed high intelligence, though, were always separated from normal males and given special education not available to most males. These Vulcan males became scientists and inventors, as well as philosophers and poets.

One of these special Vulcan males was named Surak. He is considered the most outstanding Vulcan ever born. His life was the turning point in Vulcan's history. The intelligent and inquisitive boy was enrolled in one of the highest-ranking schools. He mastered everything he studied. As an adult he saw the violent, emotional conditions on his planet, and turned his back on the family business to study with the masters at Gol. He began developing the philosophy that would totally revolutionize Vulcan.

Surak quietly began to convert those around him to his philosophy of logic and control of emotions. He developed rigorous disciplines. As more and more Vulcans accepted his way, the situation on Vulcan began to change. People discarded their weapons and destructive emotions. The emotions were brought under tight control. As in all revolutions, groups of Vulcans rose up in defiance of Surak's changes. There were many attempts on Surak's life and ultimately he lost his life on a peace mission. Much of the history of this time is a clouded by time. One thing is certain: Surak, against all odds, succeeded in saving the Vulcan race from its path of self-destruction and forever changed Vulcan society. A large group of those who opposed Surak gathered a fleet of spaceships and left Vulcan to find a world of their own. These pilgrims were all thought to have perished while attempting this journey. But some did survive and the Romulans are living proof of this. The Romulans are a reminder of the way the Vulcans were before Surak.

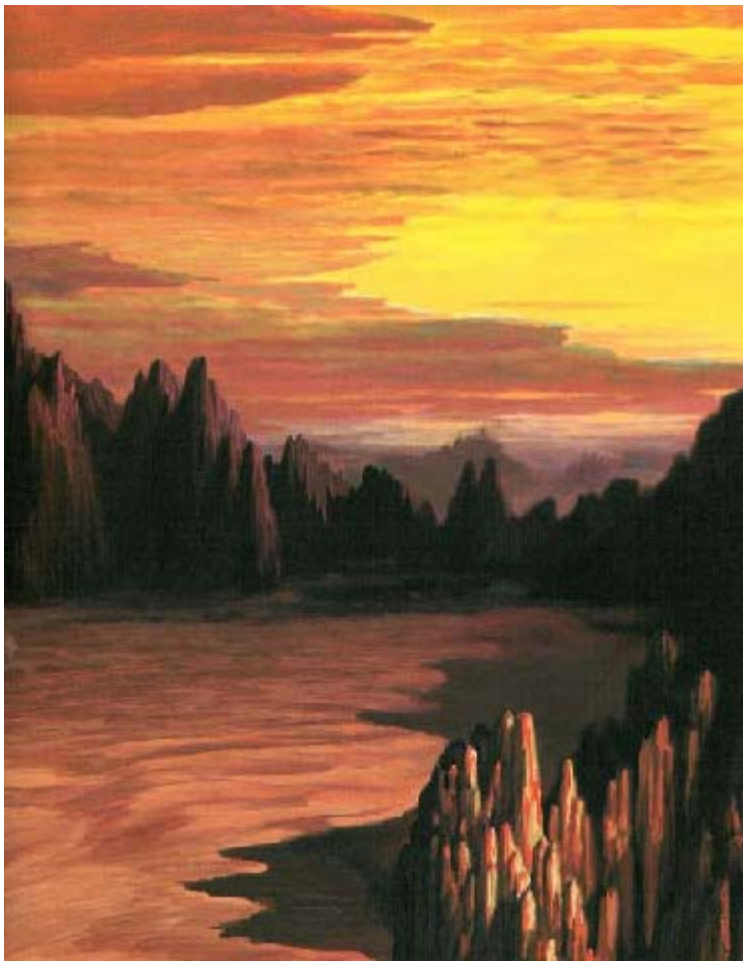
The exact length of time between Surak and the first contact between Earth and Vulcan is unknown. The Vulcans, embarrassed about their violent, emotional past, have kept a lot of this information secret. What is known is that the Vulcan race was preserved by logic and control of emotions, even with at the risk of a certain amount of stagnation in Vulcan society. Vulcans have changed little over the past two millennia, although their science has advanced quite a bit. Membership in the United Federation of Planets has had little effect on the day to day life of the matriarchal, ethnocentric Vulcans. They still go

through the Kun-ut Kali-fi, Kahs-wan and Ka-nifur rituals, bonding as children and enduring pon farr every seven years of adult life. The history of the Vulcans is very complex and can be used either as part of a time travel plot or as supplemental to the revelation of some artifact or piece of Vulcan history.

One of the most closely guarded secrets on Vulcan is the Hall of Ancient Thoughts. It is here where the Vulcans hold the katras of dead Vulcans. No scans have ever been allowed in this hall and all scientific inquiries have been politely evaded. What is known is that it is the repository for the "spirits" of past Vulcans. Only the most devout of initiates are allowed within the walls of this ancient place and entrusted with its care. The Hall is one of the few places on Vulcan where there is actually a large amount of decorative embellishments. The walls themselves are encrusted with desert gems and inscribed with Ancient Vulcan script. **(**Download the Vulcan Font**)** A katra or the Hall itself could make for a fascinating story arc or subplot. A dead friend or relative, a burglary, or even an enemy bent on destroying this place all hold great potential for role-playing.

The Vulcans have a rich history and a beautiful albeit stoic culture. However you choose to use them for your character or simulations, be sure to keep in mind their most famous mantra, the IDIC. Infinite Diversity in Infinite Combinations. The Vulcans themselves are evidence of this philosophy and there are nearly infinite ways you can use this while role-playing. Playing a Vulcan can be fun and challenging, both for the player and the host. The long-lived people of Vulcan represent the best that the Federation has to offer, and any simmer would be wise to invest some time in creating a story involving them. Live Long and Prosper.

Timothy James is the editor of the PADD. He frequently overwhelms his readers with trek minutia and dangling modifiers. While not simming, he enjoys hiding from the sun in Northeast Florida.



USF Recruiting for Fun and Profit

By Alexander Synth, Recruiter Extraordinaire and Popcorn Baron

It takes a lot of work to keep a sim group twenty-nine sims large running smoothly. It is very rare that any single sim within the United Space Federation can have exactly the same crew for an extended period of time. Unfortunately, real life has a tendency to creep up on a great deal of us, and sometimes that causes even the best of us to have to leave the sim, temporarily or permanently. The only way that sims can survive in the long run, therefore, is to take on new recruits. It isn't always easy to gain new recruits, but it can be made easier by following some of the suggestions in this article.

