Star Trek by the Data

Volume 1: The Gene Roddenberry Years

by Mikael Onsjö and Paul Sheridan

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About the Book

As television shows go, Star Trek is a data scientist's dream. There are 741 largely independent episodes aired over six decades. There are hundreds of clearly distinguishable and recurring central themes tying into everything from human nature to social order to speculations about reality. There are troves of recurring characters with elaborate personalities and background stories. There are hundreds of different alien species, each with interesting characteristics. Best of all, much of this is meticulously documented by the franchise's devoted fan base on websites such as Wikipedia and Memory Alpha.

In this book we present a view of Star Trek such as you will never have seen it before.

About the Authors

Paul presently serves as Chief Science Officer at the biotech startup Tupac Bio, Inc. Before that time he had been in the academic world for the better part of his adult life. He most recently held an assistant professor position in statistics and bioinformatics at Hirosaki University. For more about Paul visit www.paulsheridan.net.

Mikael completed his PhD in statistical algorithms and later joined one of the major investment banks. During his academia time he became interested in the various methods by which patterns in datasets can be visualized. He has been fortunate enough to continue this hobby at his current job, alas with respect to financial data and not Star Trek.

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What is Star Trek?

Starting as a science fiction television series in the late 1960s. Star Trek has become a franchise that is alive and well to this day. From 1966 to 2018 seven series with altogether 741 episodes, and 13 feature films have been released. This book is primarily concerned with the first three of the series, comprised of 280 episodes, popularly known as TOS, TAS, and TNG.

Star Trek: The Original Series (TOS) and Star Trek: The Animated Series (TAS) comprise 80 and 22 episodes respectively, aired in the United States during the late 60s and early 70s (then known simply as "Star Trek"). They are science fiction stories with space exploration and interstellar politics being the most central of the themes.

Star Trek: The Next Generation (TNG) consists of 178 episodes, aired in the United States during the late 80s and early 90s. Building on The Original Series, space exploration remains the central theme, augmented with many further elaborated ideas about social issues and the impact of new technology.



Google Trends data for "Star Trek" 2012-2017.

Created in Hollywood, Los Angeles, USA, Star Trek started out as a phenomenon in English speaking countries. Since then it has spread around the world and is now considered to be the most culturally influential science fiction television series in history. Iconic phrases such as "beam me up, Scotty", "set phasers to stun", "make it so", "live long and prosper", "resistance is futile" and many more have entered into everyday language.

The setup is similar in all the series: The protagonists, the crew of each respective spaceship, are groups of mostly human military type characters together with a smaller number of humanoid alien allies. Antagonists change from episode to episode

but are more often than not from nasty alien species who plot against or wage outright war on humanity and her allies.

The stories are generally independent of each other and feature a wide variety of themes, only a portion of which fall under the purview of "science fiction." Sometimes the stories deal with topics like family, relationships, emotions, hardships, and other matters we experience as individuals. Some deal with directly or indirectly with contemporary social issues such as the Cold War, gender equality, or the ever increasing computerization of human activity. Some discuss philosophy, science, and the very nature of reality itself.

Three Star Trek television series have subsequently been produced: Star Trek: Deep Space Nine (DS9), Star Trek: Voyager (VOY), and Star Trek: Enterprise (ENT). And a fourth series, Star Trek: Discovery (DIS), is currently entering into its second season of production at the time of writing. Together with 13 feature films and counting, these series have and continue the development of the Stra Trek franchise universe.

For them that wish to delve deeper into the lore of the Star Trek universe there is a wealth of (official and unofficial) material available online. We could not have pulled this book together without the use of such resources as:

Wikipedia

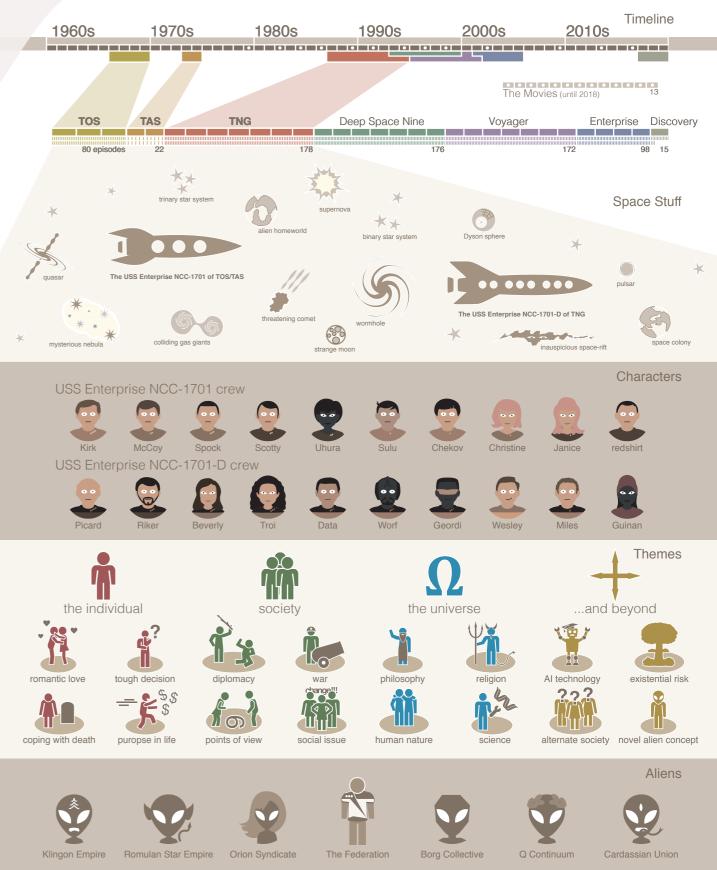
https://en.wikipedia.org/wiki/Star Trek

Memory Alpha

https://memory-alpha.wikia.com/wiki

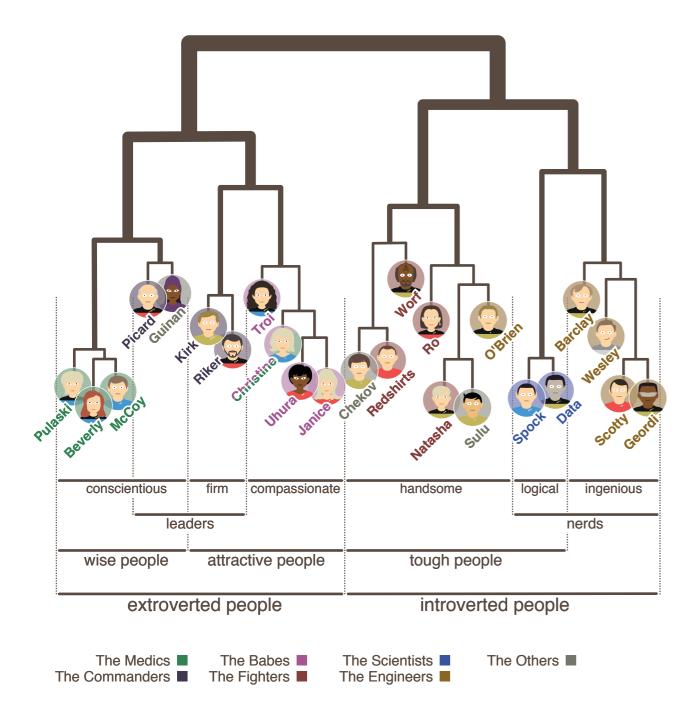
Chrissie's Transcripts http://www.chakoteya.net

Theme Ontology http://www.themeontology.org



The Characters

Heroic captains, fierce warriors, sagacious leaders, stunning beauties, villainous foes and hot alien hunks; ingenious scientists, resourceful mechanics, dedicated doctors, redshirts, lone geniuses and insufferable brats—Star Trek has all these characters and more: Let's not forget the clairvoyant bartender and the hypochondriac engineer!



Who are they?

The TOS/TAS protagonists comprise the crew of the starship USS Enterprise NCC-1701, commanded by Captain James T. Kirk. Similarly, in TNG the protagonists are the crew of the new and improved starship USS Enterprise NCC-1701-D, commanded by the wise and conscientious Captain Jean-Luc Picard. Most of the recurring protagonists from TOS/ TAS and TNG are clustered according to shared personality traits in the accompanying dendrogram. The series' also feature a host of other recurring and non-recurring protagonists and antagonists that we touch on throughout the chapter.

Captain Kirk and his senior crew

The TOS starring cast consists of Captain Kirk, Spock, and Leonard McCoy. Kirk is a passionate and bold man, willing to lead his crew through thick and thin on nothing more than a gut feeling. But time permitting he will seek the counsel of Spock and McCoy before making any tough decision. Spock functions as Kirk's faculty of reason and tends to advocate the logical, cold-hearted course of action. McCoy contrastingly functions as Kirk's conscience and emphasizes compassion. Conflict typically ensues when Kirk is compelled to choose a middle ground between these two extremes.

Captain Picard and his senior crew

Captain Picard, in contrast to Kirk, is a rational actor possessed with a keen ability to evaluate any given situation and act decisively with unsurpassed wisdom. His supporting cast includes the likes of William T. Riker the strapping ladies' man with a wry sense of humor, Data the logical android, Beverly Crusher the career woman and single mother, Worf the Klingon warrior, and Deanna Troi the sensitive empath. Their characteristics are patterned on the TOS model: Picard and Riker, authority and vigor, are different aspects of Kirk. Data is logical and (on the surface) devoid of emotion, like Spock. Beverly, as does McCoy, often advocates humane and compassionate ethics. Worf, on the other hand, is guick to call for the use of force. Troi, an empath, functions as an oracle who reveals an adversary's motives and intentions in the early part of the series. In many episodes, Picard is faced with a dilemma of some sort, but rather than acting rashly as Kirk might have done, he solicits the advice of the his supporting cast, subjecting their opinions to careful consideration before coming to a final decision.

More on the main characters

The supporting characters are not merely mouthpieces for the various faculties of their captains, but, rather, have elaborate back-stories and tend to develop and change over time.

In Spock, for example, we find a person of mixed Human and Vulcan descent struggling to suppress his human emotions behind a stoic Vulcan facade.

Troi develops from a sexy and vulnerable young woman into a self-assured, career-minded professional. Beverly undergoes something of the reverse; she gradually transforms from a rather plain looking, single mother in a lab coat into someone with an evermore glamorous persona who comes to habitually involve herself with hunky aliens.

The android Data seeks to experience what it is like to be human.

The chief engineers, Montgomery "Scotty" Scott and Geordi La Forge, both struggle in their relationships with women, feeling more at ease in the company of a good warp engine. On top of that Geordi has the added dimension of having to cope with being blind.

Notable minor characters

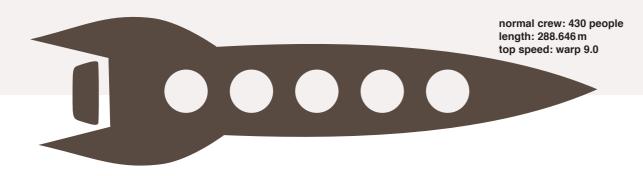
There are various minor characters, who are often defined by a single stereotype. In TOS, Pavel Chekov is the spirited Russian ensign, Hikaru Sulu, the steady-handed Japanese helmsman, and Nyota Uhura, the strong black woman in a position of authority. TNG features the Irish transporter chief Miles O'Brien and his Japanese wife Keiko, the bumbling and reclusive engineer Reginald Barclay, the boy genius Wesley Crusher, the clairvoyant bartender Guinan, and the ex-convict antihero Ro Laren.

Memorable antagonists

While the series' feature no shortage of antagonists, few appear in more than one episode. In TOS/ TAS, the notorious space swindler Harry Mudd is one memorable example. Khan Noonian Singh, a genetically engineered superhuman, is another so long as feature length films are counted. In TNG, the all-powerful trickster Q and Data's evil twin brother Lore are the most important recurring antagonists. Although the self-aware hologram Professor James Moriarty, the power craven Klingon politician Gowron, and vengeance seeking Ferengi DaiMon Bok warrant honorable mention.

Star Trek: The Original Series (TOS)

The USS Enterprise NCC-1701 of TOS, conceived of in the 1960s, was used by Captain James T. Kirk and his crew on a five year mission to explore a multitude of stars in our nearby space and visit numerous alien homeworlds.



Senior Officers and Main Characters

Captain James T. Kirk
Commander Spock
Dr. Leonard McCoy
Lt. Com. Montgomery Scott
Lt. Com. Uhura
Lt. Com. Hikaru Sulu
Ensign Pavel Chekov

Other recurring crew members: Nurse Christine Chapel, Yeoman Janice Rand, Helmsman Tyler, Redshirt Galloway, Redshirt Kyle, Helmsman John Farrel, Captain Cristopher Pike, Dr. Philip Boyce, Engineer DeSalle, Helmsman Hanson, Com. Officer Palmer, Tactical Officer Kelowitz, Transporter Chief Pitcairn.

	Commanding Officer	Captain Benjamin Sisko		
crew: ~50	First Officer	Colonel Kira Nerys		
	Chief Medical Officer	Dr. Julian Bashir		
length: 170 m	Strategic Ops. Officer	Lt. Com. Worf		
speed: 9.5	Chief of Operations	Sr. Chief Miles O'Brien		

Selected Antagonists and Miscreants

Kor A Klingon officer and thorn in the side of Captain Kirk. He commanded a 500 strong force in an invasion of Organia. Kirk led a spirited resistance, but it was the Organians who had the last word.

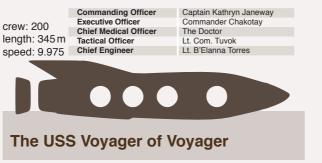
Garth of Izar A once esteemed officer of Starfleet who went mad and had to be institutionalized. He nearly escaped by taking Captain Kirk hostage and commandeering the Enterprise. "Nearly".

Khaaan!!! This genetically engineered super human was found in a sleeper ship and thawed from cryogenic sleep. He nearly captured the Enterprise and almost defeated Kirk in combat. "Almost".

Harry Mudd A space rogue and con artist who crossed path with the Enterprise on three occasions and always tried to trick Captain Kirk in one way or another. "Tried".

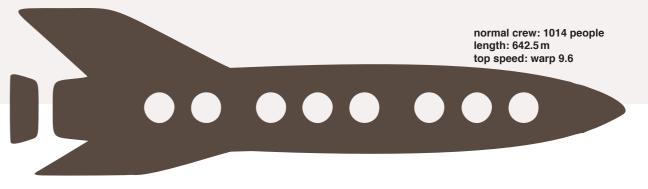
Trelane This being of incomprehensible power captured and played dangerous games with Captain Kirk and his crew. Only the appearance of Trelanes parents saved the heroes in the nick of time.

Miscellaneous people of interest: Engineer and father of the warp drive engine Zefram Cochrane. Troubled computer genius Richard Daystrom.



Star Trek: The Next Generation (TNG)

The Enterprise NCC-1701-D of TNG, conceived of in the 1980s, was used by Captain Jean-Luc Picard and his crew to continue the mission begun by Captain Kirk to explore the galaxy and seek out new alien worlds.



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Senior Officers and Main Characters

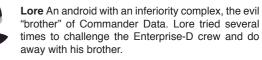
Commanding Officer	Captain Jean-Luc Picard
First Officer	Commander William T. Riker
Chief Medical Officer	Dr. Beverly Crusher
Chief Engineer	Lt. Com. Geordi La Forge
Second Officer	Lt. Com. Data
Tactical Officer	Lt. Com. Worf
Counselor	Lt. Com. Deanna Troi
Boy Genius	Ensign Wesley Crusher
	Officer First Officer Chief Medical Officer Chief Engineer Second Officer Tactical Officer Counselor

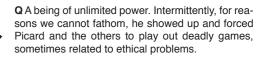
Other recurring crew members: Transporter Chief Miles O'Brien, Security Chief Natasha Yar, Bartender Guinan, Dr. Katherine Pulaski, Alexander, Ensign Ro Laren, Nurse Alyssa Ogawa, Botanist Keiko O'Brien, Engineer Reginold Barclay.



Selected Antagonists and Miscreants

Chacellor Gowron A Klingon with high ambition and low morals. Captain Picard and Worf became involved in Gowron's political intrigues.



