

LIBERATED BORG (xBs)

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

POST-2379 — STAR TREK: PICARD ERA ONWARD

MANUFACTURED OR ASSIMILATED BY THE BORG COLLECTIVE, the Liberated Borg (Former Borg, "xBs") of Ohniaka III are individuals that are separated from the Hivemind, recovered by the Reclamation Project, and are able to claim citizenship with the Liberated Borg Cooperation. Spanning a myriad of sapient species throughout the Alpha, Delta, and Beta Quadrants, xBs are identified by their cybernetic features and implants, an inherent prowess with Borg technology, and body modifications the xB might make or choose during their Reclamation. Although xBs share an inherent bond of once belonging to the Borg Hivemind, a character's path into reclaiming their personhood are what keep xBs united: able to forge longstanding, meaningful relationships with other characters and NPCs.

Liberated Borg rehabilitated on Ohniaka III (or through the Reclamation Project) are immersed in a fledgling society made up almost entirely of xBs. Established by Hugh's original clade that made contact with the *Enterprise* in 2369 (TNG's "Descent," Pt. 1 & 2), this small settlement made themselves known again to the Alpha Quadrant powers in 2378 – allying with the Federation in the following year thanks to signing the **Ohniakan Accords of 2379**. Since the signing of these Accords, escapees of the Collective (and xBs who were veterans of Borg-related conflicts) rapidly immigrated to Ohniaka III's rich and burgeoning culture – thanks to galaxy-wide disdain against xBs for their previous lives as Borg drones. While there aren't many Ohniakan xBs in Starfleet yet, every individual can harbor unique technical skills, a treasuring of their personhood, and determined ambition to see and experience as much as individual life can offer them.

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

› **ATTRIBUTES:** +1 Control, +1 Fitness, and +1 to one Attribute of player's choice from xB player's base species (if player chooses "Borg-created humanoid," then +1 Reason).

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

› **TALENTS:** The character receives access to the following talents:

TUBULE TETHERING

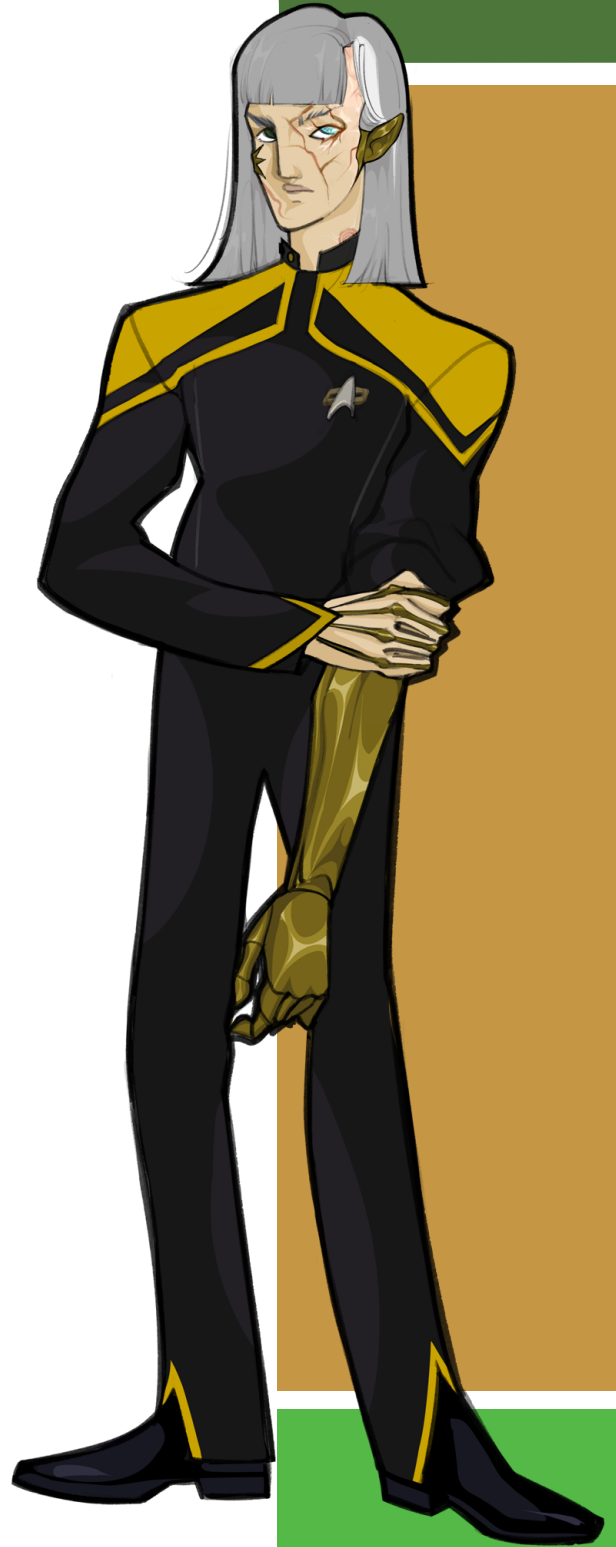
REQUIREMENT: xB, and Gamemaster's Permission.

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

A GREATER UNDERSTANDING

REQUIREMENT: xB, or Gamemaster's Permission.

As an xB, the player possesses cranial and cybernetic augments that are able to provide a number of services for a crew or away team. Former Borg drones can scan and record subjects, store and transport programs, have heightened awareness of the immediate area, and might even be able to sense the nearby presence of the Borg Hivemind. Depending on a Science roll's results, the player may **ask a specific question of the GM:** on a **success-level** roll the GM will **directly answer the question** (and possibly be allowed to **ask another**), a **hit** will **vaguely answer the question**, and on a **loss** the question will be **ignored** (or the Collective might look back and **start to add Stress** on the player).



SPECIES