



STAR TREK

ROLEPLAYING GAME

THE VULCAN INTERSPECIES EXCHANGE PROGRAMS SEVEN NEW PROFESSIONAL DEVELOPMENT PACKAGES

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THE VULCAN INTERSPECIES EXCHANGE PROGRAMS

Sometime in the early part of the 21st century, in an attempt to promote peaceful relations between the various species they had encountered during their years of exploration, the Vulcan High Command established several interspecies exchange programs. The stated goal was to promote an exchange of ideas and knowledge between the member species; some less-than-charitable critics asserted that they were set up to give the Vulcans a greater degree of control over the various species, some of which (like Humans) were little more than client states of the Vulcans.

The most successful of the Interspecies Exchange programs were the Interspecies Cultural Exchange and the Interspecies Medical Exchange. These two programs continue well into the 24th century, though they've been subsumed by larger Federation-wide programs. Others, such as the Space Service Officer Exchange, were less successful (relatively speaking) and were discontinued shortly after the founding of the Federation.

It was through these exchange programs that the Vulcans helped introduce Earth to some of her neighbors in the early part of the 22nd century. The ICE and IME both helped Earth to meet such species as the Denobulans and Alpha Centaurans. While other species, such as the Telarites, were involved in the exchange programs, the Vulcans had not brought any to Earth at the time of the launch of the *Enterprise NX-01*. After the first Babel Conference, more species were invited to send members to the various exchange programs.

The exchange programs accept members from almost any species, Federation member or not, as long as that species is not currently hostile towards the Federation. They are especially attractive to young men and women wishing to see the galaxy, learn about the many other cultures out there, and who are willing to teach other cultures about their own in return.

INTERSPECIES CULTURAL EXCHANGE

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Any species may join the ICE, though not all Professions are suited to it. Most notably, Rogues and Soldiers don't tend to fit in well.

In the ICE, you spend time living on another world, immersing yourself in their culture and their language. The goal is to learn as much as you can, and teach others about your culture at the same time.

DIPLOMAT: ICE

Substitute Enterprise: Administration with Observe as a Professional Skill.

SKILLS: Inquire +2, Knowledge: Culture +3, Knowledge: History +3, Knowledge: Law +3, Knowledge: Specific World +3, any one Language +2, Observe +2, Science: Social Science (choose) +1

PICK 5: +1 to any professional skill

PICK 1 EDGE: Ally, Contacts, Cultural Flexibility, Curious, Friendly, Likeable, Species Friend

MYSTIC: ICE

Substitute Armed Combat with Language as a Professional Skill.

SKILLS: Craft +1, Inquire +2, Knowledge: Culture +3, Knowledge: History +2, Knowledge: Religion +3, Knowledge: Specific World +3, any one Language +3, Observe +2, Play or Sing +1

PICK 5: +1 to any professional skill

PICK 1 EDGE: Ally, Contacts, Cultural Flexibility, Curious, Friendly, Likeable, Species Friend

SCIENTIST: ICE

Substitute Repair with Observe as a Professional Skill.

SKILLS: Investigate +1, Knowledge: Culture +2, Knowledge: History +2, Knowledge: Specific World +3, any one Language +3, Observe +2, Science: Social Science (choose) +4

PICK 5: +1 to any professional skill

PICK 1 EDGE: Ally, Contacts, Cultural Flexibility, Curious, Friendly, Likeable, Species Friend

STARSHIP OFFICER – SCIENCE: ICE

Substitute Construct with Language and Survival with Observe as Professional Skills.

SKILLS: Investigate +2, Knowledge: Culture +3, Knowledge: History +3, Knowledge: Specific World +3, any one Language +2, Observe +2, Science: Social Science (choose) +4

PICK 5: +1 to any professional skill

PICK 1 EDGE: Contacts, Cultural Flexibility, Curious, Friendly, Promotion, Species Friend

INTERSPECIES MEDICAL EXCHANGE

As with the ICE, any species may join the Interspecies Medical Exchange, though with its more specialized focus not as many Professions typically find their way into the program.

The goal of the IME is to expand the participants' body of medical knowledge. It achieves this goal by allowing physicians of all types the opportunity to work alongside doctors from other worlds.

MYSTIC: IME

Substitute Armed Combat with Medicine, Inquire with Investigate, Play or Sing with Language, and Unarmed Combat with Life Science as Professional Skills.