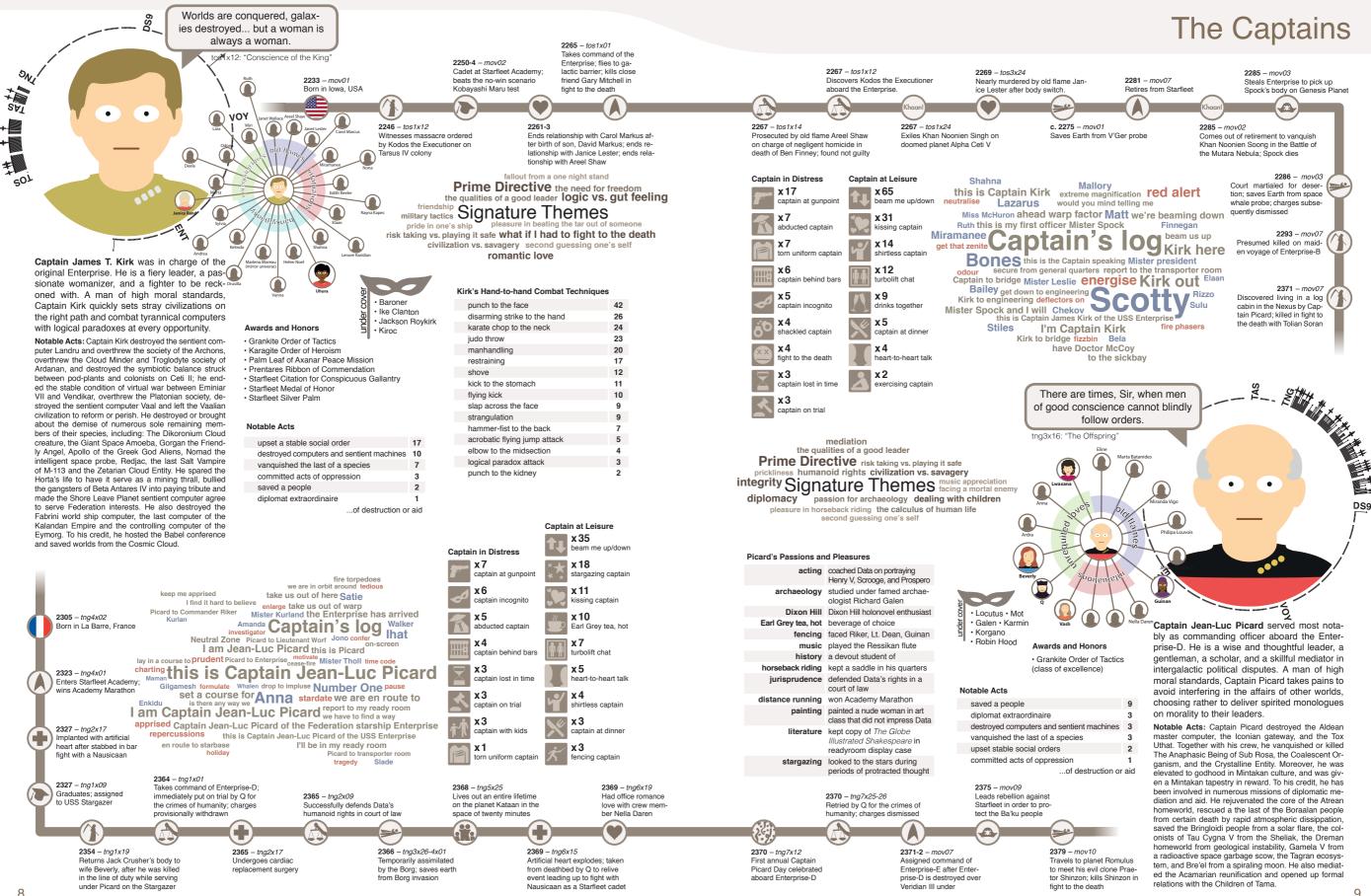


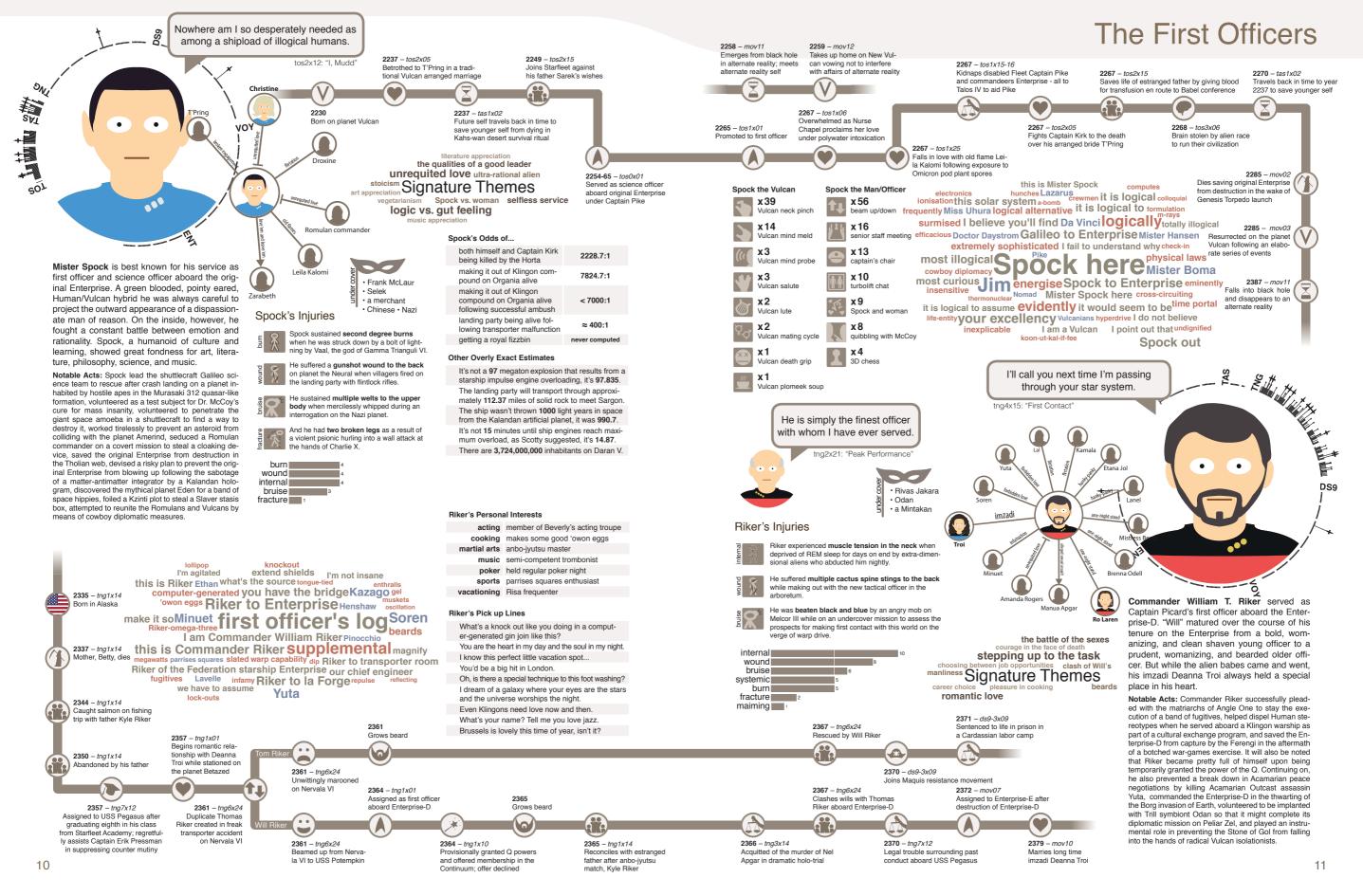
Commander Tomalak A Romulan officer, who in service of the Romulan Star Empire, on at least two occasions tried to match wit and gall with Captain Picard.

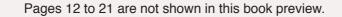
Vash An unscrupulous human archaeologists and fortune seeker who seduced Picard, used him for her own ends, then later ran off with Q.

Miscellaneous people of interest: K'Ehleyr, mate of Worf. Lwaxana Troi, mother of Deanna. Scientist savant Noonian Soong, father of Data and Lore. The mysterious Traveler, mentor of Wesley. Thadiun Okona, outrageous space rogue. Alynna Nechayev, Starfleet flag officer.

	Commanding Officer	Captain Gabriel Lorca		
crew: 136	First Officer	Commander Saru		
	Chief Engineer	Commander Paul Stamets		
length: ?	Physician	Lt. Com. Hugh Culber		
speed: ?	Science Officer	Com. Michael Burnham		
	$\bullet \bullet$			
The US	S Discovery of	Discovery		







Words per Hours of Episode

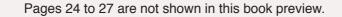
The area of each rectangle is proportional to the total number of words spoken by the corresponding character divided by the total number of minutes in the episode. There is roughly 70 hours of TOS/TAS episodes versus 134 hours of TNG episodes.

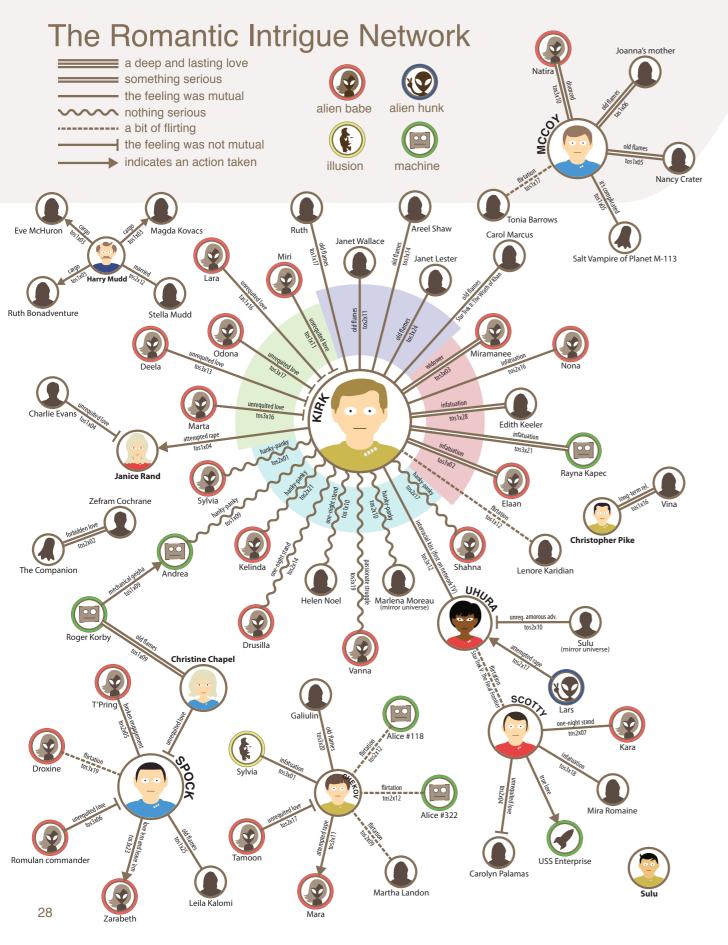
This highlights the most important recurring characters.

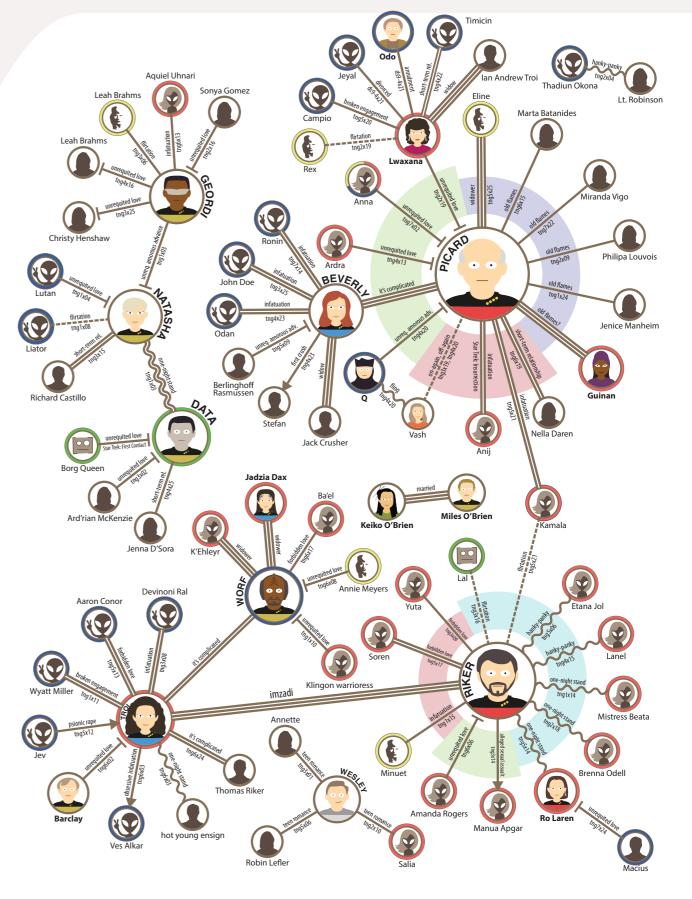
Kirk

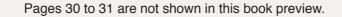
Picard

ode to the total number of words	Riker					McCoy	Beverly		
vided by the total number 70 hours of TOS/TAS epi-							Worf		
	Data					Geordi	Troi		
	Scott Uhura S			a S	ulu	Admiral Satie K'Ehleyr Soong Morianty Stone Faralton Or Miranda Rasmussen Adams Agelborne Alexander Lenore Cogley Jameson Korob Agelborne Agelborne Alexander Claudius Ralph Kamala Admiral Hattel Marrin Marrin Marrin Marrin Kamala	Markan Fox Locarno Clemens Decom Miri John Elas Vanna Leah Sevrin Kahless Jaris Decom Miri John Elas Boyce Alkar Adam Man Kang Poberta Spock Droxine		
	We	Chekov	Q	Pike	Kyle Magistrate Baran Decker Lincoln Parmen Crater Devinoni Atoz Vedeters Dur Alexander Jason Lokai Shelby Amanda Creater Tam Tholl An	Ogawa Tomalak Ishara Petri Marlena Krako Jenna ken Russell KMtar Dehner Eve Janice Lt. Rikker Timicin Rock Finn Kara dra Isak Mulhall Kosinski Karidian Zarabeth Nvek Setal Toreth			
	Guinan	Lwaxana	Mudd	Trelane	Ro	Balok Lal warg Para Clarrowich Daras warele Plated Septimus La Nona Radue Timothy Lutan Sarek Plated Bok Rayna Ri Reger Wesley Timothy Lutan Sarek Carrowich Philip Zorn C Green Perrin Rael Baloy Merik Steles Steles ArdPlan All Common	Normalize Data Dr.C. Yaman Katus Laura Gamma Manual Draw Manual Remain ShOn Haritath Reve Katus Laura Gamma Manual Sorny Mathieura Reve Manual Orey Felling Reve Manual Sorny Mathieura Reve Manual Reve Reve Reve don Manual Young Re Reve Manual Gattieura Manual Sorny Manual Reve		
Spock	O'Brien	Pulaski	Barclay		er Computer Voice	Keeper Stubbs Metron Noel Brand	Verteen Braner Braner Braner Berlan		
	Garth Chapel	Vina Deela	Flint Natira Soren Plasus	Hodin Ju Korby	Tracey	Marvisi: Citara Berminia Surak Gowron Borma Maddos Typer Liko Tabur Map: Data Meridi Marini Eline Borg Granger Marita Tokath Skoran atta tokat atta tokat atta tokath atta tokath <td>Or Marcel Marcel Marcel Rander Memory Memory</td>	Or Marcel Marcel Marcel Rander Memory		
	Computer	ellico Anan	Bele Khan Lazarus	Madred Dayst	rom Oxmyx	Nayrok Judge Roa Parker Parker Kyle Elder Heste	NUMB Comp Description Descrip		
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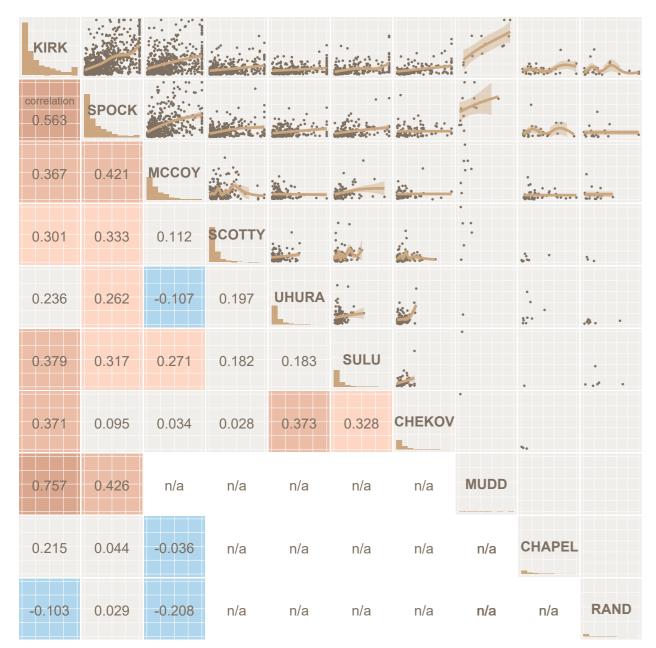


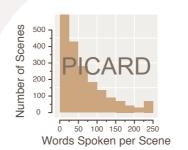


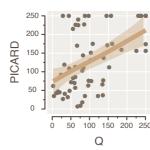


Who's Talking to Who, Part II

Here we employ the scatter plot matrix technique to investigate pairwise relationships in the number of words spoken per scene among some important characters. Individual scatter plots show the number of words spoken per scene by one character plotted against that of another; loess curves are drawn in orange to call attention to certain trends in the data. Associated correlations are mirrored along the diagonal in the color-coded boxes. The Picard/Q case study to the right hints at the sorts of speculations that can be drawn from the data.