The oldest, and probably most successful, method of sim recruiting has always been word of mouth. Literally, this means to tell all your friends about simming and the USF. Naturally, you may wish to concentrate on the friends who either like Star Trek or like roleplaying, or preferably both. (Otherwise, you risk running into responses such as, "Star Trek? That's the one with Luke Skywalker, right?") You can tell them about the USF yourself, or you can just direct them to www.sector001.com. Better yet, invite them to sit and watch a USF sim; it would probably be a good idea to have them watch one of the sims to which you belong. This method works—a former roommate of mine (in real life) watched one or two of my sims (the *U.S.S. Agamemnon*, Thursday nights at 10PM Eastern, e-mail me for details!), liked what he saw, and has since joined another USF sim.

One of the stronger methods of recruiting for the USF in the past has been chat room recruiting. On America Online (AOL), this has always been easy. Our main method here has to been to create a new member room, usually in the Arts & Entertainment category, and to wait for potential recruits to come to us. These days, we use the room name "USFTrekSimRecruiting" (due to AOL's character limit, the name has to go without spaces in between words). When the room is first created, and assuming the room isn't already occupied, it will be at the bottom of the rooms list. The longer the room remains occupied by at least one person, though, the higher in the list it will reach, since the other, older rooms are eventually vacated and disappear into the AOL ether. (Of course, if the recruiting room is similarly vacated, it will shift to the bottom of the list the next time the room is recreated.) Some hosts such as myself have used programs like PowerTools (AOL keyword: BPS) to utilize a chat bot of sorts to greet people automatically as they enter the room. This is especially helpful if you leave the program and your AOL account online and in the room all day and all night in an effort to get the recruiting room farther up the list.

Chat room recruiting in purely Internet arenas (that is to say, non-AOL chat rooms) is a little more difficult. AOL Instant Messenger (AIM) doesn't provide for its users to create publicly listed rooms, only private ones where people need to know the exact name of the room to enter. MSN Messenger and Yahoo! Instant Messenger have public listings of member-created rooms, but the listings are oriented in strange ways. MSN rooms are listed alphabetically (and since more than just alphanumeric characters are allowed, expect to see a lot of room names beginning with "!!!!!!!!" at the top of the list) and Yahoo! rooms are listed in order of number of occupants from highest to lowest. On Internet Relay Chat (IRC) networks, creating a new channel specifically for sim recruiting is very easy, but there is usually very little success in this endeavor, even if it is done on the larger IRC networks such as DALnet, EFnet, and Undernet.

In general, it may be better to just talk about Trek in general in certain rooms or channels, and eventually move your way into a recruiting speech for the USF. Star Trek chat rooms are everywhere, so be on the lookout. A conversation about *Enterprise*'s successes and failures or about Klingon honor could very easily lead to a new recruiting prospect.

There have been some unusual methods of recruiting in the past which have proven to have some moderate success. They basically revolve around advertising the URL of the USF's web site, www.sector001.com, and hoping people visit the site and like what they see. We are already one of the top hits in Google for "Star Trek sim", but that isn't always enough. Outside advertisement is necessary. In the past, some people have had success with posting and distributing flyers at Star Trek and general sci-fi conventions. Be creative with the flyers, though, since there are likely to be many more around within the convention. In addition, I have taken a liking to putting a link to the USF's site in my signature in certain Bulletin Board Systems (BBS's), also known as message boards. It's a great and easy way to put a small advertisement for the USF every time you make a post on the BBS.

USF hosts may want to consider creating an award or reward system for recruiting for their very own sim. That way, crewmembers can possibly get closer to their desired promotions by helping to get more people for the sim. Those who have not yet made it to the host level should inquire about an already-existing reward system, or possibly about starting a new one. However, remember that the final decision about a reward system is up to the hosts, so don't badger them.

The USF depends on a steady flow of new recruits to keep our sims on track. I recommend that everyone try to get out there and gather in at least one recruit as soon as possible. You never know how much help that one recruit can bring to any given sim, or to the group as a whole. If you have any further questions, be sure to e-mail either your own hosts or myself.

Alexander Synth thinks the best way to recruit for the Agamemnon *is to write an article about recruiting for the* PADD*.*

Kya azh kyani

(To exist or not to exist)

By Ethan Fitzpatrick

Part 1

Along the border of the Neutral Zone, a lone ship sped through the darkness of space. It cruised at warp speed, through one of the lesser known systems, one that was filled with gaseous anomalies and a few uninhabited and dead planets. The sleek hull was dark, almost black, which at first glance made it almost invisible against the void of space. The impulse engines glowed an eerie greenish gray, the only sources of light emanating from the vessel. The ship could have been mistaken for a small freighter or trading vessel, but looks were deceiving. The inside held a crew of mismatched races, most of which had one thing in common, their contempt for the Federation.

Inside the ship, footfalls fell silently on the metal corridor floor as a person tiptoed their way to the main chambers. Bypassing the lock on the door, the figure crept inside to find the room lit with only three candles on a small ritualistic pedestal made of stone and metal. Kneeling before the shrine with clasped hands, the thumb, fore and middle fingers pointed forward, a figure dressed in a black cloak raised his head slightly.

"I believe I made it clear that I was not to be disturbed at this hour." The figure stated before the intruder could speak.

In the light, the messenger's facial features were more noticeable, ridges across the nose, short cropped, dark brown hair, and an earring hanging from the right ear. All characteristics of a Bajoran. "Yes, you're right--" the Bajoran began, but was quickly interrupted.

"Then why did you interrupt my meditation," The figure said with an annoyed tone, "you of all people should know I do not wish to be disturbed at this hour."

"Unless it was of utmost importance," the Bajoran finished, then added, "and it is. We have received word from Vetak, he has some disturbing news to report."

The cloaked individual tilted his head, then slowly rose to his feet and pulled back the hood. His tapered ears and jet-black hair was revealed as he turned with a raised brow, "Continue."

The Bajoran looked to a padd, then repeated the most important information from the handheld device, "Integrity has been destroyed, all hands accounted for, including the Captain."

The Vulcan took a deep breath, then slowly exhaled, "Captain T'aran is alive, but he has lost his ship. That could be to our advantage."

"What are you going to do?" The Bajoran asked.

The Vulcan began to pace, his hands draped behind his back, his chin resting on his chest as he lost himself in deep thought. Moments later he lifted his head as if waking then paused and glanced at the Bajoran. "The current information is welcomed, but irrelevant, there are more important matters to attend to before Solvek is contacted again. Inform Guval that I wish to change course. Set heading for 335 mark 003, Sector 112, maximum warp."

The Bajoran nodded, turned to walk out the door, but paused at the last second, "That heading will take us--"

"Yes, we can delay no further, and the only way to begin, will be on Vulcan."

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Three hours later, but with an hour still to go before reaching their destination, the Vulcan stepped onto the bridge of the ship.

Guval, a former Cardassian officer and now loyal advisor to the Vulcan, turned from the command seat when he heard the door swish open behind him. "Sorak, sir, we still have an hour's journey ahead of us, you did not have to come to the bridge."