SKILLS: First Aid +2, Investigate +2, Knowledge: Culture +2, Knowledge: History +1, Knowledge: Specific World +2, any one Language +3, Medicine (choose species) +4, Science: Life Science (Exobiology) +2

PICK 5: +1 to any professional skill

PICK 1 EDGE: Contacts, Cultural Flexibility, Curious, Meticulous, Skill Focus (Compassionate)

SCIENTIST: IME

SKILLS: First Aid +2, Investigate +2, Knowledge: Culture +2, Knowledge: History +1, Knowledge: Specific World +2, any one Language +2, Medicine (choose species) +4, Science: Life Science (Exobiology) +3

PICK 5: +1 to any professional skill

PICK 1 EDGE: Contacts, Cultural Flexibility, Curious, Meticulous, Skill Focus (Compassionate)

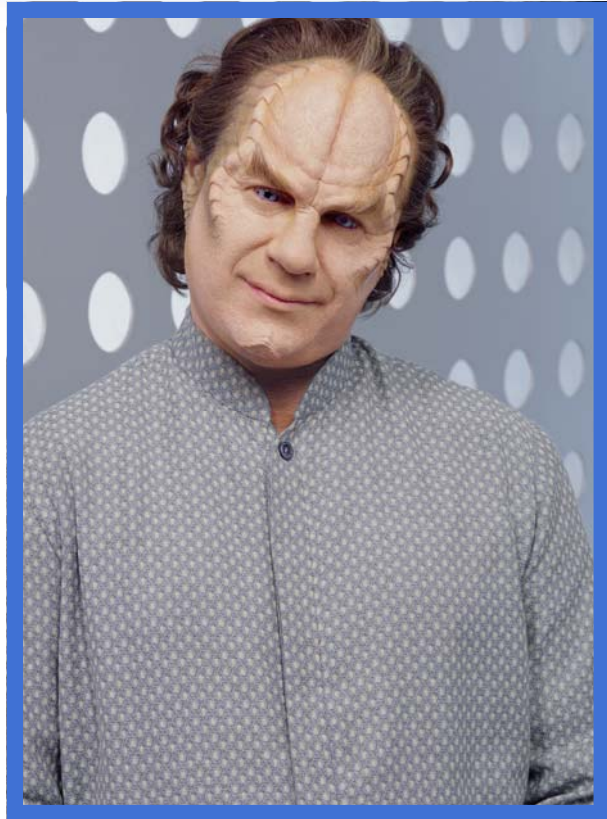
STARSHIP OFFICER – MEDICAL: IME

Substitute Athletics with Investigate and Survival with Language as Professional Skills.

SKILLS: First Aid +2, Investigate +2, Knowledge: Culture +2, Knowledge: History +2, Knowledge: Specific World +2, any one Language +2, Medicine (choose species) +4, Science: Life Science (Exobiology) +2

PICK 5: +1 to any professional skill

PICK 1 EDGE: Contacts, Cultural Flexibility, Curious, Meticulous, Promotion, Skill Focus (Compassionate)



NOTABLE PARTICIPANTS IN THE ICE & IME PROGRAMS

The Denobulan Dr. Phlox was a member of the Interspecies Medical Exchange and stationed on Earth in 2151, when he was recruited by Captain Jonathan Archer to act as the chief medical officer of the starship *Enterprise NX-01*. After the successful completion of their first mission, Captain Archer offered him the chance to stay aboard the ship. Phlox accepted, and would continue to serve aboard *Enterprise* with distinction for the next decade, until the ship was retired in 2161 just before the founding of the United Federation of Planets. An inspiration to an entire generation of healers, not just on his homeworld of Denobula but across the newly-founded Federation, Dr. Phlox exemplified the finest qualities and traditions of the Interspecies Medical Exchange, and was in no small part responsible for the continued popularity and existence of the program after the founding of the Federation.

Arinda Kavic was an Alpha Centauran dreamer who left her comfortable home life in 2164 in order to wander about the galaxy as a member of the Interspecies Cultural Exchange. A natural diplomat with a gift for interpersonal communication, she found herself assigned to a backwater Suliban colony. Appalled by the conditions in the colony, she began a one-woman campaign to help the Suliban end their centuries-long Diaspora, eventually leading a delegation to appear before the Federation Council. That appearance led to the establishment of a permanent settlement for all Suliban in the Beta Panasa system in 2172. She would leave the ICE to become Alpha Centauri's ambassador to the Federation Council, where she served for nearly two decades before returning to work with the Suliban and other refugees.