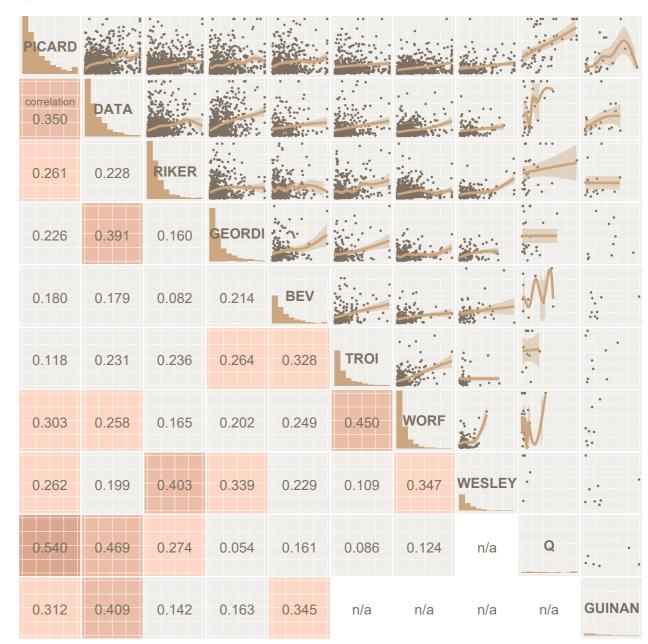


correlation 0.540

A histogram of the number of words spoken per scene by Captain Picard. The cates there are just over 400 in which he spoke between 25 and 50 words.

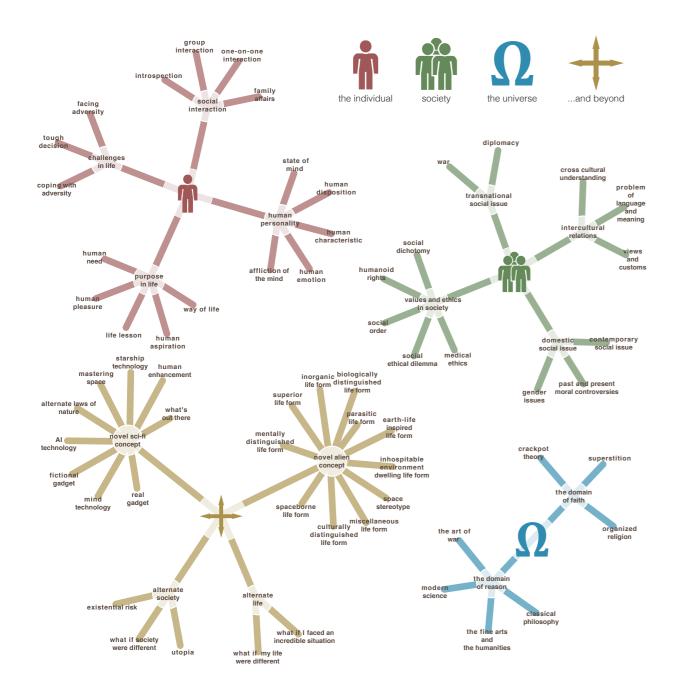
A scatter plot of the words spoken per scene by Q versus Captain Picard. The second bar from the left, for example, indi- upper left points (Picard talking a lot, and Q a little) likely correspond to scenes where Picard lectures Q.

The correlation between the words spoken by scene by Picard and Q is 0.540. This turns out to be one of the stronger correlations in the dataset.



The Themes

A theme in fiction is loosely defined as an idea, concept, or message that the author of a story wishes to convey. Themes may sometimes be summed up by a single word or phrase, such as "love", "loyalty", or "the lust for gold". Here we record, categorize, and explore the themes of Star Trek TV series episodes in some depth.



What's in a theme?

Stories normally carry messages that the authors (consciously or subconsciously) want to convey. We call these "themes". Sometimes themes are easy to describe with tolerable accuracy in one succinct phrase, for example: "be vary of strangers".

In popular stories the message is generally more nuanced and we cannot summarize it adequately in a short statement. The story might for example illustrate that, while we should be prudently vary of strangers in certain situations, trust is also a virtue and we must not allow ourself to become knee-jerk xenophobes. In this case we prefer to identify a suitably narrow domain of the problem that is discussed: trust in strangers.

Perhaps the story does not limit itself to discussing "trust in strangers"; perhaps it compares the way we place trust in strangers to the way we place trust in family, friends, or our child's math teacher. The story then carries several additional themes: trust in family members, trust in friends, and trust in math teachers. But these are merely examples and it is clear that such a story has a broader scope still. We choose to summarize the theme as "trust in people".

We say that "trust in people" is a generalization of "trust in strangers" which in turn is a generalization of "be vary of strangers"; a story about "trust in strangers" is also a "trust in people" kind of story etc. Trust, however, is not always discussed in terms of the way one person trusts another. The theme could instead be "trust between friends" or "the burden of being trusted". We make one further generalization and say that all these examples are simply stories about "trust".

For the purpose of statistical analysis and categorization of stories, we find that it is convenient to introduce two further generalizations. The theme "trust" is said to be in the category of themes about "human disposition" which itself is in the domain of "the human condition". We make these definitions because they are practical and they define the natural contexts in which trust is most often discussed.

It is, of course, possible to discuss trust in ways that do not fit comfortably under the label of human dispositions. For example the cold war and such political brinkmanship is (among other things) a matter of trust between nations. If we ever find that it is needed to describe a story, we will prefer to call the theme "trust between nations", a subset of "transnational social issue" and is a theme about "society".

We can equally well remove humans from the picture altogether and make a story that discusses trust as a mathematical concept in game theory. The sequence of generalization that we would choose for the theme of such a story (it has not yet become necessary) would be "trust within game theory", a subset of "modern science" themes, "the domain of reason", and "the pursuit of knowledge". Few blockbusters center on any of these last themes, but we sometimes spot them as minor components in interesting science fiction stories.

Most of the theme names can be readily understood from examples and a detailed expositions of the top levels of generalizations which is to be found on the succeeding pages. That is, so to speak, our choice theme for this chapter.

Theme domain and theme level

We found it practical to organize story themes into the following four domains:

The Human Condition: Themes about emotions, needs, desires, the enduring of hardships and the facing of life's challenges.

Society: Themes about the diverse ways of how society is or has been organized.

The Pursuit of Knowledge: Themes about how the world works and how to act ethically within it.

Alternate Reality: Themes falling outside of reality as it is presently understood. These are the classical science fiction and fantasy themes.

Even with suitable generalization we find that it is seldom possible to pick a single theme for a story such as a Star Trek episode. More often we find twenty. They are not equally important, however, and we use the following three levels:

Choice theme: What we really think the story is essentially about.

Major theme: A topic that is prevalent throughout most of the story or seems to be an important part of its conclusion.

Minor theme: Any topic of interest that is discussed, even briefly.

Some Familiar Themes

Here are four theme categories common to Star Trek, not to mention any number of other sci-fi stories, accompanied with a selection of representative episodes.

Romantic Love/Romantic Relationship

These are two distinct but related themes. One is about the emotion (love) felt by an individual and what goes on in their head. The other is about human-human interaction and how people embark upon romantic relationships together.

Romantic Love	Romantic Relation
Human Emotion	One-on-one Inter
Human Personality	Social Interaction
The Human Condition	The Human Condition

action one Interaction antic Relationship

The City on the Edge of Forever [tos1x28-1967] is a tragic love story. Kirk falls madly in love with a woman who he knows is destined to die young and he is duty-bound not to interfere. *Metamorphosis* [tos2x02-1967], by contrast, features an interspecies romance: a powerful incorporeal alien falls madly in love with a strapping young human, but such a thing cannot possibly be. This is an example of forbidden love, that is, a love which is not quite accepted by contemporary society.

Ménage a Troi [tng3x24-1990] and Galaxy's Child [tng4x16-1991] are two typical stories of unrequited love. In the first, a despicable and ugly Ferengi tries to woo Lwaxana Troi who considers herself far out of his league. The spurned Ferengi resorts to kidnapping but is eventually outwitted. In the second story, the socially awkward engineer Geordi tries his game on the cold and condescending scientist Leah Brahms. She will have nothing of it and is in fact happily married already; Geordi and Leah parted on friendly terms.

In The Game [tng5x06-1991], Wesley gets a girlfriend, Robin Lefler. There is awkward conversation, shuffling of feet, sneaking off into corners and the stealing of a first kiss. The associated theme is called teen romance and may not be suitable for mature audiences.

Past and Present Moral Controversies

Stories are also used to investigate aspects of serious and controversial social issues, some more current than others. Star Trek does not shy away from discussing the pros and cons of genetic engineering, religion, slavery and even Nazi Germany.



Society Domestic Social Issue Past and Present Moral Controversies ▶ Eugenics, Genetic Engineering, Euthanasia...

The Conscience of the King [tos1x12-1966] and Space Seed [tos1x24-1967] take on eugenics: practices aimed at improving humans as a race by preventing inferior individuals from reproducing. Such ideas are largely abhorrent to the modern mind, but it was not

A Farewell to Arms (1932)



Forbidden Love: An American World War I ambulance driver in Italy falls in love with a nurse but army regulations do not allow such affairs

Black Oxen (1923)



Past Moral Controversy: Janet is an enamored young flapper challenging the prevailing sexual norms in the Roaring Twenties' America.

The End of the World (1916)



Existential Risk: Civilized society collapses as a comet on a trajectory that takes it close to Earth causes various natural catastrophes.

long ago they were taken seriously (the last forced sterilization in the USA was carried out in 1981). In the first story it is revealed that the Governor of Tarsus IV faced a food shortage and chose to let only "the best" people survive. In the second story, selectively bread super-human Khan seeks to annihilate lesser specimens.

The possible consequences of genetic engineering are pondered in Unnatural Selection [tng2x07-1989] and The Hunted [tng3x11-1990]. In the first story, a disease deadly to non-genetically engineered humans is accidentally created. In the second, genetically engineered super-soldiers with social issues go rogue and create much trouble for their government.

In Half a Life [tng4x22-1991] and Ethics [tng5x16-1992] euthanasia is a central theme. In Half a Life we see a reclusive alien arce in which people at the age of 60 are expected to commit ritual suicide for the benefit of society as a whole. In the aptly named Ethics, Worf becomes paralyzed in a freak accident; without hope of regaining his former mobility he beseeches his friends to help him die with dignity.

Existential Risk

Thoughts on how Earth, our civilization or the entire universe may come to an end is interesting stuff for stories. In Star Trek there are plenty of examples.



Assignment Earth [tos2x26-1968] takes on Earth during the cold war. The Unite States is about to launch a *orbital nuclear weapons* platform, an event that advanced aliens believe will lead to nuclear holocaust. Luckily, the aliens intervene through proxy, Gary Seven, and the project is sabotaged.

The Empath [tos3x08-1968] and All Our Yesterdays [tos3x23-1969] discuss the possibility of a sun going supernova. In the first story the solar system happens to have multiple species, one which is advanced enough to flee and take another species with it. In the second story there is an advanced species that escape into their own past through a time portal. In reality, supernova are thought to occur only about three times per century in the Milky Way so the number of them encountered in Star Trek is conspicuous.

Conspiracy [tng1x25-1988], The Survivors [tng3x03-1989], and The Best of Both Worlds [tng3x26-1990] are stories about demise through an attack from outer space. Supposing we are not alone in the universe, should we fear other intelligent species? In the first story it is *parasitic bug aliens* that subvert our leaders by attaching themselves to people's brain stems. In the second, a human colony is wiped out by an invading fleet but the invaders' species in turn get wiped clean out of existence by a transcendental alien with magic-like powers. In the third, the Borg try to invade Earth and turn all humans into cyborgs.

Episode Vignettes, Part I

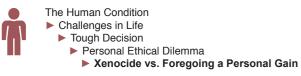
Here we provide summary vignettes for two memorable episodes. Some of the more salient themes are highlighted in bold. Themes are shown in their proper places in the theme hierarchies as space allows.

The Devil in the Dark [tos1x26-1967]

The Enterprise is dispatched to investigate rumors of a subterranean creature that is thought to be responsible for the destruction of equipment and the deaths of fifty men on the Janus VI mining colony. Kirk and Spock discover a hideous silicon-based life form inhabiting the surrounding rock. The mother Horta, as the rock monster is called, is an *endangered species*-the last of its kind. A *tough* decision looms as the creature seemingly blocks the miners path to wealth. The *personal ethical dilemma* is obvious: either commit xenocide or forgo plundering the mother Horta's natural resources. Spock fortuitously manages to achieve a cross cultural understanding with the creature by means of a Vulcan mind-meld. An unsettling compromise is reached when the mother Horta agrees to help the miners locate ore deposits in the rock in exchange for a cessation of hostilities. The story concludes with an appeal to the proverb beauty is in the eye of the beholder when Spock explains how he learned that the human form is just as repellent to the mother Horta, as her appearance is to humans.

Alternate Reality Novel Alien Concept Inorganic Life Form Silicon-based Life Form

A silicon-based life form is a noteworthy novel alien concept. Silicon with its similarity to carbon (the basis for all known life) is a candidate for alternative biochemistries. But silicon life forms would no more have to resemble rock, than humans do charcoal.

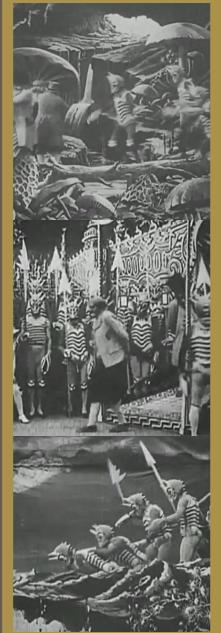


Xenocide vs. foregoing a personal gain is a personal ethical dilemma whereby someone must choose whether or not to commit great harm to a people in order to acquire wealth. Outlandish as this may sound, humankind has a long history of engaging in such practices in the name of personal gain.



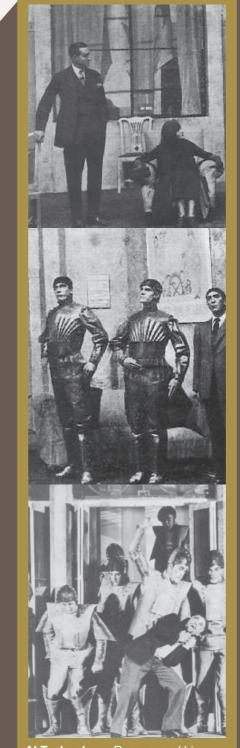
Cross cultural understanding themes treat the sorts of problems that arise when people from different cultures interact, like what happens when humans stumble on a race of rock monsters.

A Trip to the Moon (1902)



Novel Alien Concept: A group of Earth scientist travel to the Moon and find there the insectoid "Selenites" who prove less than welcoming.

