

The Federation Peace Corps By DanG

"Ask not what your country can do for you. Ask what you can do for your country."

*John F Kennedy
January 20th 1961*

The Federation Peace Corps is a civilian volunteer organisation that aims to spread prosperity and hope throughout the Galaxy. The organisation originates from Earth with nearly 400 years of uninterrupted history from the original Peace Corps that began in 1961. At the formation of the United Federation of Planets in 2161, the organisation, then 200 years old opened its doors to its fellow Federation members, an idea that was embraced wholly alongside the developing Starfleet.



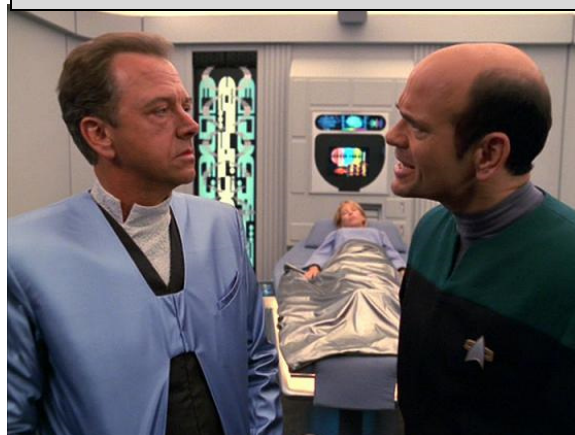
Since that time, the Federation has grown beyond the wildest dreams of the original signatories, now encompassing hundreds of member worlds, affiliates and trading partners. The Starfleet has also grown, its mission encompassing Exploration and Defence, along with other more humanitarian mission profiles. The mission of the Federation Peace Corps remains the same; to give humanitarian aid where it is needed and offer logistical support to the needy, and to respond to disaster relief efforts. But as with Starfleet they too are bound by the Prime Directive to stop them from interfering with a developing culture during its natural stage of development.

Volunteers give 2 years of their life to this task spending that time among their chosen culture on assignment, and then return. Longer assignments are then possible, as is 'retirement' from active duty returning to either civilian life at that point or helping prepare the next group of volunteers. For prospective Starfleet candidates, service almost always allows the individual to enter directly into Starfleet academy as the scheme is often viewed as a good Starfleet primer and a suitable recruiting ground, despite the fact that some individuals give up their plans to join Starfleet and remain with the project.

Many volunteers are just normal Federation citizens with a wish to travel, to help and to learn, the equal of any determined Colonist, but at least 20% of any intake is far more specialised, made up of teachers, Doctors, Engineering Specialists or agricultural Specialists. In the field the Peace Corps is often found working on long term projects in the field, staying on when a Starfleet response would be called away to the next problem. But it is not uncommon for Starfleet to work closely with the Peace

Early Life History (5 Development Points)

Peace Corps Volunteer; First Aid (Choose Specialisation) 1 (2), Science, Social (Choose Specialisation) 1 (2) +1 Empathy. Code of Honour (Prime Directive) -2





Corps as logistical support and personnel transport.

The group is often active on Struggling Colony worlds, or after great Disasters, and even helping rebuild worlds after devastating wars... for example the Peace Corps was heavily active on Bajor when Starfleet took over DS9, and many of its specialists have been assigned to rebuilding and refugee projects on Cardassia following the Dominion War.

Templates

Peace Corps Volunteer

Personal Equipment (Choose Specialisation) 1 (2)

Science, Planetary (Choose Specialisation) 2 (3)

Science, Social (Choose Specialisation) 1 (2)

*Science, Any Other (Choose Specialisation) 1 (2)
or Engineering, Any (Choose Specialisation) 1 (2)*

Athletics (Choose Specialisation) 1 (2)

History (Federation) 1 (2)

Language; Federation Standard 1

Choose Language 1

planetary Survival (Choose Specialisation) 1 (2)

World Knowledge (Choose World) 1 (2)

The support skills of specific specialist volunteers will remain the same as that of the standard volunteer, however change the Core skill base would be as follows;



Peace Corps Specialist

Medical

Personal Equipment (Medical Tricorder) 1 (2)

Science, Medical (Choose 2 Specialisation) 2 (3) and (3)

First Aid (Choose 2 Specialisation) 1 (2) and (2)

Science, Any Other (Choose Specialisation) 1 (2)

Code of Honour - Hippocratic Oath -2

Teacher

Command (Teaching) 1 (2)

Personal Equipment (Choose Specialisation) 1 (2)

Persuasion (Choose Specialisation) 1 (2)

Science, Any (Choose Specialisation) 2 (3)

Agricultural Specialist

Craft (Choose Specialisation) 1 (2)

Engineering, Material (Choose Specialisation) 1 (2)

Personal Equipment (Choose Specialisation) 1 (2)

Science, Planetary (Choose Specialisation) 2 (3)

Engineering Specialist

Personal Equipment (Choose Specialisation) 1 (2)

Engineering, Material (Choose Specialisation) 2 (3)

Engineering, Any (Choose Specialisation) 1 (2)

Science, Any (Choose Specialisation) 1 (2)

Junior Explorers of the Federation

By Chris Blanchard

The Junior Explorers of the Federation are the 24th century evolution of the Boy Scout movement. Aimed at younger children from 8-14 years they are built around a faux Starfleet model and most of the troop leaders are drawn from Starfleet Academy, and often headed up by an older retired Starfleet officer. The organisation seems to be most popular on Earth, Denobula and Bolarius IX, but several troops have been started on Bajor too where the organisation is proving popular. There is even a troop active on Qo'nos out of the Federation Embassy.

Junior Explorers Early Life Package (5 Development Points)

For characters who were keen members of the Junior Explorers in their childhood, a character may choose this early years development package.

Planetside Survival (Must be a wilderness specialisation) 1(2)
Craft (choose specialisation) 1(2)
Code of Honour (Explorer Pledge) -2
Innovative +1 OR Commendation (Golden Star Award) +1

If character is from a non-Federation race, then s/he must take Commendation (Golden Star Award) +1

Junior Explorers Academy Package (8 Development Points)

Due to the organisations many connections to Starfleet, many of the troop scout leaders are recruited from amongst the ranks of Starfleet Academy, this activity is quite intensive when balanced alongside full academy curriculum but it is accepted as one of the academy recommended extra-curricular activities for any of the volunteers who wish to help lead and inspire, and there are often more volunteers than vacancies..

Command (Teaching) 1(2)
Planetside Survival (must be a wilderness specialisation) 1(2)
Craft (choose specialisation) 1(2)
Innovative +1, Code of Honour (Explorer Pledge) -2

If a character took Jr. Explorer Early Life Package, then swap Innovative +1, and add +1 Logic or Empathy edge, and choose an alternate (suitable) 2 point disadvantage to replace the repeated code of honour.

Code of Honour (Explorer Pledge) -2

The Explorer Pledge is similar to the Boy Scout Pledge (i.e. tell the truth, be honest, kind, etc.), and the Golden Star is an award given out when a special deed is done, or to non-Federation species that wish to join the Jr. Explorers.