Sorak glanced around the bridge, it was less spacious than a Defiant class, but served its purpose. A few moments later he turned to face his most trusted officer, Guval, "I am aware of that. My presence is to purge my own curiosity, no more, no less. What transpires in the next few hours will determine our next course of action."

Sorak said no more as he walked from station to station, observing each of his officers. Guval watched him, knowing that he must have been nervous to go back to Vulcan. He knew Sorak expressed his emotions when it suited him, but he was going to meet with one of the oldest and wisest people on Vulcan, showing emotion would have been blasphemy in front of *her* of all Vulcans.

It had been a long and difficult journey for Sorak; since leaving Starfleet, he had accomplished much to begin setting plans in motion. Journeys to Romulus, Vulcan, the Gamma quadrant, many more that he would never had visited on a Starfleet vessel. It had taken years to get this close to his ultimate dream and now he was down to an hour.

The time was upon him, but it was much sooner than expected. Interference from a Starfleet Captain had thrust his time table forward a year before he wanted to initiate it. He had only begun to spread his influence when Captain Solvek T'aran arrived on that planet in the Gamma quadrant. Like all Starfleet officers, Solvek had to interfere in places he did not belong, and the Gamma quadrant was where he did not belong.

Solvek had already tried and convicted him before he knew the truth. He arrested him and threw him in a cage to be taken back to Starfleet headquarters, but he, along with Guval escaped. Sorak's allies had lost a ship and they were not pleased, the Cardassian commander threatened to leave with their ships, but Sorak would not allow that. Most of the Cardassian officers were now rotting on the third planet in the Kiralfy system, one of the unexplored regions of the Gamma quadrant.

The Cardassian ships and all of the crew on them had been destroyed by Sub Commander Velok, he commanded the Re'tala class vessels that were commissioned to be constructed by the Tal'Shiar. Three of those vessels were stolen by Velok, and Sorak had used resources he had gathered over the years in the Gamma quadrant. A base was constructed and a shipyard began construction of a new fleet. Once a sufficient amount of these vessels had been built and tested, they were sent on their first mission, one that resulted in the destruction of a Dominion shipyard. A Federation vessel took the blame for that, which of course, was the point.

"Sir?" Guval said, interrupting Sorak's train of thought, "Sir?"

"Yes, Guval, I heard you the first time." Sorak replied flatly.

"We'll be nearing orbit in 10 minutes."

"Excellent. Break radio silence and contact Velok on a coded frequency," He said, then turned to the Bajoran at the science station, "Shah, request permission to orbit Vulcan and prepare my shuttle. Once in orbit, I will depart the ship, alone."

TBC

Ethan Fitzpatrick is a host, writer, and artist who unnerves people with his keen mastery of technobabble. His mastery of the story log has left him with a large repertoire of characters and an even larger ego.

This plot is based on how the Ferengi were left at the end of Deep Space Nine. The Grand Nagus was now Rom and the Ferengi were supposedly going to become a kinder and less greedy people. You may wish to review the Ferengi Profile here before you use this plot. This can be adapted to serve both as a sim plot or as a story arc for logs. In a log, perhaps your CO or an Admiral contacts you for a special mission and lends you a runabout. Adapt the number of adversaries or your level of ingenuity based on the size of the plot.

Latinum Dreams

"A Ferengi without profit is no Ferengi at all."

MISSION BRIEFING **SIM 1**

Admiral Yates contacts you about a problem with the Ferengi Alliance. It seems that the **Grand Nagus** is having problems consolidating his power after the succession. Rom may be Ferengi, but he has always had a soft streak in him that could lead to trouble. Despite objections by his close advisors, he is considering having **Feringinar** and the **Alliance** join the Federation in exchange for some help.

Starfleet does not, as a rule, get involved with **internal power conflicts**, but it appears that someone else is interfering with the political economics of the Alliance. Yates has promised that Starfleet does not intend to assist Rom directly in the quashing of his dissenters, but they will see to it that there is no interference from outside powers.

Your ship is to investigate any leads about where the Nagus's **opposition** is getting their funds. The obvious place to start is **Ferenginar**. Upon reaching orbit, **Rom** will provide you with all the intelligence he has about the "**Commerce Glorification Initiative**." A second, more powerful stream that attempts to infect the ship with some sort of virus interrupts the **datastream**. LCARS goes partially off-line and you are left with only secondary systems**. Weapons, Shields, and Engines are down**, while Sensors and Transporters are all set to manual, which makes them unwieldy at best.

- **Engineering**: Purge the cores of the virus and get all systems back online.
- **Science**: Trace the source of the secondary transmission.
- **Tactical and Security**: Prepare the ship for attack. The virus may have been a preemptive strike for a boarding party, or at the least, some Ferengi privateers may realize the ship is now without defenses.
- **Medical:** Ensign Robert's (An NPC) starts having labor pains. They will need to deliver the baby safely. The child will become part of the plot.
- **Counselor:** The Captain should send the Counselor, some security, and the First Officer to the location of the destructive transmission to investigate. If telepathic, the counselor will have to rely instead on his or her training because the Ferengi's unique brain structure inhibits any reading.

The transmission came from a large transmission building on the surface. It just happens to be owned by the **Commerce Glorification Initiative**. When the **Away Team** beams to the surface, guards shoot first and steal latinum later. After pacifying the situation, the leader, a **Jek Madro** (NPC), will appear and demand compensation for the attack on their property. After diplomatic or economic pressures are applied, the Ferengi may or may not tell the Team where they are getting a lot of their backing. The **Orion Syndicate** is actually helping the **Initiative** to return to the old, greedy ways and wants **Rom** "dethroned." The person to talk to is an Orion male named **Lont** and you can find him on **Peldion IV**, a Syndicate run world.

Two Ferengi ships contact the your ship about this time and both declare you legal salvage. While they argue over who declared it first, Engineering scrambles to get the ship back up and running. **End the sim** with that and allow the crew to log repairs or their reaction to what is happening.

MISSION BRIEFING **SIM 2**

Engineering gets the ship “rebooted” in time and you head to Peldion IV. Upon entering Peldion space, two **Orion ship’s** scan you and grab the ship with Iso-Polaron tractor beams. It disrupts the shields so greatly that an **intruder** is able to beam aboard, directly into **Sickbay**. Ensign Robert’s **newborn** is held hostage by none other than **Lont**, the Orion **Jek** spoke of.

How you stop the intruder and the two ships is up to you and the crew. You may want to stop the transporter option with a dampening field that **Lont** has on his person. He’s holding a disruptor to the crying baby’s head and demanding to speak to the Captain. He will demand that the Federation leave the Ferengi alone and to not admit them to the Federation. This plot allows everyone to have his or her time in the spotlight if played right. If used for a log, it will be a great rollicking adventure for you and perhaps some crewmates. How you end it is up to you.