R.U.R. (1922)



AI Technology: Rossum and his greedy nephew create a line of artificial people called robots to work in the factories. Instead the robots rise up to kill their human oppressors.

Ship in a Bottle [tng6x12-1993]

The simulated personality Professor James Moriarty is accidentally returned to life on the holodeck. Filled with the need for freedom. the arch villain hatches a plot to free himself from his holodeck confines. A game of *deductive reasoning* between Moriarty and Picard ensues. Moriarty sets the contest into motion by leaving the holodeck in flagrant violation of the laws of physics. Picard welcomes Moriarty to the 24th century, but urges him to remain aboard the Enterprise for awhile. Moriarty, eager to get on with life, protests that the request constitutes a violation of his Al rights. It's not long before Moriarty appears to take control of the ship, threatening to destroy it unless his romantic love, the Countess Regina Bartholomew, is beamed into reality. Just when all seems lost, Picard deduces that he is actually inside a simulation made by Moriarty. Picard appears to give in to Moriarty's demand and has him reunited with Regina. Alas! It's The Professor who has been duped: what he believes to be reality is yet another simulated reality. Will he ever discover that his universe is a simulation?

> Alternate Reality Novel Sci-fi Concept Al Technology Simulated Personality

The notion of a *simulated personality*, that is, a self-aware machine, is a time-honored sci-fi theme. The HAL 9000 computer from Arthur C. Clarke's 2001: A Space Odyssey is one iconic example.

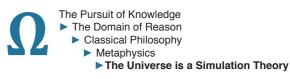


Moriarty's need for freedom is a testament to his humanity. More generally, the human need category of themes deal with those things people require to feel safe, content, and fulfilled in life.



Values and Ethics in Society Humanoid Rights

Should an as yet hypothetical (but rapidly more plausible) self-aware Al be entitled to the same basic rights that we enjoy?



A philosophical theme lies at the center of this story: the universe is a simulation theory. From Descartes 1637 desiderata "I think therefore I am" to the 1999 movie The Matrix, such musings are occasionally on the mind of pundit and couch potato alike.

Episode Vignettes, Part II

In this series of episode vignettes, we find everything from a battle of man vs. machine, to a truly crackpotted notion concerning the origin of the devil, to a Dyson sphere and a cheesy office romance.

The Ultimate Computer [tos2x24-1968]

Richard Daystrom, a computer scientist with an obsession for his work, is commissioned to install a sentient computer on the Enterprise. Kirk and his crew worry about being replaced by machines. Instead the computer runs amok and turns the ship into an unregulated autonomous weapons system. The battle of man vs. machine begins, as the computer takes a war games exercise all too seriously. Kirk has a *clash of wills* with Daystrom over the necessity to destroy the machine, but in the end Kirk's will prevails.



Past and Present Moral Controversy Workers Replaced by Machines

Man vs. machine is a prominent theme that is only becoming more interesting as machines become more sophisticated. In 1727 the UK parliament passed a law against the demolition of machines. Today we ask ourselves whether computers will one day take over the world and make us humans obsolete.

Alterna	te Reality
Alter	nate Society
► Ex	kistential Risk
- V	Man-made Existential Risk
	Unregulated Autonomous Weapons System

An unregulated autonomous weapons system run amok is a noteworthy special case of the "killer robots" theme, featured in such classic sci-fi films as Terminator and The Matrix.

The Magicks of Megas-Tu [tas1x08-1973]

Caught in a matter-energy whirlwind, the Enterprise is pulled into the galactic core where the crew learns first hand what it would be like to have magical powers. They also find out that the Earth's devil was really a misunderstood alien, and a rather nice chap at that, who was only in search of some friendship.



Crackpot theories, when not taken too seriously, make for highly amusing story material. From the crashed UFO in Roswell, New Mexico, in 1947 to theories about spontaneous combustion and telekinesis; the Star Trek proposition that the devil was really an alien with magical powers must be among the zaniest.

Gibel sensatsii (1935)



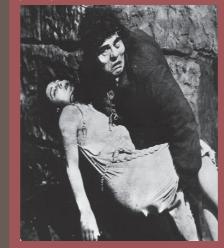
Workers Replaced by Machines: Robots controlled by music take the jobs of workers and are used to quash the subsequent rebellion.

Metropolis (1927)



Social Inequality: Wealthy industrialists live in luxury while benighted workers toil away underground. The workers are urged to rise up. Can the two classes reconcile?

The Hunchback of Notre Dame (1923)



Unrequited Love: Quasimodo is a horribly disfigured hunchback who falls in love with the beautiful Esmeralda. She shows him kindness but is ultimately repulsed his appearance.

Justice [tng1x08-1987]

The Enterprise crew reaches out for some cross cultural understanding on an alien homeworld, a veritable free love utopia. They see the dark side of this society, however, when Wesley is condemned to death for clumsily tumbling into a flowerbed. Picard, having the power to choose, must now face the following social ethical dilemma: either follow the Prime Directive and obey the alien laws or violate those laws to save Wesley from execution.



Ethical dilemma is nourishing food for any story. These can be realistic or hypothetical: Is it okay to kill an android to save a unicorn?

Relics [tng6x04-1992]

Gerodi discovers Mr. Scott (now captain) locked in a transporter buffer. Scotty, who is generally coping with aging, now faces what it would be like to wake up in the future. He has troubles fitting in and feels the need to feel useful to society now that his skills have become obsolete. During a *male bonding* experience with Geordi, however, he gets to save the Enterprise from being stuck inside a Dyson sphere and recovers some much needed dignity.



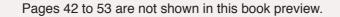
The Dyson sphere is a classic the sci-fi theme. Thought of by Olaf Stapledon in 1937, the idea was elaborated on by physicist Freeman Dyson in 1960: A huge sphere is built around a star, allowing its inhabitants to harvest 100% of the star's energy. Such a sphere built around Sol would have the surface area of a half-billion earths.

Lessons [tng6x19-1993]

While prowling the ship during a sleepless night, Picard chances upon Nella Daren, head of the science department. The attraction is instantaneous and they embark on an office romance. The feelings of romantic love are deepened by their mutual passion for music. Picard, however, is repeatedly torn between duty vs. love. The matter comes to a head when he must make a life and death decision involving Nella and other crewmen. Though safe and sound in the end, they ultimately decide to part ways.



Romance! We present here our choice of a mature love-story.



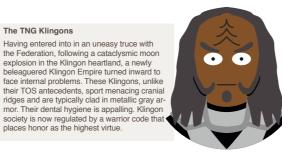
A Tale of Two Klingons

What a difference a generation makes. The Klingons went from being a galactic menace of the highest order in TOS/TAS to an inward looking warrior culture in TNG. What changed? What stayed the same?

The TOS/TAS Klingons

Arch-enemy of the United Federation of Planets, the Klingon Empire is a hostile and aggressive military force to be reckoned with across interstellar space. In physical appearance, the Klingons are swarthy and wear simple, unadorned military uniforms. The core ethical principle at the heart of Klingon culture holds that it is the percegative of the strong to dominate the weak. Federation power and ideals present the only obstacle to galactic domination.





Top 20 Enriched Themes in TOS/TAS Klingon Episodes

Top 20 Enriched Themes in TNG Klingon Episodes

Theme	Domain	P Value	Theme	Domain	P Value
über-belligerent alien	0	< 0.0001	über-belligerent alien	0	< 0.0001
diplomatic negotiating	\bigcirc	0.0005	honor	\bigcirc	< 0.0001
culturally distinguished life form	\bigcirc	0.0006	culturally distinguished life form	\bigcirc	< 0.000
man vs. beast	0	0.0030	the need for cultural heritage	\bigcirc	0.0003
diplomacy	\bigcirc	0.0053	rage	\bigcirc	0.0032
conflict over a shared resource	\bigcirc	0.0054	racism in society	\bigcirc	0.0080
atrocities of war	\bigcirc	0.0054	facing wrongful accusations	\bigcirc	0.0080
tribble	0	0.0054	belonging	\bigcirc	0.0090
pacifism	\bigcirc	0.0098	religious fanaticism	\bigcirc	0.0099
military tactics	\bigcirc	0.0098	war of succession	\bigcirc	0.009
war		0.0110	father and son	\bigcirc	0.010
transnational social issue	\bigcirc	0.0111	guilt and innocence	\bigcirc	0.016
the art of war	\bigcirc	0.0136	the art of war	\bigcirc	0.020
miscellaneous life form	\bigcirc	0.0150	the lust for power	\bigcirc	0.024
imperialistic society		0.0150	imperialistic society	\bigcirc	0.028
conflict of moral codes	\bigcirc	0.0157	the desire for redemption	\bigcirc	0.028
cross cultural understanding		0.0198	loyalty	\bigcirc	0.029
humility	•	0.0217	agreeable characteristic	\bigcirc	0.030
patience	\bigcirc	0.0297	brother and brother	\bigcirc	0.036
temperance	0	0.0301	cooperation	\bigcirc	0.036
conscience vs. self-preservation	\bigcirc	0.0301	surprise	\bigcirc	0.037
invasive life form from outer space	\bigcirc	0.0301	wrath	\bigcirc	0.047
cooperation	\bigcirc	0.0481	political assassination	\bigcirc	0.052
alien morals	\bigcirc	0.0481	civil war	\bigcirc	0.052
complacency	\bigcirc	0.0481	single fatherhood	•	0.052
the human condition	society		the pursuit of knowledge	alternate reality	

The Klingons are an über-belligerent humanoid species in the Star Trek alien pantheon. In TOS/ TAS, the Klingon Empire pursues a harsh imperialist foreign policy, characterized by the use of military force in the subjugation of their weaker neighbors. The Federation, by contrast, is portrayed as a group of confederated alien races, united under the common principles of human rights and interstellar cooperation. The Federation fights to check Klingon expansion in the galaxy. The conflict between the Federation and the Klingon Empire has been seen as an allegory for the Cold War. According to this interpretation, the Federation represents the Western powers (i.e. NATO), and the Klingon Empire, the Soviet Union (i.e. the Warsaw Pact). But by the TNG series, Klingon society had undergone a radical transformation. The Klingons went from being a Federation enemy hell-bend on galactic domination, to an ally with a warrior culture, preoccupied with the maintaining of cherished traditions in an ever-changing world. Gone was the outward looking and expanding Klingon Empire. In its place, we find a society beset with internal struggle and a culture that values traditional warrior virtues, especially as loyalty and honor.

The big question is this: Do the Star Trek episode themes distinguish the cold warrior Klingons of TOS/TAS from their samurai warrior kin of TNG?

The answer lies in the identification of statistically over-represented themes in Klingon related episodes. Roughly, a theme is said to be over-represented, or *enriched*, when it occurs in a list of episodes more than would be expected by chance. The TOS/TAS and TNG Klingon episode enriched themes are shown in the accompanying tables. Theme over-representation analysis is fully described in [1] and the curious reader can reproduce these examples using the R package stoRy [2].

Consider first the TOS/TAS Klingon enriched themes in overview. TOS/TAS Klingon *imperialistic society* posed a serious military threat to the Federation. When an inevitable *transnational social issue* flared up between the Federation and Klingon Empire, such as a *conflict over a shared resource*, the resolution usually came about by either *diplomatic negotiating* or outright *war*. Although in some instances, Klingons and Federation members came to a *cross cultural understanding* when united by a common enemy that invariably came in the form of an incorporeal alien. But TOS/TAS

Klingon society had at its heart a *conflict of moral codes* with Federation ideology that proved insuperable. Many of the human condition themes are virtues possessed by the aliens that the Klingons sought to conquer (i.e. *pacifism, humility, kindness, honesty, patience,* and *temperance*). Most notably, the chief TNG Klingon virtues of *loyalty* and *honor* are not over-represented in TOS/TAS Klingon episodes.

Where TOS/TAS Klingon society is enterprising and enthusiastic in its convictions, TNG Klingon society is inward looking and gloomy. Consider the sorts of over-represented themes shown in the TNG Klingon table. The enriched society themes mostly pertain to internal conflicts, as evidenced by the themes civil war, mediation, racism in society, religious fanaticism, and war of succession. No longer is the Klingon Empire striving to impose Klingon values on the galaxy by means of military force, but rather it is focused on its own internal affairs. A subset of the enriched human condition themes (i.e. loyalty, honor, rage, and wrath) constitute signature TNG Klingon characteristics. However, a number of the human condition themes are about Worf, the lone Klingon aboard the Enterprise-D, struggling to maintain a connection with his Klingon cultural roots (i.e. belonging, multicultural upbringing, and the need for cultural heritage). The Klingon's family life is also much featured. In particular, there is Worf's relationship with his powerful borther Kurn (i.e. brother and brother) and his only begotten son Alexander (i.e. father and son and single fatherhood). Many of the remaining human condition themes surround aspects of life in a cut-throat warrior culture, including the lust for power, the desire for redemption, and coping with the death of a fellow compatriot. Granted some old Klingon habits die hard. Klingon über-belligerence and a passion for the art of war hold true irrespective of the series under consideration.

References

[1] Mikael Onsjoë and Paul Sheridan, Theme Enrichment Analysis: A Statistical Test for Identifying Significantly Enriched Themes in a List of Stories with an Application to the Star Trek Television Franchise, arXiv, (2017).

[2] Paul Sheridan and Mikael Onsjoë, stoRy: Theme Enrichment Analysis for Stories (2017). R package version 0.1.1.

A Tale of Three Series

Each Star Trek series comes with its own unique charm. But which themes stand out the most in each of TOS, TAS, and TNG? A theme over-representation analysis provides the answers.

Theme	Domain	P Value	Comment
	Тс	p 15 TOS E	nriched Themes
female stereotype	0	< 0.0001	Various outmoded female stereotypes reinforced.
wrath	\bigcirc	< 0.0001	Violent outbusts abounded.
alternate society	\bigcirc	< 0.0001	Different ways of organizing society explored.
facing a fight to the death	\bigcirc	< 0.0001	Captain Kirk no stranger to such altercations.
what if I had to fight to the death	\bigcirc	< 0.0001	Captain Kirk no stranger to such altercations.
gender issues	\bigcirc	< 0.0001	Various outmoded sexist attitudes challeged, too.
rage	\bigcirc	< 0.0001	Hurled bowls of Vulcan plomeek soup and so on.
real gadget	\bigcirc	< 0.0001	Flatscreen TV, lie detector, teleconferencing, etc.
unpleasant emotion	\bigcirc	< 0.0001	Parent theme of "rage".
alternate life	\bigcirc	< 0.0001	Fantastical things befalling people explored.
way of life	\bigcirc	0.0001	Ideologies on how to lead a good life explored.
purpose in life	0	0.0002	Parent theme of "way of life".
existential risk	\bigcirc	0.0002	Various threats to human civilization explored.
imperialistic society	\bigcirc	0.0002	Federation a bastion against imperialism.
what if I faced an incredible situation	0	0.0003	Examples of incredible situations faced noted in the main text.
	1	Top 5 TAS E	nriched Theme
earth-life inspired life form	0	0.0004	Avians, felinoids, insectoids, slug-like aliens, etc.
life-support belt	\bigcirc	0.0004	A belt-like device that functions as a spacesuit.
miscellaneous life form	\bigcirc	0.0017	E.g. an alien composed of autonomous parts.
man vs. beast	\bigcirc	0.0187	Beasts faced: ie-matya, rock beast, tribble.
Chariots of the Gods	\bigcirc	0.0326	Aliens supplied the ancients with technology.
	T	op 15 TNG E	Enriched Theme
human emotion	\bigcirc	< 0.0001	Virtues, vices, emotions pleasant and unpleasant
virtual reality room	\bigcirc	< 0.0001	The holodeck in other words.
familial love	\bigcirc	0.0002	Bonds between family members emphasized.
growing up	\bigcirc	0.0003	Problems faced in early life treated.
heavenly virtue	\bigcirc	0.0004	Emphasized human virtues detailed in main text.
android	\bigcirc	0.0006	Lieutenant Commander Data in other words.
human personality	\bigcirc	0.0008	Parent theme of "human emotion".
social interaction	\bigcirc	0.0008	Social dynamics of people interacting in groups explored.
pride	\bigcirc	0.0012	Just one of the many human vices examined.
belonging	\bigcirc	0.0020	Finding one's place in a social group explored.
mother and son	\bigcirc	0.0021	E.g. Beverly Crusher and her son Wesley.
AI point of view	\bigcirc	0.0026	Characters keen on self-analysis of mental states.
family affairs	\bigcirc	0.0029	A mother's love for her child featured.
adolescence	\bigcirc	0.0030	The world as might be viewed by an AI shown.
familial relations	\bigcirc	0.0035	The ups and downs of family life examined.
the human condition	society		the pursuit of knowledge

Theme Over-representation by Series

A theme is said to be over-represented, or enriched, in a series when it is found to occur among its episodes more than would be expected by chance. Over-represented themes for TOS, TAS, and TNG are shown in the accompanying Enterprise-shaped word clouds. The curious reader can find out more about "A Tale of Three Series" over-representation analysis in references [1, 2].