Science Specialists – Who are they and what do they do?

By Damien Zaman

The Science Department can be a rich and fulfilling place to post a character. The Science Department gives a simmer the leeway to develop side projects in their given specialty to keep busy when a non-science SIM is taking place. All science officers have a little knowledge about the following topics, but every scientist has a favored field of study, and will be an expert in but one or two of these topics. If this doesn't spark your interest in becoming a science officer, it might at least give you a chance at the technobabble that those that are interested often spew.

Many of the topics covered fall into the realm of engineering, but they all started as scientific theories first, and continue to be studied by scientists Therefore, they are fair game for the Science Officer to study. The scientist is always working hand in hand with the engineer – it's how Starfleet works.

Astronomy

Stellar Cartography

Stellar Cartography: Of, relating to, or consisting of stars. (Stellar), The art or technique of making maps or charts. (Cartography).

Simply put, mapping the stars is what a Stellar Cartographer does. If your ship is stationed within the well-known sectors of the Federation, you can be sure you've got top-notch maps with the latest data, and unless it is a volatile region, only one Stellar Cartographer would be required. However, if you find yourself in uncharted territory, your Stellar Cartography section will be well stocked with scientists plotting out every asteroid, planet, star and energy fluctuation within sensor range.

Unlike following a more traditional map, which really doesn't change, it is the job of the house Stellar Cartographer to be sure helm has the most updated estimations of where all the heavenly bodies will be in relation to the ship at any given time. Planets as well as star systems follow orbits and set paths. It is Stellar Cartography's job to know where all these bodies are and if there will be any abnormal effects on the steering of the ship.

Gravimetrics

Gravity: 1. The natural force of attraction exerted by a celestial body, such as Earth, upon objects at or near its surface, tending to draw them toward the center of the body. 2. The natural force of attraction between any two massive bodies, which is directly proportional to the product of their masses and inversely proportional to the square of the distance between them.

Never underestimate the force of gravity. Every object in the universe exerts the force of gravity on every other thing. A dust mote won't exert much – but it's there. A dense metal planet will exert a lot of force on other objects – even those light years away. Although this is a well-known fact, what does it have to do with my Simming? When the ship flies through the vast emptiness of space, but it passes by all of these planets, stars, comets, etc., each one of them tugging at the ship. With the aid of the science officer, helm can make the minute adjustments needed to stay on course. What happens when a wormhole or blacks hole suddenly appears? The gravimetrics department personnel use the ship's sensor suites to gather and catalogue the majority of the data. They measure everything from the initial energy matrix to the event horizon itself. Using these measurements, they can extrapolate the nature,

course, and characteristics of these singularities and provide the Captain and Starfleet with the proper information. The tractor beam also uses gravitons, the very stuff of gravity. The gravimetrics personnel are sometimes called upon to help tweak the tractor devices.

Subspace Dynamics

Subspace: 1.Spatial continuum with significantly different properties from our own, a fundamental part of warp drive.

Warp-driven starships employ a subspace generator to create the asymmetrical spatial distortion necessary for the vessel to travel faster than the speed of light. Subspace is also used as a medium for subspace radio transmissions. That said, it is no wonder that there are many scientists in Starfleet that continue to study and learn about subspace.

Often subspace anomalies can appear spontaneously in space and it is the job of the Subspace Dynamics personnel to help ascertain the nature of it. It is up to the Science Officer to be able to quickly ascertain just what it is the ship has found, and begin to classify it so the Captain has enough information to form decisions on what to do. To most Science Personnel, finding an anomaly is the Science Department's best dream – they get to study and analyze and classify something never before seen.

Biology-Xenobiology

Xenobiology: Strange or foreign (Xeno-), The science of life and of living organisms, including their structure, function, growth, origin, evolution, and distribution. It includes botany and zoology and all their subdivisions (Biology). This area of study includes knowing about all plant and animal life known thus far.

We differentiate here between botany (plants) and zoology (animals) to create at least some sort of classification of what we're studying. The broad field of biology encompasses all the specialties listed here – essentially if it has to do with a living organism, it has to do with biology.

Anatomy & Physiology

Anatomy: The science of the shape and structure of organisms and their parts.

Anatomy includes all parts of a plant or animal from the numbers of limbs to the numbers of internal organs and their placement throughout the body. Every muscle and sinew has a name and a proper placement – if one small thing is out of place, the entire organism may not work properly. Anatomists are also very handy to have around an injured person of a species we've never encountered – they will have a good idea of what lies where beneath the alien's skin.

Comparative Anatomy is another sub-genre of this specialty – looking at many of the humanoids that the Federation knows, you'll notice most of them have a head, two arms, two legs, a torso. Inside the body, some species have redundant systems – why would one have it and not another? These are some of the answers Comparative Anatomists try to discern.

Physiology: The biological study of the functions of living organisms and their parts.

Physiology is much like a conglomeration of anatomy and biochemistry. A Physiologist will take a look at the different parts of the body and figure out how they work – many times to the cellular and molecular level. As an example, humans have three kinds of muscle – smooth, skeletal and heart. Each looks different under a microscope, and each performs a different function in the body. Smooth muscle is used for involuntary movements such as peristalsis (swallowing) and the movement of undigested food through the digestive tract. Skeletal muscle is the muscle you have control over which allows you to move your body from place to place. Lastly, heart muscle is again involuntary and it's sole job is to keep your heart beating. There are many different categories based on their use and placement, though all are in fact muscles.

Genetics

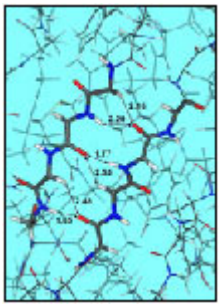
Genetics: The branch of biology that deals with heredity, especially the mechanisms of hereditary transmission and the variation of inherited characteristics among similar or related organisms.

A geneticist lives and breathes nucleic acids – both DNA and RNA. Though they understand the biochemistry behind the different types of RNA and how the proteins coded by the DNA get created, overall they are interested in the DNA located within the nucleus of almost every cell. This highly twined molecule codes for absolutely everything in a given organism – from eye color to cellular structure to protein building.

Knowing characteristics of parents, a geneticist can foretell with a high degree of accuracy what offspring will look like – even intelligence and demeanor. While not everything is determined by the DNA – the atmosphere a child grows up in can make a huge difference in many ways, the DNA is a good place to look for problems when they show macroscopically. Some people are more resistant to radiation, some species mutate quickly, and others take millennia to change. It is up to the geneticist to know what a genetic mutation will do – will it be fatal? Not detected at all? Create problems down the road?

Biochemistry

Biochemistry: The study of the chemical substances and vital processes occurring in living organisms; biological chemistry; physiological chemistry.