The Original Series

Two society domain themes (female stereotype, and gender issues) stand out and they relate to the role of women in 1960s society. Of the various over-represented alternate reality domain themes three (alternate society, existential risk, and man-made existential risk) relate to speculations about society. In particular the emphasis on existential risk is likely a reflection of the Cold War and relatively fresh memories of the Second World War. Four of the most over-represented human condition domain themes (wrath, facing a fight to the death, rage, and unpleasant emotion) are in fact closely tied to conflict as well. Other human condition themes among the top 20 most enriched themes (way of life, purpose in life, personal ethical dilemma, tough decision, and the need for a challenge in life) fit into a category of life choices and decision making. Speculating about why this might be a feature of TOS relative to the later series is left to the reader. Suffice it to say that they, like all the most over-represented human condition domain themes in TOS, are notably different from the over-represented themes in TNG.

The Animated Series

Many of the over-represented alternate reality themes can be labeled as fanciful notions. There are typical sci-fi themes: earth-life inspired life form, life-support belt, and miscellaneous life form. Chariots of the Gods, which is a theory that aliens bootstraped human civilization via the supplying o our ancient ancestory with technology, is categorized as a *crackpot theory* as it is a theory that is not accepted in mainstream science. Note that Atlantis and Bermuda Triangle are other crackpot theories that fall withing the top 10 most enriced TAS themes. That such themes become over-represented in TAS can be explained by the fact that it is the only animated series of the trio. On one hand this would have released the authors from constraints otherwise imposed by the need for costly props and primitive computer-generated imagery and allowed

them to unleash their imagination further. The lack of emotion-related themes, ascompared with TOS and TNG, may be partially explained by early animation technology's inability to approach the nuances of facial expression and body language that talented actors (notably William Shatner and Patrick Stewart) could employ.

The Next Generation

The lion's share of the most significantly over-represented TNG themes relate to individual human experience. Many of them are in the category called family affairs: familial love, growing up, mother and son, maternal love, family affairs, adolescence, familial relations, father and son, paternal love, and child rearing (the latter three thmes fall within the top 20 most enriched themes); some others are not dissimilar: human emotion, heavenly virtue, human personality, social interaction, pride, and belonging. Anyone familiar with the lovable android Data will understand that the alternate reality domain themes android and AI point of view are tied up with stories about individual human experience as well. In fact the only theme that stands out as different in this sense is virtual reality room, a particular sci-fi concept that refers to the holodeck in TNG which has become something of a meme in its own right. Why it is that TNG so distinctly features these family affair, relationship, and emotional themes is of course open to interpretation. Grumpy old-timers will point to an inexorable trend in modern television has been towards vapid character development designed to evoke safe familiarity rather than intellectual stimuli or moral controversy. Certainly, the main characters in TNG all have more elaborate background stories, subtle personality traits, and complicated interpersonal relationships than the main characters of the two earlier series.

References

[1] Mikael Onsjö and Paul Sheridan, Theme Enrichment Analysis: A Statistical Test for Identifying Significantly Enriched Themes in a List of Stories with an Application to the Star Trek Television Franchise, arXiv, (2017).

[2] Paul Sheridan and Mikael Onsjö, stoRy: Theme Enrichment Analysis for Stories (2017). R package version 0.1.1.

Theme Time Series

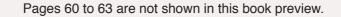
The study comprises several thousand themes organized into roughly a hundred theme categories, all of which can be explored at

http://www.themeontology.org

The first page below displays the 31 most common specific themes and when they were used. The next three pages show the same but for each of the theme categories. A black/colored/gray mark indicates a choice/major/ minor theme usage respectively.

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The Human Condition

Themes that are about the individual experience of being human: our lives, emotions, relations, needs, aspirations, etc.

the life of a loved one vs. the good of humanity life of a triend vs. the loves of many the Calculus of human life grabbing specifie vs. add preservation life the life of the playing it fair vs. taking an advantage duty Vs. duty or be killed betrying an advantage duty vs. duty desire vs. conscience conflict of duty duty vs. friendship a with the devit to save a final compassion vs. self-preservation to tell the truth vs. offering a con duty vs. love PERSONAL ETHICAL DILEMMA Sophie's choice xenocide vs. foregoing personal gain to kill or to spare choosing between just causes saving a friend vs. sel mising one's ethical principles vs. self-preservation ising one's ethical procession sacrifie duty vs. compassion sacrifie duty vs. self-prese

TOUGH DECISION

CHALLENGES IN LIFE

publicly confront vs. to privately discuss logic vs. gut feeling decision making in the face of uncertainty

tough love PERSONAL PRACTICAL DILEMMA hopeless search vs. to abandon hope risk taking vs. playing it safe trust in a potential foe

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coping with memories of a lost love coping with a life-changing event COPING WITH LIFE ISSUES coping with having a predetermined life coping with mortality coping with time passing you by

coping with personal failure coping with being tortured

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> cracking under pressure coping with the rigors of command **COPING WITH STRESS** coping with stress at work freezing up in a critical momen living up to expectations

struggling with a life-changing decision delivering bad news COPING WITH HAVING TO DO SOMETHING coping with opposing a friend

surviving an existential risk man vs. space anomaly man vs. zombie man vs. network with man vs. captivity man vs. network Survivi Man vs. captivity facing an overpowering adversary facing an investing force facing a fight to the death man vs. beast

COPING WITH ADVERSITY

coming out of the closet charting unknown territory resisting a temptation powercoming an pandemic bird in gradided cage overcoming an addiction facing a host saylum facing a the saylum facing a the saylum facing a the saylum

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FACING ADVERSITY

SOCIAL INTERACTION

overcoming a limitation facing mysterious adversity

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trust in a leade the importance of punctuality social awkwardness office politics pecting attern regolitation and emergoduery working together under stress a danger shared can bring people together belonging GROUP INTERACTION workplace relations there is weakness in conformise

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better to have loved and lost there is strength in unity true beauty comes from within appearances can be deceiving there is value in diversity be mindful of first impressions the importance of patience in communication what is ugly might still be good LIFE LESSON there is value in redundancy there is always a third course we need our darker emotions in moderation be careful what you wish for what is use, may be dealed our darker emotions in incorrection to be dealed in the guise of a gradient of the guise of the g evil can come in the guise of beauty

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PURPOSE IN LIFE

the desire for prestige the lust for gold the desire to be beautifu the desire for redemption passion for gambling passion for m the desire to be worshiped the desire to advance one's career passion for archaeology the thirst for knowledge the lust for power passion for space exploration the desire for justice HUMAN ASPIRATION passion for music the desire for personal development, the desire to pursue one's dream the desire for vengeance the quest for immortality

aritable volunteering the desire for glory

the need to be treated with respect

turn the other cheek living underground is not natura patriotism WAY OF LIFE pacifism carpe diem neo-luddism traditionalism just be yourself

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loyalty to a group

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HUMAN PERSONALITY

otion obsession with a life-dedicated project descent into madness desperation ennui monophobia

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pursuing one's dream vs. saving a friend eedom vs. romantic love deal with the devil

bomwork vs. play choosing between allegiances life as a cripple vs. suicide breaking with tradition vs. suicide accumulation of wealth vs. personal development

the joys of love

pleasure in horseback riding

choosing between job opportunities love vs. career thirst for knowledge vs. safety pursuing one's dram vs. advancing one's career resettlement vs. fighting for one's homeland

contemplating suicide LIFE CHOICE adopting a child

pleasure in telling someone to shut the hell up

the beauty of nature

pleasure in listening to music

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Human Personality

"What makes one man an exceptional leader? We see indications that it's his negative side which makes him strong, that his evil side, controlled and disciplined, is vital to his strength. Your negative side removed from you, the power of command begins to elude you." – Mr. Spock, "The Enemy Within"

These are themes that describe, discuss, and illustrate the various components that make up the human psyche. They put a single individual in the center and involve other people and external condition only insofar as these are represented as thoughts in the main character's mind. *Human personality* themes fall into four broad categories: *human characteristic, human disposition, human emotion,* and *human state of mind.* Amicable and antagonistic dispositions, in particular, as well as romantic love necessitate by definition that there is the idea of someone else.

Human Characteristic

Human characteristics are perhaps the easiest to explain. When featured, they tend to come with the moral suggestion "this is what you ought to be like" or "this is what you shouldn't be". Heavenly virtue and deadly sin are by and large just other positive and negative character traits. The list is lifted from Christian tradition and reveal the authors' backgrounds as Western writers. It should be noted, however, that all major religions discuss positive and negative character traits in similar ways, just with different emphasis. Because of the significance such thinking has had throughout the last millenniums of world history, it is hoped that the inclusion of sins and virtues as their own categories will be appealing and useful.



Agreeable Characteristic: A character trait that is generally admirable and considered beneficial to society is featured.

Child themes: chivalry, courage, courage in the face of death, courtesy, creativity, distaste for attention, fairness, fortitude, heroism, honesty, hon-

or, hospitality, ingenuity, inquisitiveness, integrity, personal conviction, Spartan asceticism



Disagreeable Characteristic: A character traits that is generally disagreeable and considered bad for society is featured.

Child themes: childishness, closed-mindedness, complacency, cowardice, cruelty, deviousness, hedonism, hubris, irreverence, malevolence, prickliness, prudishness, righteousness, rudeness, ruthlessness, sadism, stubbornness, tardiness



Heavenly Virtue: One of the traditional "heavenly virtues" of Christian theology is featured. Child themes: *chastity, diligence, generosity, humility, kindness, patience, temperance*

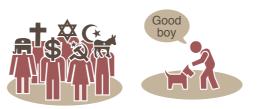


Deadly Sin: One of the traditional "deadly sins" of Christian theology is featured.

Child themes: *avarice*, *gluttony*, *jealousy*, *lust*, *pride*, *sloth*, *vanity*, *wrath*

Human Disposition

Themes about *human dispositions* are rather similar to those about *human characteristics*. Where the latter discusses a person's behavior in general, the former evokes slightly more specific situations. The moral message may be "this is how you should treat others" and vice versa.



Amicable Disposition: A positive attitude we may have towards one another is featured.

Child themes: compassion, graciousness in defeat, loyalty to a cause, loyalty to a friend, loyalty to a group, loyalty to a leader, loyalty to a subordinate, loyalty to one's family, loyalty to one's species, magnanimity in victory, mercy, pity, respect for an enemy



Antagonistic Disposition: A negative attitudes we may have towards one another is featured. Child themes: *contempt, inferiority complex, moral outrage, prejudice, resentment*

Human Emotion

The sub-category called human emotion may seem obvious at first glance. There is, however, no real consensus on precisely what an emotion is. The distinction between pleasant emotion and unpleasant emotion. Comparatively basic feelings are in the human emotion categories and more complex mental states in the human state of mind categories. The distinction between positive and negative is fuzzy as well. If negative aspects of something that is normally considered positive are notably featured, however, it is always possible to formulate a different theme for that particular idea. It is interesting to note that whereas themes about character traits often come with a moral message, themes about emotions are less judgmental of themselves. The message is rather "this is what it is like to experience such and such". There may be a moral message attached to whatever situation that brought about the emotion but, again, that is then a different theme.



Pleasant Emotion: A base human emotion that we typically enjoy having is featured.

Child themes: acceptance, admiration, amazement, anticipation, awe, bliss, determination, distraction, ecstasy, hope, interest, joy, love, nostalgia, serenity, surprise, trust, vigilance



Unpleasant Emotion: A base human emotion that we typically do not enjoy having is featured.

Child themes: anger, annoyance, apprehension, boredom, despair, disgust, embarrassment, fear, frustration, grief, loathing, loneliness, pensiveness, rage, remorse, sadness, shame, terror

Many of the emotions can easily be imagined as dispositions. The obvious example is *romantic love*. Related words when used as themes are placed under the category of *pleasant emotions* because the focus in such stories (and many there are) tends to be on the individual characters' individual feelings. Love may be a disposition in many cases but when, for example, holy scripture commands that thou shalt love thy neighbor, thy fellow man, or thy Lord, this is most likely not to be understood in the romantic sense.

Webster's dictionary defines love as "a quality or feeling of strong or constant affection for and dedication to another." In our stories, love is overwhelmingly of the romantic variety, i.e., the idea of physical attraction and sex is not far removed. Another substantial category is that of non-romantic love between family members. The remaining case (non-romantic love between people who are nothing like family) are few enough that they can be squeezed together with the second kind into, simply, *familial love* without causing too much head-scratching.



Familial Love: The sort of love shared among family and friends.

Child themes: filial love, fraternal love, love of a pet, maternal love, matrimonial love, paternal love, platonic love, sororal love



Romantic Love: That peculiar sort of love between people associated with sexual attraction. Child themes: *epic love, forbidden love, infatuation, love at first sight, nostalgic love, obsessive love, old-age love, tragic love, unrequited love*

Human State of Mind

Whether *human states of mind*, such as phobias, should be categorized as "pathological" is arguable. It is of course a matter of degree. A commonly cited example of a phobia is the fear of spiders: arachnophobia. The fear of snakes, heights, open spaces and small spaces, dogs, thunder, germs, flying, and holes are others that one quickly come across on searching. A word game related site on the Internet (http://www.wordplays. com, accessed 23/09/2017) lists the following 80 English words ending with "phobia":

Acrophobia, aerophobia, agoraphobia, aichmophobia, ailourophobia, ailurophobia, algophobia, anemophobia, anglophobia, anthropophobia, aquaphobia, arachnophobia, arithmophobia, astraphobia, astrapophobia, astrophobia, autophobia, bathophobia, batrachophobia, bibliophobia, cancerophobia, cancerphobia, canophobia, claustrophobia, computerphobia, cyberphobia, cynophobia, dromophobia, ecophobia, emetophobia, ergophobia, erotophobia, erythrophobia, europhobia, francophobia, genophobia, gerontophobia, graphophobia, gynophobia, hierophobia, homophobia, hydrophobia, hypsophobia, kenophobia, monophobia, mysophobia, necrophobia, negrophobia, neophobia, nosophobia, nyctophobia, ochlophobia, odontophobia, ornithophobia, panophobia, pantophobia, pathophobia, phagophobia, phengophobia, phonophobia, photophobia, pyrophobia, satanophobia, scopophobia, scoptophobia, sitiophobia, sitophobia, symmetrophobia, syphilophobia, taphephobia, taphophobia, technophobia, teratophobia, thanatophobia, theophobia, toxicophobia, toxiphobia, xenophobia, zelophobia, zoophobia

Of these, the spell checker in our software recognizes only acrophobia (fear of heights), agoraphobia (-open spaces), arachnophobia (-spiders), claustrophobia (-narrow spaces), ergophobia (-work), homophobia (-homosexual people), hydrophobia (-water), technophobia (-advanced technology), and xenophobia (-strangers). The latter is frequently featured in Star Trek where the "strangers" may be physically repulsive beings from another planet. It is not hard to come across additional phobias. After all, one can take any noun, append the suffix "phobia" and come up with a fantastical story to match.



Non-pathological State of Mind: A mental illness, i.e., such states of mind that are undesirable and serious enough that professional treatment should be considered

Child themes: anxiety, culture shock, denial, desperation, emotional overwhelm, ennui, escape from reality, feeling of helplessness, feeling of unfulfillment, megalomania, misandry, misanthropy, misogyny, moodiness, obsession, obsession with a life-dedicated project, religious fervor, selective memory, withdrawal from society.



Pathological State of Mind: A complicated internal mental state that is not described as simple emotions, i.e., a disorder and the like.

Child themes: acute anxiety, arachnophobia, delusion of being an android, delusion of grandeur, depression, descent into madness, drug addiction, hypochondria, intoxication, mental illness, monophobia, persecution complex, psychopathy, sleep deprivation, Stockholm Syndrome, succumbing to dark emotions, suppressed emotion, suppressed memories, transporter phobia, video game addiction

Purpose in Life

"These are people, not robots. They should have the opportunity of choice." – James T. Kirk, "The Apple"

Purpose in Life is the category of themes that illustrate the things that motivate us and the choices we make about how to lead our lives. Themes that describe the most basic needs are categorized under Human Need. It is interesting to compare these with Maslow's hierarchy of five types of needs: The "physiological" contain that which is needed for humans to live. "Safety" is that which we need to feel that our lives and ways of life are secure. "Love and belonging" is the need to be involved in society through, e.g., friends and family; "esteem" is the need to be valued and accepted by the same. "Self-actualization", finally, is the need to fulfill intellectual and spiritual desires and achieve one's perceived potential.

The category *Human Pleasure* simply contains a variety of pleasurable pursuits pastimes that have been found featured in stories. *Human Aspiration* contains particular things a human may choose to strive for in life (cf. Maslow's fifth category). *Life Lesson* is a diverse category of various condensed "facts" (they need of course not be taken as truths by the audience just because they are featured in a story) a person may have come to learn about life and existence. *Way of Life*, finally, contains things related to a persons choices about how to lead their life in society. Where the human aspirations contained particular personal ambitions, ways of life are rather ideas about what kind of community we want to live in.



Human Need: The things we humans tend to need in order to consider ourselves healthy, content, and fulfilled in life.

Psychological: the need for procreation

Safety: attachment to one's land, attachment to one's livelihood, the need for privacy, the need for self-determination

Love/Belonging: attachment to one's people, the need for closure, the need for companionship, the need for cultural heritage, the need for friendship

Esteem: the need for self-vindication, the need to be remembered, the need to be treated with respect, the need to feel useful to society, the need to get there on one's own merits, the need to maintain an image, the need to prove one's self

Self-actualization: attachment to one's ship, the need for a challenge in life, the need for a purpose in life, the need for freedom, the need for play, the need for rest and recreation



Human Pleasure: A character takes marked pleasure in an activity such as a hobby.

Child themes: passion for archaeology, passion for charitable volunteering, passion for gambling, passion for medicine, passion for music, passion for space exploration, pleasure in antiquing, pleasure in beating the tar our of someone, pleasure in cooking, pleasure in dancing, pleasure in discharging firearms, pleasure in eating, pleasure in horseback riding, pleasure in hunting, pleasure in listening to music, pleasure in solving a puzzle, pleasure in taking exercise, pleasure in telling someone to shut th hell up, pleasure in violence, the beauty of nature, the joys of love



Human Aspiration: A basic human hope, dream, or the question of what we want out of life is featured.

Child themes: the desire for glory, the desire for justice, the desire for personal development, the desire for prestige, the desire for redemption, the desire for vengeance, the desire to advance one's career, the desire to be beautiful, the desire to be worshiped, the desire to pursue one's dream, the lust for gold, the lust for power, the quest for immortality, the thirst for knowledge

what is ugly might still be good one cannot cheat fate the flip side of immortality there is value in experience there are no shortcuts in life there is value in diversity

Way of Life: The various ideas people may have about how they want to lead their lives.

Child themes: anti-intellectualism, carpe diem, free love, intellectualism, just be yourself, neo-luddism, pacifism, patriotism, traditionalism, turn the other cheek, vegetarianism



Life Lesson: A character comes to learn useful knowledge or a principle that can be applied to living a better life.

Child themes: appearances can be deceiving, be careful what you wish for, be mindful of first impressions, better to have loved and lost, evil can come in the guise of beauty, ignorance is bliss, the flip side of immortality, there is strength in unity, there is value in diversity, there is value in redundancy, true beauty comes from within, you can't force someone to love you, you have to take chances to get ahead

Challenges in Life

"A man either lives life as it happens to him, meets it head-on and licks it, or he turns his back on it and starts to wither away." – Dr. Boyce, "The Menagerie" and "The Cage"

This is the category of themes that describe problems an individual may be confronted with in the course of their life. It is further divided into three branches: *coping with adversity, facing adversity,* and *tough decision*.

Coping with Adversity

The word "coping" is used to indicate that these are challenges in life that we, by and large, just have to endure. The struggle is mostly within one's self and coming to terms with fact. In a science fictional setting it is not hard to imagine a situation where someone instead seeks to change such conditions. But that is then the subject for a different theme.



Coping with an Affliction: A character is coping with a physical or mental condition that causes them pain or anxiety.

Child themes: coping with a bad hangover, coping with a disability, coping with a friend who is losing their mind, coping with a friend who is overexerting themself, coping with a loss of faith, coping with a loved one being terminally ill, coping with a terminal illness, coping with aging, coping with amnesia, coping with being horribly disfigured, coping with cold feet, coping with excruciating pain, coping with insomnia, coping with menopause, coping with post-traumatic stress, coping with senility, coping with test anxiety, coping with tight boots



Coping with Death: A character is coming to grips with the death of a person or persons who they had a degree of attachment to in life.

Child themes: coping with suicide, coping with the death of a child, coping with the death of a colleague, coping with the death of a fiancée, coping with the death of a friend, coping with the death of a grandparent, coping with the death of a lover, coping with the death of a parent, coping with the death of a pet, coping with the death of a sibling, coping with the death of a spouse, coping with the death of a subordinate, coping with the death of one's entire chorus, coping with the death of one's entire family



Coping with Problematic People: A character puts up with a person who they cannot avoid but find if difficult to deal with for whatever reason.

Child themes: coping with a bad boss, coping with a loose cannon, coping with a real nag, coping with a spoiled brat, coping with an incompetent coworker, coping with an intransigent son of a bitch, coping with an obnoxious chatterbox, coping with an obnoxious jerk, coping with an overprotective guardian, coping with an unruly pet, coping with unwelcome romantic attention



Coping with Danger: A character experiences a dangerous situation.

Child themes: coping with a loved one being in peril, coping with being locked up in a penalty box, coping with being lost in space, coping with being stranded alone for years, coping with being tortured

Coping with Having to do Something: A character has to do something they know they must do but that is nevertheless psychologically very difficult.

Child themes: coping with opposing a friend, delivering bad news, killing an injured pet, struggling with a life-changing decision

Coping with Life Issues: A character comes to terms with some common problem that happens to common people in the common course of life. Child themes: *coping with a life-changing event, coping with having a predetermined life, coping*

with memories of a lost love, coping with mortality, coping with personal failure, coping with time passing you by



Coping with Social Issues: A character has trouble with their place in society, or with family and friends, etc.

Child themes: coping with being pitied, coping with being separated from one's family, coping with disagreeable orders, coping with guilt, coping with having injured a friend, coping with having injured someone, coping with living in a foreign culture, coping with rejection

Coping with Stress: A character is experiences a stressful situation.

Child themes: coping with stress at work, coping with the rigors of command, cracking under pressure, freezing up in a critical moment, living up to expectations

Facing Adversity

The word "facing" is used to indicate that there is a confrontation with something objectionable that the character in question seeks to change. The struggle is to muster the resolve and find the resources that are required.



Facing General Adversity: A character confronts something difficult that they actively endeavor to overcome.

Child themes: bird in a gilded cage, charting unknown territory, coming out of the closet, convalescence, facing a conspiracy, facing a hostage situation, facing a pandemic, facing a ship takeover, facing life in an insane asylum, facing life in captivity, facing mysterious adversity, facing one's darkest fear, facing wrongful accusations, overcoming a limitation, overcoming an addiction, postponing grief, resisting a temptation, standing up to a boss, standing up to a bully



Self-sacrifice: A character helps another character or cause at a significant cost or risk to themself.

Child themes: sacrifice for a friend, sacrifice for a loved one, sacrifice for a subordinate, sacrifice for an adversary, sacrifice for an obsession, sacrifice for one's beliefs, sacrifice for one's people, sacrifice self and crew to foil an enemy, sacrifice to save a hated enemy, sacrificing one's self for the universe, sacrificing one's self to contain a pandemic, selfless service



Survival: A character faces a situation where their life itself is at stake.

Child themes: facing a ferocious beast, facing a fight to the death, facing a mortal enemy, facing an invading force, facing an overpowering adversary, man vs. beast, man vs. captivity, man vs. machine, man vs. nature, man vs. space anomaly, man vs. the occult, man vs. zombie, survival of one's species, surviving an existential risk

Tough Decision

The previous two categories are used when the choice of what to do is already clear. But choices themselves are so important and so central to our stories that they warrant their own category. The further subdivision of this category is interesting: Tough decisions tend to be one of (1) matters of personal preference (what do I want to do with my life?), (2) ethical (what is right and what is wrong?), (3) practical (what will happen if I choose such and such?) A philosopher may object that all choices are all of these things at once. In practice it is usually not difficult to decide that a particular tough decision theme fits better under the rubric of one or the other. Themes about emotions are less judgmental of themselves. The message is rather "this is what it is like to experience such and such". There may be a moral message attached to whatever situation that brought about the emotion but, again, that is then a different theme.



Life Choice: A character is made to reflect on a tough decision that involve choices that are hard, not because of ethical issues or uncertainty about the outcome, but because the decision that will have a major impact on the course of their life.

Child themes: accumulation of wealth vs. personal development, adopting a child, breaking with tradition vs. suicide, choosing between allegiances, choosing between job opportunities, contemplating suicide, deal with the devil, homework vs. play, leaving one's old life behind, life as a cripple vs. suicide, love vs. career, personal freedom vs. romantic love, pursuing one's dream vs. saving a friend, resettlement vs. fighting for one's homeland, the thirst for knowledge vs. safety, tradition vs. safety



Personal Ethical Dilemma: A character struggles with a tough decision that involves choices that are hard because they involve moral considerations.

Child themes: choosing between just causes, compassion vs. self-preservation, compromising one's ethical principles vs. self-preservation. deal with the devil to save a friend, destroying an ancient relic vs. saving the universe, duty vs. compassion, duty vs. conscience, duty vs. duty, duty vs. friendship, duty vs. love, duty vs. self-preservation, grabbing power vs. forgoing power, kill of be killed, playing it far vs. taking an advantage, saving a friend vs. self-preservation, saving a people vs. self-preservation, saving innocent lives vs. compromising one's ethical principles. Sophie's choice, taking the law into one's own hands, the calculus of human life, the life of a friend vs. the lives of many, the life of a loved one vs. the good of humanity, to kill or to spare, to tell the truth vs. offering a comforting lie, xenocide vs. foregoing a personal gain



Personal Practical Dilemma: A character struggles with a tough decision that involve choices that are hard, not because of moral considerations or preferences but simply because the effect of possible choices are less than clear.

Child themes: carrot vs. stick, decision making in the face of uncertainty, fight vs. flee, hopeless search vs. abandon hope, logic vs. gut feeling, rick taking vs. playing it safe, to publicly confront vs. to privately discuss, tough love, trust in a potential foe, trust in intentions vs. trust in judgement

Social Interaction

"Live now; make now always the most precious time. Now will never come again." – Jean-Luc Picard, "Inner Light"

Social Interaction is concerned with themes about dyads or groups of people small enough that we can imagine the feelings of all the individuals involved. It is divided into the following sub-categories: *introspection, one-on-one interaction, family affairs, group interaction.*

Introspection

Someone looks inward and thinks about themselves, who they are, and how they are leading their life. Although seldom (if sometimes) featured on screen, this often involves a mental dialogue with an internal self.



Introspection: A character examines their own conscious thoughts and feelings.

Child themes: a wider world, beating one's self up, catharsis, coming to terms with things, confronting an old ghost, discovering a hidden talent, disillusionment, exercising self-restraint, facing one's darker side, getting a taste of one's own medicine, having a preconception challenged, holding one's tongue, lamentation over a lost love, lesson in humility, questioning one's sanity, remembrance, repressing one's hatred, second guessing one's self, seeing the error of one's ways, self-analysis, self-image, stepping up to the task, swallowing one's pride, taking responsibility for one's actions, trusting one's conscience

One-on-one Interaction

Focus is on two people and the relationship between them in some particular context. Because of the preponderance of romance in stories, such interaction is further grouped into *Romantic Relationship*.



One-on-one Interaction: Two characters engage in a social interaction of some kind.

Child themes: betrayal, bluffing, clash of wills, clash of Wills, compromising, cooperation, expressing feelings, faith in a friend, falling out of friendship, female bonding, flattery, friendship, intimidation, male bonding, mutual respect, placing blame, reconciliation, reverse psychology, rivalry, second guessing a superior, sucking up, trust in a friend



Romantic Relationship: Two characters engage in a romantic relationship.

Child themes: cross cultural romance, doctor and patient relationship, exploiting a lover, fall out from a one night stand, first crush, flirtation, for better or for worse, letting go of a lover, long distance relationship, love triangle, lovers' quarrel, office romance, old flames, old man fetish, pity sex, reunion with a loved one, teen romance, womanizing, young and old romance, young lovers

Family Affairs

Another set of themes that is featured in abundance in our stories is that which centers on the family. There are countless variations and permutations. Many of them involve children, and the challenge of bringing them up.



Growing Up: The various problems someone may face during childhood and adolescence.

Child themes: adolescence, black sheep, childhood as an outsider, childhood aspirations, father and son rivalry, imaginary friend, leaving the nest, multicultural upbringing, orphanhood, role models, sibling rivalry, spoiled brat, teenage angst, university entrance exams, youthful indiscretion



Familial Relations: A relationship between persons who are close enough to consider one another other as family is featured.

Child themes: a person and their clone, brother and brother, brother and sister, father and daughter, father and son, fiancée and fiancée, grandmother and grand daughter, guardian and child, husband and wife, maker and machine, master and pet, mentor and protégé, mother and daughter, queen and a cache of eggs, sister and sister, uncle and nephew



Parenting: A problem or situation that may arise in the interaction between parents and their progeny is featured.

Child themes: absentee father, adoption, child rearing, custody battle, dealing with children, discipline of a child, expecting parents, fatherly disappointment in a son, intellectual development of a child, meddling parent, motherly disappointment in a son, motherly instinct, on the move parenting, parental pride, reunion with a long lost son, shotgun wedding, single fatherhood, single motherhood, unplanned pregnancy, working parents

Group Interaction

Groups of people that are not family may of course also be featured with respect to some interesting issue. This often involves the workplace or work-like situations, for example the military. Some of the themes are studied under the label of team dynamics by corporations who want to improve the efficiency with which we cooperate.



Group Interaction: An interpersonal relation and interaction within a non-family group of more than two people.