Biochemists study their subjects at the cellular and molecular level. They are actually a specialized breed of Organic Chemist. Most people know that Arsenic will kill a humanoid, but a biochemist can tell you exactly why – which organs are affected, what metabolic pathways are severed, etc. Also, they can inform you that the rat generally won't die from arsenic poisoning – it has a unique method of transport within its body – the rat hemoglobin holds the arsenic until the red blood cells die, only then releasing the tiny quantity.

Biochemists know how each of your nutrients is consumed to provide you with either building blocks to form more cells and cellular products or energy to move those products around your body. Proteins, enzymes, and lipids are all studied in great detail.

Microbiology

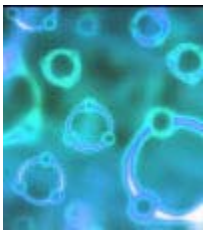
Microbiology: The branch of biology that deals with micro-organisms and their effects on other living organisms.

Microorganisms are one celled creatures that are roughly identified as plants (mold), animals (bacteria) and viruses. Microorganisms play an important role in any ecosystem. They can help the decay process, the digestive process as well as the disease process.

Most people, when they think of microorganisms think of viruses and disease producing bacteria. While these make up a large number of those species, there are many more that live on and in harmony within humanoids. Most are not aware of them–they can help digestion and other biological processes, and at the least they usually don't harm. Without certain ones, most humanoid life would be unable to gain the nutrients they need.

Chemistry

Organic Chemistry



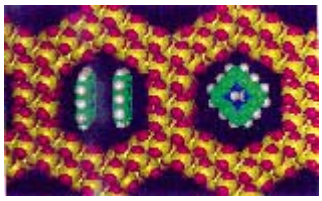
Organic Chemistry: The chemistry of carbon compounds. That branch of science which treats of the composition of substances, and of the changes which they undergo in consequence of alterations in the constitution of the molecules, which depend upon variations of the number, kind, or mode of arrangement, of the constituent atoms. These atoms are not assumed to be indivisible, but merely the finest grade of subdivision hitherto attained. Chemistry deals with the changes in the composition and constitution of molecules (Chemistry).

Carbon compounds abound in all systems – fossil fuels, proteins and X are carbon compounds. This branch of science deals with naming molecules which contain carbon, and also how they react together and with inorganic molecules.

Biochemistry falls under this heading – but limits itself to biological functions – those happening within an organism. Organic chemistry helps to explain how and why compounds everywhere react together the way they do. It's not only how the molecules interact, but how each atom in the molecule is bonded to each other, which also helps estimate how a chemical reaction will take place.

Inorganic Chemistry

Inorganic Chemistry: Not organic; without the organs necessary for life; devoid of an organized structure; unorganized; lifeless; inanimate; as, all chemical compounds are inorganic substances (Inorganic).



Acid/Base reactions, batteries, metal ions and silicone compounds are common components of an inorganic chemist's learning. Unlike organic compounds, metallic compounds are not covalently bonded, and are less stable. Yet, they tend to organize complexes and arrange themselves in specific spatial organizations – or lattices. In general, anything that can be ionized in solution is studied by inorganic chemists – electrolytes, anions, cations and salts.

Silicone compounds are also a sub-genre of this field. It has been found that silicone compounds act much like carbon compounds and can therefore make up living things. Starfleet and the Federation has discovered several forms of silicone life forms including the Horta, and therefore this field has a large scientific following studying the differences and similarities between organic and silicone lifeforms, and the chemical reactions taking place within said lifeforms. Starfleet also has many scientists that specialize in the study of Dilithium.

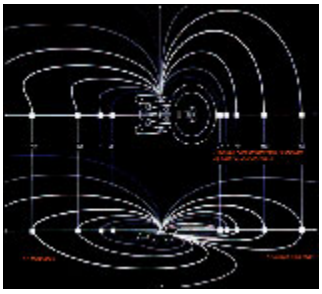
Physics

Quantum Mechanics

Quantum Mechanics: Quantum theory, especially the quantum theory of the structure and behavior of atoms and molecules.

Once you start looking at molecules at the subatomic level, the study goes from chemistry to physics. Physics studies the effects of different forces on objects, and how atoms change subatomically. On a starship, quantum mechanics takes on a whole new level of complexity as subspace particles, tachyons, and all manner of exotic particles are dealt with daily. The deflector dish can be modified to emit many of these particles, and the Quantum Mechanics use this and many other sensor suites to study, classify, and manipulate the very essence of the quantum foam in between matter itself.

Warp Theorist

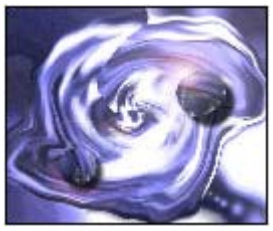


A misnomer heralding from the early days of the Federation, the Warp Theorist is actually a broad term describing the many scientists who specialize in studying faster than light modes of transportation. Co-axial and transwarp drives, jump-gates, and hyperspace travel are all forms of tachyon locomotion that these theorists study.

The most common field is the study of the commonly used warp field. This "bubble" of subspace in which a starship travels is quite similar to the time-space distortion of a gravitational field. Phase adjustments and refinement of the warp field is a constant goal of the warp theorist as they try to increase both the speed and duration of current warp drives.

Particle Physics

There are many subfields of particle physics including matter transport, holography, lasers, and magnetics.



Holography: A method of producing a three-dimensional image of an object by recording on a photographic plate or film the pattern of interference formed by a split laser beam and then illuminating the pattern either with a laser or with ordinary light.

We know what holograms are today, and what they are purported to be in the

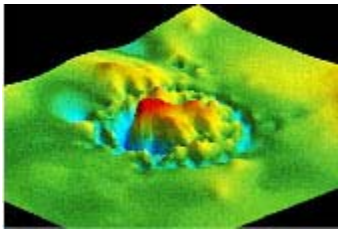
future. Someone had to study how make this happen, and that someone was a scientist. Refinement of technique has allowed us in the trek world to interact with our computer programs, to eat sustenance that either disappears or can remain in our stomach to be digested.

Teleportation: A hypothetical method of transportation in which matter or information is dematerialized, usually instantaneously, at one point and recreated at another.

Obviously, in today's world this is just theory – but as we know, in the trek world it is used constantly. The transporter. Though most transports go just as planned, some don't work out right and you can either get a lump of goo on the pad, or maybe something like Tuvix. Before this technology was used extensively, it had to be tested, and tested extensively. As time goes on in our Trek universe, more uses are being found for the transporter – leaving behind a nasty virus, infinite stasis in the pattern buffer, never mind the favorite last millisecond rescue.

Laser: Any of several devices that emit highly amplified and coherent radiation of one or more discrete frequencies.

Lasers are used all over – the sickbay, the armory and even in identification. The sickbay uses laser scalpels which mimic today's knives but don't cut causing blood – the blood vessels are immediately cauterized. Lasers can be tuned to pass harmlessly through some tissues and to cut into others – complex surgeries can be completed without an incision. Lasers are used in weapons to do everything from stun or warm something, to disintegrating it. Lasers in identification scan your retina to be sure you are who you claim to be.



Magnetism: The study of magnets and their effects.

Magnets may seem simple, but in reality they can do a lot more than hold your child's latest artistic work onto the refrigerator. Particle accelerators are magnets, magnetic fields are all around you and can influence your interaction with your environment, and allow you to navigate a planet or moon with a magnetic field.

Computer Science

Computer Science studies both the hardware and software of the 24th century. In Starfleet, the Library Computer Access and Retrieval System is the operating system of choice. However, there are many alien systems that have to be interfaced with, sometimes with no warning. The Universal Translator works with the computer scientists and engineers to master and replicate the protocols of an alien system.

Computer Scientists create ways to master and compile the gigaquads of data constantly produced by the sensors and crew on a Starship. Tricorders, PADDs, and consoles are the lifeblood of a computer scientist, and you can usually find them slicing new code or engrossed in one of a Starship's two to three computer cores.

Conclusion

The science department, and the different specialties one could choose provide the simmer with a chance to really stretch their imagination and even science itself. If one of these topics interests you, have your character do a project on it. You can learn more about your world as your character does. The primary

benefit of being in Science is that you are often called upon to help study something, but you are *never* forced to rely on the plot for entertainment. The Science officer can study, do, and be almost anything in the Star Trek world.

**All definitions mentioned are from www.dictionary.com or the Star Trek Encyclopedia.

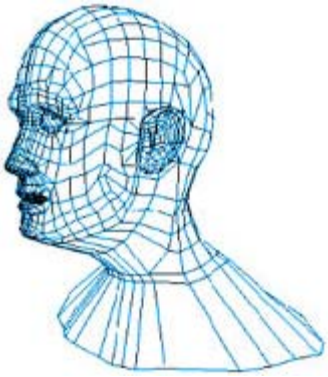
Damien Zaman is a PADD staff member and host extraordinary. She and her cats live in Long Island where they avoid speed limits and eat Chinese food.

Developing a Character

By Robert Clemens

For the Host:

One of the hardest things in simming is learning how to develop your character. Where should you take him or her? What have you done before that you liked or that you didn't like? Should you get him or her married? What about kids? As simmers, these are questions that we have all asked ourselves. Yet, how can a host help our simmers develop their characters when they are otherwise underdeveloped? This is an interesting question that I have recently run into: How do I, as a host, help someone develop his or her character?



1. The most important thing is to get back to basics. What does this mean? One duty and personal log a week. You have to get back into the flow of being creative if you're going to try to expand your character. Make sure they have a biography as well. As a host, encourage them to write creatively and offer suggestions to them.

2. Regardless of the number of logs that a person creates, it's the interaction with the crew that ultimately brings out the best in all the characters. So as a host I find that it is especially necessary to do character development sims. These sims don't have much action in them and usually are set as a shore leave. The idea is that after the sim, the characters will do Joint Logs or write about their fellow shipmates and how their day went.

3. Sometimes it's necessary to present different ideas to the player that they have never thought before. Examine your simmer, find out what his/her hidden strengths are when they sim. Use that to your advantage, or move them to another department where they can begin the development that they need.

5. Last and most importantly, make sure that your crew is having as much fun as possible. While the saying is true, that you can not please all the people all the time, you can please a great majority by telling your crew to offer up sim plots that they would be interested in. By making them part of the process, your crew will get a sense of participating in the actual flow and creativity of the sim.

Hopefully these tips will help you if you find yourself in need of some advice as I have recently needed. Good luck!

Appendix 1 - Containment Fields

By Timothy James

Level 1

The lowest level of containment field, the Level 1 field is primarily used for protection of some critical systems. Atmosphere flows freely through the field, but it dissipates most low-level static and isostatic charges.

Level 2

The most well known use for the Level 2 field is in medical facilities. The Level 2 field acts as a buffer for airborne pathogens by disallowing the passage of air through the field. The energy level of the Level 2 is insufficient to stop anything with sizeable mass or velocity. <Include pressure to penetrate.> This allows medical personnel to easily pass through the field while maintaining a sterile environment. Most personnel do so without even noting its presence, because they cycle below the visible spectrum and cause little to no sensation.

Level 3

The Level 3 containment field also inhibits the flow of air and is primarily used in shuttlebays. The strength of the Level 3 also provides some protection to larger life forms occupying a shuttlebay because their mass and/or velocity, under most circumstances, is insufficient to penetrate the field. Shuttlecraft easily penetrate the field while retaining the atmosphere inside the bay. The field cycles at the edge of the visible spectrum and usually creates a blue or violet haze.

Level 4

Level 4 fields are used as the bare minimum for containing hazardous spills and other dangerous materials. In some cases, Level 4 fields are included in cargo containers as a form of sealant. Generally, the field is visible as a glow and is quite rigid.

Level 5

A Level 5 force field is one of two levels used in the majority of brigs in the Federation. The field provides adequate protection against most energy-based hand weapons fire. It provides an inflexible surface that feels slightly tingly to the touch. The field uses a sufficient amount of energy to create a humming noise.

Level 6

The Level 6 is used chiefly as an all around force field. Containment, protection, and support are all acceptable uses at this energy level. The Level 6 and Level 7 are used as emergency measures by shipboard computers to protect from vacuum. The fields are erected over hull breaches to stop the loss of atmosphere.

Level 7

Like the Level 6, the Level 7 is a multiuse field. Used for emergency atmospheric containment, it provides adequate integrity and strength without an excessive draw of power. The energy levels of the force field create a powerful shock when touched.

Level 8

Usually termed Structural Integrity Fields, the Level 8 provides the maximum amount of strength in a force field. Subsequent levels provide only a minimum of greater strength but increase the danger of doing damage from burns and energy loss. Structural Integrity Fields are shaped force fields are used on Federation starships to supplement the mechanical strength of the ship's spaceframe. Without the

structural integrity field, a starship would not be able to withstand the tremendous accelerations involved in spaceflight.

Level 9

The Level 9 force field requires a significant draw of energy and is a highly excited field. The field is used in a few brigs as a way to prevent the prisoner from touching the field. The Level 9 creates a significant shock when touched and can cause unconsciousness if contact is extensive. The field cycle is sufficient to create an orange haze and makes matter transport impossible.

Level 10

The maximum level of force field, the Level 10 force field represents the maximum field output Federation technology can manage using conventional methods and standard emitters. The field is used in worst-case scenarios and is sufficient to stop transport and all but the most powerful of energy attacks. The Level 10 provides a powerful shock that can cause neurological damage over prolonged exposure.