Child themes: a shared danger can bring people together, belonging, chain of command, competition among friends, control by intimidation, demagoguery, keeping secrets, leadership, loss of inhibition, loss of self-control, mass hysteria, negotiation, office politics, pecking order, peer pressure, social awkwardness, table manners, the bureaucrat at command, the importance of punctuality, there is weakness in conformism, trust in a leader, two heads are better than one, working together in spite of disagreement, working together under stress, workplace relations

Society

Themes relating to the organization of society and broad concepts such as state, nation, ethnic group, culture, etc.

the horrors of war

war is petty

transnational conflict over a shared resource

arms trade

prisoners of war

tyranny vs. freedom the letter of the law vs. the spirit of the law science for war or peace great need vs. breaking the law preemptive strike in self-defense cultural contamination preempt ure military retaliation to discourage isolationism totalitarianism caste system institutionalized slavery patriarchy Nazi Germany pros and cons iustification for torture time traveler's dilemma the end justifies the means SOCIAL ETHICAL DILEMMA guilt and evidence Prime Directive the good of the many vs. the needs of the few women as irrational bundles of conflicting impulses fascism SOCIAL ORDER anarchy female jealousy Wildt women want female need for male companionship what women want the right to exist of a xenocidal species great need vs. human rights the morality of human cloning enlightened dictatorship military dictatorship female fickleness FEMALE'STEREOTYPE female gold digging the use of genetic engineering the morality of colonization global unification under a central authority femininity the qualities of a good wife female vanity treatment of the criminally insane playing God with nature lobotomization matriarchy imperialistic society blond ditziness mixed marriage performance enhancing drugs the hippie movement mandatory retirement theocracy religion as a control mechanism rule by strength of arm federalism PAST AND PRESENT MORAL CONTROVERSY slavery transsexualism male homosexuality euthanasia open sexuality in society treatment of prisoners eugenics forced sterilization arranged marriage workers replaced by machines **VALUES AND ETHICS** abortion capital punishment sins of the father the eating of animals birth control freedom of information vs. patent system cryogenics male protectiveness manliness beards IN SOCIETY MALE STEREOTYPE the right to self-determination doctor assisted suicide what men want exploitation of sentient beings cruel and unusual punishment the right to one's own likeness dehumanization forced resettlement **GENDER ISSUES** experimental medical procedure male posturing doctor vs. next of kin humanoid testing the right to a fair trial HUMANOID RIGHTS women's rights universal space suffrage medical risk taking MEDICAL ETHICS Al rights freedom of religion imprisonment without a lawful cause children's rightsprisoner rights sentient rights minority rights The Hippocratic Oath vivisection freedom of movement killing an artificial person doctor-patient confidentiality freedom from torture the right to not have one's brain confiscated the right to privacy of thoughts woman in charge unethical psychological experimentation Itmoded sexist attitudes mother's right to determine pregnancy Spock vs. womai DOMESTIC man vs. woman THE BATTLE OF THE SEXES equal career opportunities for women girl power female independence sexism in society SOCIAL ISSUE underground movement the dangers of unf the presumption of inr people escaping from reality statute o nassive rea passive resistance machines in society soc oppression child abuse endangered species opposition to authority eco-terrorism cultural preservation cultural preservation vendetta elitism suicide in society fraud legal proceedings drug trade child nower semantic progression the role of war veterans in society abuse of real pov ONTEMPORARY SOCIAL ISSUE the need for death indoctrination of a people bullying untranslatable words pictographic writing system symbolism economic depression nature conserved PROBLEM OF LANGUAGE AND MEANING bigotry in society Al prejudice in society nepotism the role of the elderly in society abuse of authority activism class prejudice in society xenophobia in society nviron learning languages communicating with deaf people ethnic hatred mmunity of abandoned children and ambling addiction in society neceling information organ harvesting prejudice in society lookiem language of musical notes ritualistic communication of the young religious fanaticism psychopathic criminal in society racism in society sexual prejudice in society the making of a monster to society incompatible modes of communication he role of the disabled in society INTERCULTURAL extradition diplomatic maneuvering TRANSNATIONAL mediation dealing with terrorists RELATIONS ne greatest among us is the smallest in another world conflicting systems of jurisprudence terrorist or freedom fighter political asylum SOCIAL ISSUE incorporeal point of view who is the aggressor gunboat diplomacy DIPLOMACY delusional point of view enemy point of view diplomacy vs. force international politics diplomatic compromising diplomatic negotiating child's point of view science as magic to the primitive past point of view alien customs VIEWS AND CUSTOMS Al point of view alien morals beauty is in the eye of the behol alien point of view alternate points of view future point of view we're not so different after all primitive point of view shades of gray joining forces against a common enemy reconciliation between two peoples cultural exchange conflict of privacy preferences when in Rome CROSS CULTURAL UNDERSTANDING cultural differences imperialism conflict of moral codes false flag operation war of succession transcendental point of view terrorism transnational conflict over a claimed territory orbital nuclear weapons platform WAR biological warfare genocide warms race genocide war is sometimes justified treason arms race relentless enemy covert military program civil war

diversity vs. unity

conservative vs. liberal

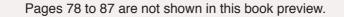
anarchy vs. pacifism

order vs. freedom SOCIAL DICHOTOMY

free inquiry vs. obedience

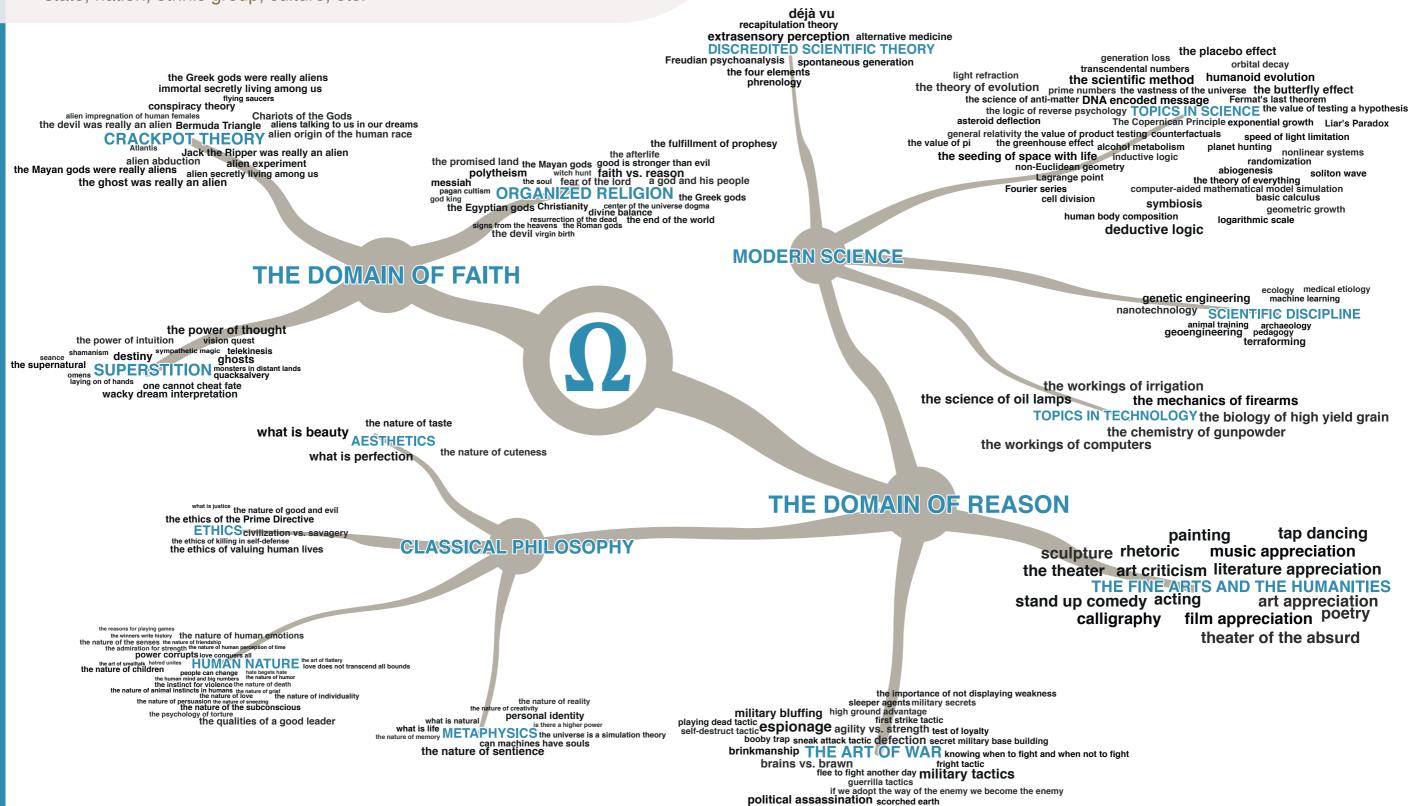
security vs. freedom

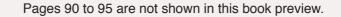
matriarchy vs. patriarchy



The Pursuit of Knowledge

Themes relating to the organization of society and broad concepts such as state, nation, ethnic group, culture, etc.





Alternate Reality

Themes that discuss anything that is currently outside of reality as we know it. They are classical science fiction and fantasy themes, for example ideas about the future, futuristic science and technology, as well as just plain old nonsense of some kind or another. time travel non-Euclidean space 2D space time portal ALTERNATIE LAWS OF NATURE

what if I was controlled like a puppet what if I could shapeshift what if I had to spend eternity in limbo what if I had magical powers what if I had a second chance at life what if I could move faster in time than everyone else what if I could move faster in time than everyone else what if I could hever go home WHAT IF MY LIFE WERE DIFFERENT what if I could hear thoughts what if I had a second childhood what if I could life in a fantasy world what if everyon vanished and lwas all alone what if I could swim in the ocean like a fish, what if I lived an alternate life what if I had super intelligence what if I were a specimen animal in a zoo

ALTERNATE LIFE

symbiotic alien

BIOLOGICALLY DISTINGUISHED LIFE FORM

cyclical mating cycle alien hibernating alien

galactic master race

odied brain alie

alien with the body of a toddler bilaterally colored alien

childless reproducing alien gender neutral alien

what if I underwent a physical metamorphosis what if I was accused of a crime that I didn't commit what if I was flung into an alternate reality what if i couldn't trust the veracity of my senses what if I had to go on a suicide mission what if I woke up in a savage mirror universe what if I woke up in the future

what if my enemy and my ally looked exactly alike and I had to choose betwe what if I were stranded without food and wa sessed by a demon what if I was trapped in a novel WHAT IF I FACED AN INCREDIBLE SITUATION

what if I suffered total amnesia and had to relearn everything what if I started shrinking in size what if I told the truth and nobody would believe me What if I met the perfect mate what if I was tossed into the past what if I met an historical figure what if I was tossed into the past what if i met all instolled what if I had to make with a stranger what if I out my brain what if I oth my brain what if I out my brain what if I out my brain what if I aged backwards what if I had to fight to the death

alien with alien values exceedingly devious alien powerful conquering alien race metaphorical language alien per-belligerent alien culturally symbiotic aliens exceedingly ruthless alien CULTURALLY DISTINGUISHED LIFE FORM

symbolic language alien zoo making alien race aliens mired in extremely religious alien grammar pedantic alien

ar pedantic alien race segregated by gende

incorporeal alien SUPERIOR LIFE FORM

what if I had a super love potion

extra-dimensional alien transcendental alien mysterious maker ali

plant-like alien reptilian alien felinoid alien fish-like alien giant ape alien insectoid EARTH-LIFE INSPIRED LIFE FORM chameleon-like alien canine alien

slug-like alien avian alien

black hole dwelling alien ooze dwelling alien thermophilic alien INHOSPITABLE ENVIRONMENT **DWELLING LIFE FORM** gas giant dwelling alien

bedrock dwelling alien

slick of malevolent tar silicon-based life form cyborg INORGANIC LIFE FORM crystalline life form sentient nanomachines

gaseous life form telepathic alien

elepathic alien binary thinking alien empathic alien MENTALLY DISTINGUISHED LIFE FORM emotionless emotion craving alien telepathically linked aliens spacefaring aliens with primitive minds ultra-rational alien

parasitic bug aliens

space gangsters space Greeks space Nazis space pirates space Egyptians space Irish space Jews SPACEISTEREOTYPE space Scottish space Bolsheviks space Catholics space Yankees space Native Americans space lepers space Romans space hippies NOVEL ALIEN CONCEPT

subatomic bacteria

space whale

life force draining alien

being that feeds on emotions

invisible parasites

neural parasites

pure evil alien collectively intelligent aliens

PARASITIC LIFE FORM

what if everyone did whatever they wanted

space snowflake

living spaceship giant space amoeba spacefaring plants

world eating space cloud

SPACEBORNE LIFE FORM space jellyfish

energy vortex entity

what if the devil was merely misunderstood what if the Roman Empire never fell what if everyone turned into zombies

mind linking technology

mind reading technology

localized time distortion

world with déjà vu

reversed time time speed up

computer simulated war

tool simulated personality

sentient space probe

ancient artificial custodian android robot help

AI TECHNOLOGY sentient computer

collective intelligence

WHAT IF SOCIETY WERE DIFFERENT what if our fantasies become reality what if the Nazis had won what if society consisted of only children what if we all lost our memories

> slaves to technology axy-wide holy war rise of the machines veryone escapes to a fantasy world and civilization depletion of a vital natural resource danger from a new technology atrophied civilization MAN-MADE EXISTENTIAL RISK war of mutual annihilation reliance on a central computer ozone layer depletion annihilation by WMDs ecological destruction cloning-related replicative fading logical destruction cloning-related replicative fading doomsday device man-made pandemic out of control scientific experiment overpopulated planet unregulated autonomous weapor

ALTERNATE SOCIETY

shapeshifting plug-in learning cryogenic technology suspended animation face patch brain disembodiment technology de-evolution biological stasis technology retarded aging external immune system HUMAN ENHANCEMENT artificial human body anti-aging technology sonar-based artificial vision genetically engineered supersoldier mobile life support box remote controlled humanoid vision beyond the visible spectrum

parallel universe parallel earth spernova stellar nursery ocean planet collapsing bubble universe rogue planet gas giant collision asterioid belt dark matter nebula guisar dibelt rogue comet space aurora WHATS OUT THERE hydrogen clou intergalactic void galactic barrier neutron star het hubbe planet in a binary set beltable autority of the universe beltable autority of the universe beltable autority of the universe the multiverse habitable asteroid hydrogen cloud habitable planet in a trinary star system tidally locked planet quasar nebula parallel antimatter universe tidally locked planet wormhole red giant

lie detector voice identification searchable electronic database sound masking flatscreen TV REAL GADGET teleconferencing super high-yield grain machine dictation

world eating machine space colonization terraformed plane interstellar space travel geoengineered planet deep space telescope stellar rejuvenation MASTERING SPACE floating city domed city artificial planet mining a planet from orbit Dvson sphere planetary invisibility cloak space library magical amusement planet asteroid deflect

kumbavah utopia utopia on the back of android labor kill all humans utopia human v2.0 UTOPIA neo-luddist utopia free love utopia Plato's Republic master race controlled society genetic engineering utopia noble savage utopia utopia on the back of slave labor machine controlled society

> us planetary break up sinking continent sun going supernova dving sun collis global warming collision with a parallel anti-matter univ pandemic asteroid impact FORCE MAJEURE EXISTENTIAL RISK asteroid impact FORCE mospheric dissipation ambient galactic radiation leve volcanic cataclysm ly spiraling into a planet mass radiation poisoning stray astronomical object . ce age planet scorching solar flare

EXISTENTIAL RISK

attack from outer space by a giant space amoeba incurring the wrath of a god-like alien and being wiped clean out of existence attack from outer space by a world eating space cloud attack from outer space by a powerful conquering alien race radioactive space garbage scow attack from outer space by a genocidal end **EXTRATERRESTRIAL THREAT** alien brought pandemic attack from outer space by a world eating machine

attack from outer space by bug aliens invasive life form from outer space

human cloning mass mind control mind-computer merging starship that can fly within a sun memory wipe MIND TECHNOLOGY mind control technology starship that can fly within solid matter starship invisibility cloak mind transfer technology duplicate of a person STARSHIP_TECHNOLOGY ion space drive sleeper starship Bussard collector voice duplicator virtual reality room pain belt matter replicator Simulated reality life-support belt pain implant paralysis field pain buzzer dream recorder dream reco multi-generational starship

stasis box

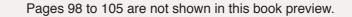
NOVEL SCI-FI CONCEPT

disintegration chamber FICTIONAL APPARATUS force field lab

biological computer pain stick antigrav unit kill button take-you-anywhere gateway pain collar handheld multifunction super gun self-replicating nano-devices

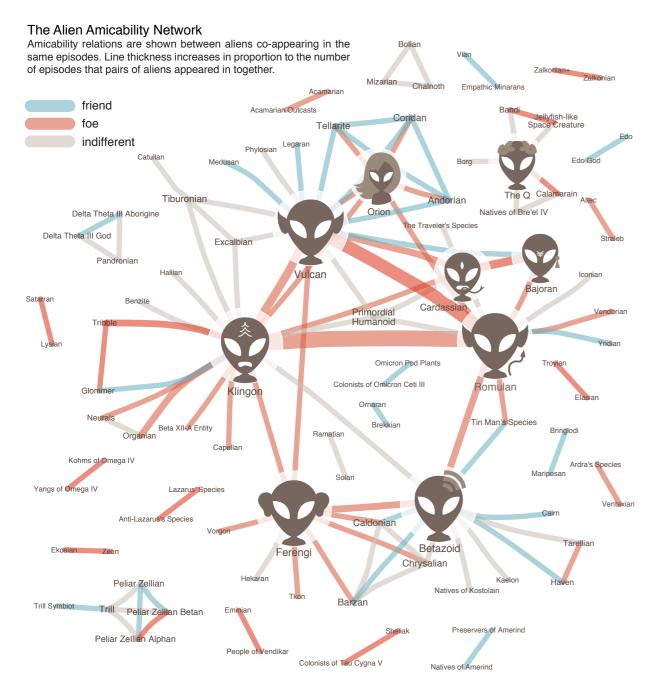
teleportation device virtual reality suit

immobilization web sonic razor matter transmuter



The Aliens

No science fiction franchise has imparted a more iconic cast of aliens on modern culture than Star Trek. It has given us the logically-minded Vulcans with their pointy ears, the warlike Klingons who value tradition and honor, and the Borg to whom resistance is futile. In his chapter we present a systematic review of the Star Trek alien universe.