Appendix 2 -Vulcan Glossary

Compiled by Ethan Fitzpatrick

"MENE SAKKHET UR-SEVEH" "LIVE LONG & PROSPER"

-A-
a: - yes
adun: - life partner (m)
aduna: - life partner (f)
ahkh: - war
an'kharh: - fear
ang: - and
ahn - weapon
ahn'woon - a particular Vulcan weapon.
arie'mnu - mastery of passion and emotion.
arie - emotion
arivne - denotes a state of unity between matter, energy & thought.
azh - or

-B-
brax - fast/suddenly
breish - proposal
breidhah - propose

-C-
Cha - game of the word
-cha' - from (sufix)
c'thia - 'logic', reality-truth, the way things are.

-D-
da'Niikhirch - eye of fire
d'mallu - omnivorous plant
dopra - announce (action-word)
droy - answer (action-word)
d'Vel'nahr - Vulcan-by-choice

-E-
eschak - destructive psychokinetic effects

-F-
falikal - to begin
fal-tor-pan - refusion of body and 'katra' (ST3)
farr - bonding, joining
formaji - sand
fort'e (fort'e:) - shed, cast-away

-H-
ha'meth - Vulcan herb

-I-
imroy - walk (action-word)

-K-
Ka'athyra - Stringed musical intrument
kae - mind
kae'at k'lasa - mind rape
kae'at knal'lur - mind eavesdropping
kae'k'akkayam - mind retraining
kaiidth - "What is - is" (from kya - to exist)
kahru - learn
kah-hir - black stone used e.g. for making sword hilts.
kahr-y-tan - the way of the Vulcan
kahs'khiori - shooting-star
kahs'wan - test of passage to adult hood,
kal-tow - a game described as Vulcan chess.
kali - body
kali-farr - bonding (lit: body-bonding)
kali-fee - chalange (lit: Body-attack)
kam'nat - treason
kan-sorn - a purposefully induced comatose state of the Vulcan mind.
kapra - calculate
kash - expunge
katra - essential essence of person (ST3)
Kh'rakla'th - definition of word/phrase
Kh'sparka'th - definition of thing
Kh'knerla'th - definition of sentient
Kh'askpetheya'th - definition of thought
Kh'askeyralatha - definition as in act of making clear
Kh'sparkeyralatha - definition as in measure of clarity
khiori - star
kh'liorah - light
khostri - race
kitopila - goal
k'lasa - rape
knal'lur - eavesdropping
konar - feeling of being completely exposed
k'rawhl - abdomenal region (Jap. Hara)
krat - cycle
krenath - illegitimate child
kreyla - Vulcan biscuits (STN 12)
kro'el - the way
kroykah - stop! (TOS "Amok Time")
krup - blue
k'teri - clear
k'tlerie - surface
k'tmneri - reflect
k'torr skann - outcast; without family
k'tvehi - write
kumi - awake
kunat - mating
kunat kali-fee - mating or challenge (TOS "Amok Time")
kunon sueme - a marriage proposal

kya - to exist
kyani - not to exist
Kya'shin - teaching of Thought over Emotion
k'wawzhe - invitation
k'war'ma'khon - extended family

-L-
lahso - advise
lailara - harmony
lakht - rage
laktra - grieve
lanka'gar - night-flier (bird of prey)
lasha - precious stone
las'hark - name for Vulcan sun (comes from lasha)
le'matya - omnivorous Vulcan animal, has poisonous claws and diamant-shaped markings.
leshriq - kneeling position (Jap. Seiza)
lh m'ta - Vulcan herb
lik'rt - time unit (eq-second)
lirt'k - time unit (minute)
loshiraq - cross-legged lotus position
losherok - half-cross-legged position

-M-
manah - to propose
matoy - die
me- - from(prefix)
mene - life
mnah - proposal
mnu - mastery

-N-
nailara - universe
na'Tha'thhya - passing-on. The investitute of one's self-that-has-been in 'katra' mode.
nehou - feeling, vibes.
net'no'kwa - story
niazh - nor
nidroy - ask
nikh - eye
niorah - dark
nirsh - no
ni'rch - fire
ni'var - duality of things, 2 halves that make a unity.

-O-
orkika - ancestor

-P-
plak - blood
plak tow- blood fever [during mating season](TOS "Amok Time")
pon - period, time
pon farr - mating cycle (lit: time of joining)(TOS "Amok Time")
porsen - emotion
prala - talk
p'pil'lay - severing mind-link between bonded couples.

-Q-
Qir'lal - a bening edible fruited thorned succulent root
qomi (qomi:) - human

-R-
ram - yellow
ran - kill (action word)
reldai - female religious leader (Old Vul.)
ri'agra - one-point mindedness
r'mnasek - book
R'tas - year

-S-
sakkhet - longevity
saya - fruit-water
sbah - red
seheik - declare
senepa - weapon with poisen
shan hal lak - the engulfment (love at first sight)
Shar - city
S'harien - Antique Vulcan sword.
S'harien - Pierceblood" (STN:The Romulan Way)
shi'kar - To hunt; hunting, the sport, the chase.
shi-ka'ree - A hunter or sportsman, native, guide in the chase.
shroy - listen
sim're - high masters (DITC)
smoni - wait
skan - family
spara - eat
sulak - third party who trivializes a relationship

-T-
ta'al - The Vulcan hand-greeting
t'amtar'am - Verification
tal'shaya - a quick painless breaking of the neck (STN12)
Tela'at - Elder
Teresh-Kah - Silver bird-like vulcan animals.
tesmur - prosper
t'han sahat - intellectual deconstruction of emotional patterns.
t'hy'la - friend-lover-lifelong companion
tich - live
tikh - a Vulcan grain
t'kahr - form of polite address. Meaning among

others a teacher.
t'khiro - read
T'Kuhati - month
tor - long
toriatal - chalange to death (Old Vul.)
totsu - nerve
totsu'k'hy - Nerve pinch
tow - fever
tr'aiyar - crime
t'r'vavat - murder
tri'hla - Vulcan herb
T'Sai - lady e.g. T'Sai Amanda
t'triahve - IDIC (rather the word that has the concept of IDIC)
T'Ved - day
tviokh - derogatory term meaning neighbour
t'zaled- to be loyal to the end, protecting that ones life.

-U-
uks - but
ur-seveh - prosperity

-V-
va'ne (Va'ne:) : hide
va'num : search
V'hral : hour
viproy : call
vrekasht : exile/outcast (Old Vul.)

-W-
Wh'ltri : simple Vulcan meditation technique

Appendix 3 - The Sarek Class

By Allyson

The Sarek class is the height of Vulcan and Federation technology. The ship is as a Medium-Range Explorer with a standard crew of 182 including the permanent Science Staff. Created as a primary research vessel, the Sarek class is able to explore, research, and monitor various stellar phenomena without the need for Starfleet assistance. The Vulcan vessel is armed as a logical defensive feature. The first of the line, aptly named the Sarek, has already completed several scientific expeditions for the Vulcan Science Academy as well as a diplomatic mission to Romulus.

The Sarek Class is roughly comparable to the Intrepid class starship in both size, shielding, and armament. The design is uniquely Vulcan and represents some of the latest theories in subspace dynamics. The majority of the 30 decks are devoted to scientific study with many types of sensor suites and science labs throughout.

The Sarek has a small detachable support vessel underneath The scout-sized vessel is especially useful for diplomat transportation and certain scientific tests.

There are currently 7 Sarek Class vessels in service of the Vulcan People.

The Sarek class was designed and illustrated by Allyson for the PADD.

Appendix 4 – Everything else…

By Roel Jere

Top-Ten List of USF and Star Trek related things that have gotten better (or worse) over time!

BETTER	WORSE
10. The Special Effects - This one's pretty obvious. We've gone from strange-looking balls of light to battle fleets and decent-looking CGI characters. Definitely a change for the better.	10. The Writing - We've also gone from some amazing, ground-breaking episodes on TOS...to some amazingly dull mainstream episodes of Enterprise. What happened to the good old days when the crew used to quote Shakespeare?
9. The Character of Commodore John M. Styre - Gone from promising young Ensign to bitter, cynical old man, with all the drama to boot.	9. The Character of Commander Roel Jere - Gone from promising young Ensign to bitter, cynical old man, with none of the drama to boot.
8. Janeway's Hair-Do - The bun thing just didn't work for Kathryn.	8. Picard's Hair-Do - Or lack there-of.
7. Deep Space Nine - Gone from episodes like "If Wishes Were Horses..." to the absolutely amazing final season. 'nuff said.	7. Voyager - Gone from episodes like "Caretaker" to the infamous "End-shame." Actually, come to think of it Voyager didn't start out so hot to begin with.
6. The Ferengi - Energy whips and caveman fur clothes? Hello!? Thank God the Ferengi got a little culture.	6. The Ferengi - Two words: Ferengi comedy.
5. Fleet Captain Xander-Brand Popcorn - The only popcorn that crunches with a capital "X!" When you're looking for quality snack-foods, you're looking for Xander.	5. Fleet Captain Synth-Brand Popcorn - Did you know he has a "concrete and rotting meat" flavor? Is this man sick or what?
4. The Klingons - From sneaky communists to honorable warriors. I'd say the Klingons changed for the better.	4. The Borg - From invulnerable armies of drones to cannon fodder for Voyager's torpedoes. "What? The Voyager writing staff has no ideas this week? Let's have them blow up a Borg ship!" I'd say the Borg changed for the worse.
3. The PADD - Way to go Quixar! Great job! *Editor's Note: This was unsolicited praise…honest.*	3. This List - Yeah, we knew we should have ended with item number four.
2. DS9 - We just thought we'd reiterate again how incredibly awesome DS9 was And the number one thing that can't decide if it wants to get better or worse over time:	2. Voyager - And reiterate how incredibly awful Voyager was.
1. Star Trek Movies! - ST:I bad, ST:II good, ST:III bad, ST:IV good, etc., etc. We'll see if Nemesis remains true to tradition. <g>	

Speed of Light May Change
By Michael Christie
Contributed by Max Androcoliss
Reuters

SYDNEY (Aug. 7) - A team of Australian scientists has proposed that the speed of light may not be a constant, a revolutionary idea that could unseat one of the most cherished laws of modern physics -- Einstein's theory of relativity.

The team, led by theoretical physicist Paul Davies of Sydney's Macquarie University, say it is possible that the speed of light has slowed over billions of years.

If so, physicists will have to rethink many of their basic ideas about the laws of the universe.

"That means giving up the theory of relativity and E-mc squared and all that sort of stuff," Davies told Reuters.

"But of course it doesn't mean we just throw the books in the bin, because it's in the nature of scientific revolution that the old theories become incorporated in the new ones."

Davies, and astrophysicists Tamara Davis and Charles Lineweaver from the University of New South Wales published the proposal in the August 8 edition of scientific journal Nature.

The suggestion that the speed of light can change is based on data collected by UNSW astronomer John Webb, who posed a conundrum when he found that light from a distant quasar, a star-like object, had absorbed the wrong type of photons from interstellar clouds on its 12 billion year journey to earth.

Davies said fundamentally Webb's observations meant that the structure of atoms emitting quasar light was slightly but ever so significantly different to the structure of atoms in humans.

The discrepancy could only be explained if either the electron charge, or the speed of light, had changed.

IN TROUBLE EITHER WAY

"But two of the cherished laws of the universe are the law that electron charge shall not change and that the speed of light shall not change, so whichever way you look at it we're in trouble," Davies said.

To establish which of the two constants might not be that constant after all, Davies' team resorted to the study of black holes, mysterious astronomical bodies that suck in stars and other galactic features.

They also applied another dogma of physics, the second law of thermodynamics, which Davies summarizes as "you can't get something for nothing."

After considering that a change in the electron charge over time would violate the sacrosanct second law of thermodynamics, they concluded that the only option was to challenge the constancy of the speed of light.

More study of quasar light is needed in order to validate Webb's observations, and to back up the proposal that light speed may vary, a theory Davies stresses represents only the first chink in the armor of the theory of relativity.

In the meantime, the implications are as unclear as the unexplored depths of the universe themselves.

"When one of the cornerstones of physics collapses, it's not obvious what you hang onto and what you discard," Davies said.

"If what we're seeing is the beginnings of a paradigm shift in physics like what happened 100 years ago with the theory of relativity and quantum theory, it is very hard to know what sort of reasoning to bring to bear."

It could be that the possible change in light speed will only matter in the study of the large scale structure of the universe, its origins and evolution.

For example, varying light speed could explain why two distant and causally unconnected parts of the universe can be so similar even if, according to conventional thought, there has not been enough time for light or other forces to pass between them.

It may only matter when scientists are studying effects over billions of years or billions of light years.

Or there may be startling implications that could change not only the way cosmologists view the universe but also its potential for human exploitation.

"For example there's a cherished law that says nothing can go faster than light and that follows from the theory of relativity," Davies said. The accepted speed of light is 300,000 km or 186,300 miles per second.

"Maybe it's possible to get around that restriction, in which case it would enthrall Star Trek fans because at the moment even at the speed of light it would take 100,000 years to cross the galaxy. It's a bit of a bore really and if the speed of light limit could go, then who knows? All bets are off," Davies said.

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