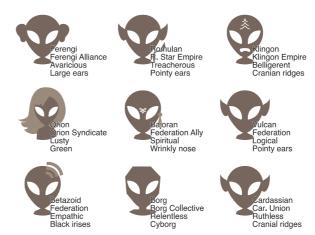


The Star Trek Universe

The Star Trek franchise is founded on the notion that Humans are but one of many sentients in a galaxy teeming with life. Here, Humankind is a founding member in the Federation — a group of confederated alien races, united under common principles of humanoid rights, equality, and interstellar cooperation.

But the Federation way of life does not go unchallenged. Hostile alien forces, organized into competing interstellar political orders, come in conflict with the Federation over territorial ambitions, ideological agendas, traditions or mere whims. Humankind and her allies must employ all their faculties to overcome antagonism, conflicts of interest and mind boggling ethical dilemmas.

Several frequently recurring alien species are "stereotypically human" in that the members of it largely comport themselves within the normal spectrum of human behaviors. Their defining features tend to be a simple embellishment of some attribute that is considered interesting, for example avarice, aggression, rationality or empathy. They are all humanoid which, as anyone familiar with the franchise will know, means they look mostly human save for signature cranial wrinkles or funny ears. The nine most significant alien races are as follows:



One notable exception, The Borg, do not abide by anything that resembles normal human behavior. They are a horde of technologically unsurpassed cyborgs that function as drones in a collective mind, with the ultimate goal of imposing a dystopian notion of perfection on the galaxy.

In addition to these, there is a cornucopia of humanoid civilizations that appear in only single episodes each. It is a common pattern for Star Trek episodes that the protagonists, in their starship, visit a new alien homeworld and experience the delights and challenges involved in meeting with a completely alien culture.

The Alien Menagerie

There are nearly 500 alien species in TOS, TAS and TNG. Some are recurring, some are central to a single episode, some are only mentioned directly or indirectly (Saurian brandy is a popular beverage). To bring order to this veritable menagerie, we categorize, gauge, classify, order and reorder the species in different ways.

Biological Taxonomy: How are they composed?



Depiction Grade: Do they appear recurringly or only once? Are they mentioned in passing, depicted or merely suggested?

Personality Score: For many humanoid species we rate selected personality traits on a scale between bipolar adjective pairs. The Betazoids, for instance, are portrayed as a nice and beautiful race that value tradition.



Formidability Level: The species are ranked by their ability to defend themselves. For recognizable civilizations this score closely corresponds to technology level. The categories used are: "tribal", "civilized", "industralized", "spacefaring", "high-warp" (e.g. Federation), "overpowering" (e.g. the Borg), and "transcendental".

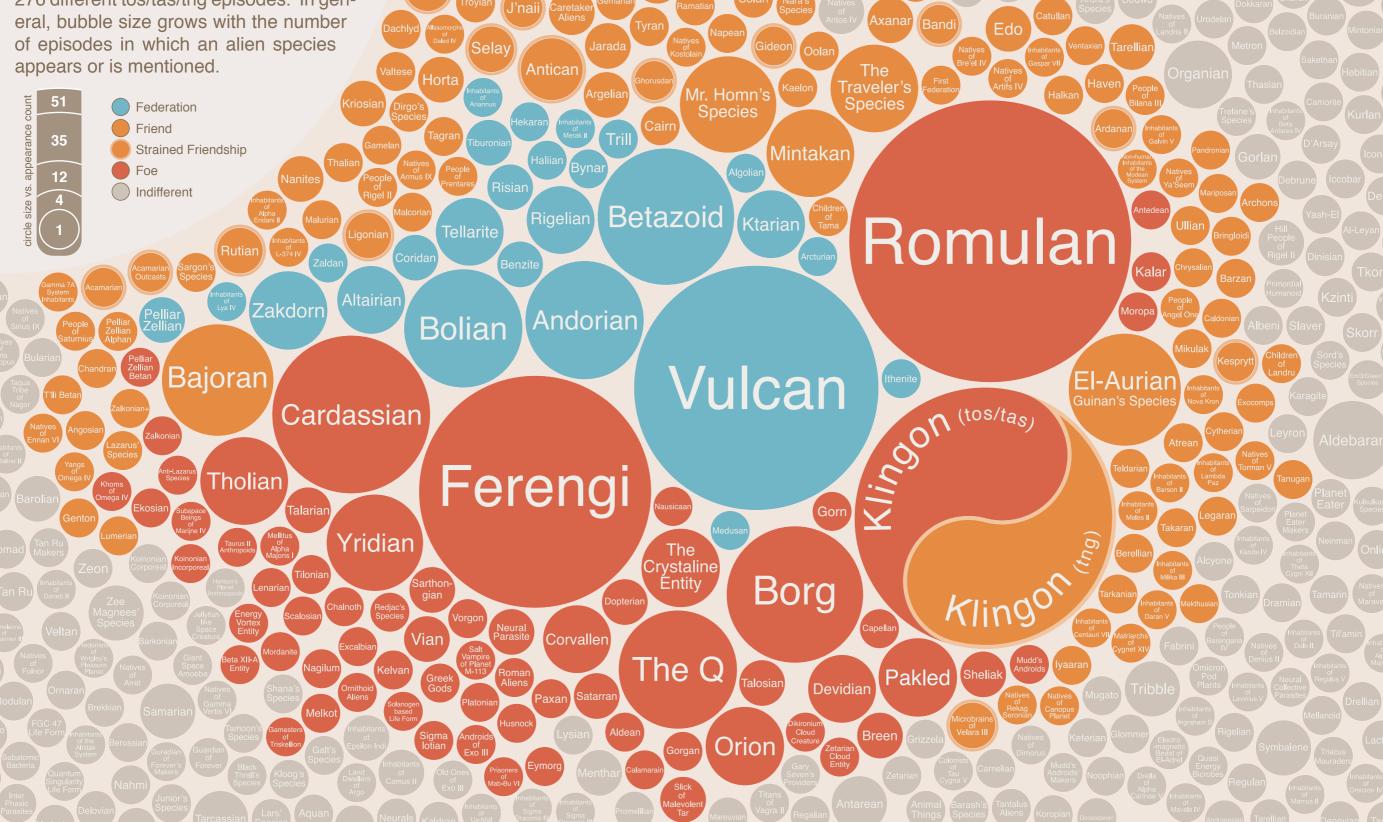
Conservation Status: How abundant is the species, and how likely to survive in the near future?



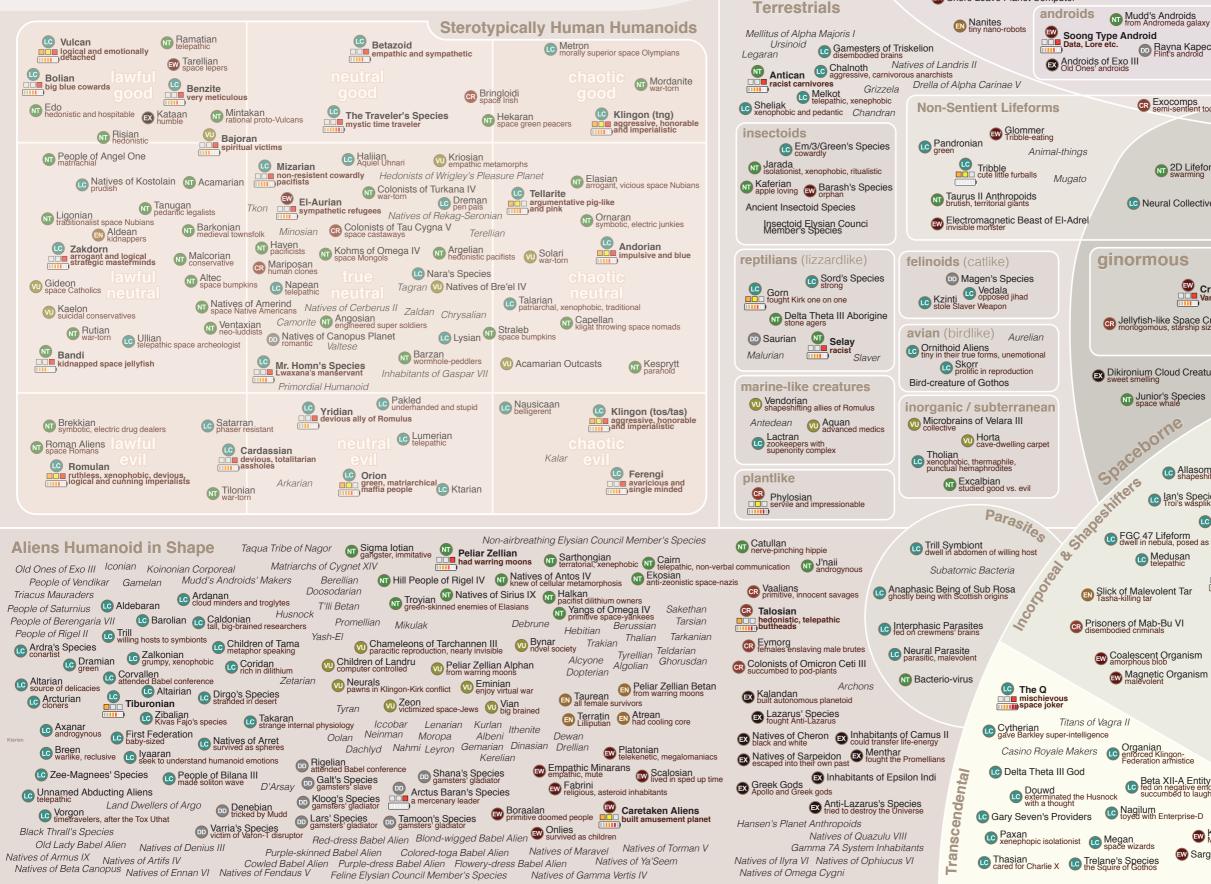
Descriptions and complete classifications for all the Star Trek aliens is found in the Aliens appendix.

The Most Featured Alien Is?

The Romulans! This devious race appeared or were mentioned in a total of 51 of the 276 different tos/tas/tng episodes. In gen-



Alien Taxonomy



CR Exocomps Nomad sentient space probe EX Tan Ru C Borg cyborg collective 2D Lifeform Calamarain swirls of ionized gas C Omicron Pod Plants C Neural Collective Parasites ginormous Tin Man's Species EW **Crystalline Entity** Crystalline Entity Vampiric, starship sized crystal CR Jellyfish-like Space Creature EX Giant Space Amoeba Ranet Eater nical space worm Oherworldly EX Dikironium Cloud Creature Junior's Species Quasi-energy Microbes Spaceborne Solanogen-based Lifeform inquisitive, evil abductors C Allasomorphs of Daled IV shifters Le lan's Species Edo God Shapes C Energy Vortex Entity C Kelvan hijacked Enterprise GC 47 Lifeform dwell in nebula, posed as Isabella Quantum Singularity Lifeform C Medusan C Devidian vampiric timetravelers Slick of Malevolent Tar Subspace Beings of Marijne VII dwell in gas giant CR Prisoners of Mab-Bu VI Beta Renner Energy Pattern EW Coalescent Organism Companion's Species Magnetic Organism Koinonian Incorporeal DD Redjac's Species serial killer, Jack the Ripper Salt Vampires of Planet M-113 Organian enforced Klingon-Federation armistice Casino Royale Makers 🕞 odium craving monster EX Zetarian Cloud Entity attacked Memory Alpha E Beta XII-A Entity fed on negative emotion and succumbed to laughter Gorgan the friendly angel Douwd exterminated the Husnock with a thought Gary Seven's Providers Contemportation Seven's Providers Wayan god Paxan xenephopic isolationist Constant Megan space wizards Sargon's Species Zalkonian+ C Thasian Trelane's Species the Squire of Gothos

holodeck characters

Prof. Moriarty

Sherlock Holmes novel
 come alive

Minuet

CR Emergent Lifeform

Dixon Hill Holodeck Characters

EW Portal 6-3 ancient guardian

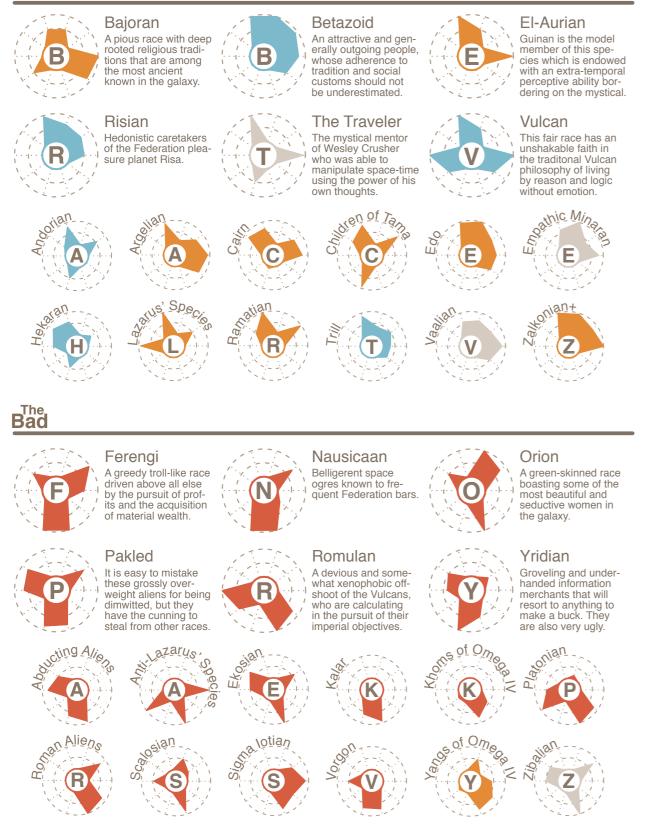
Rayna Kapec
 Flint's android

Artificial Lifeforms

Shore Leave Planet Computer

Non-Humanoid

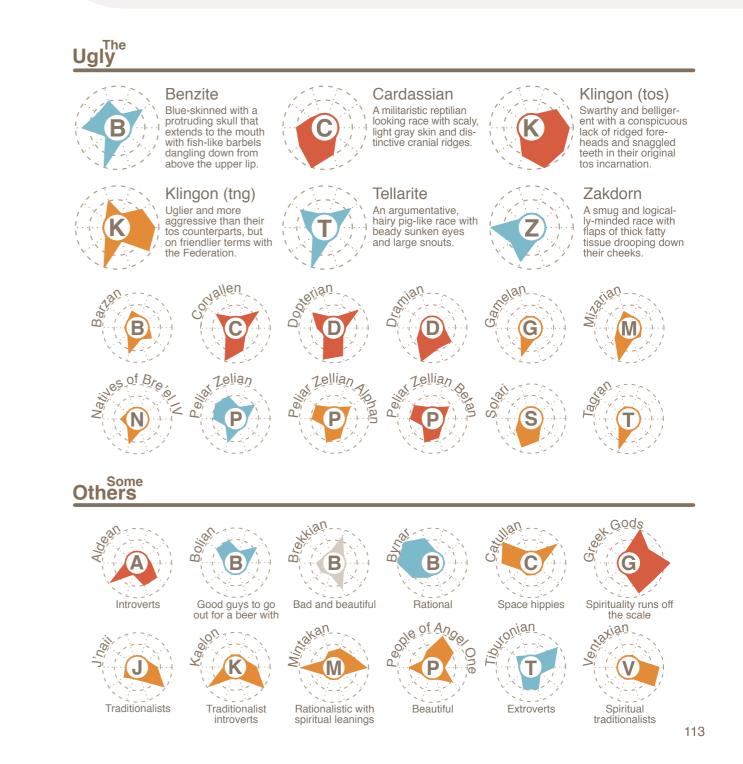




Humanoids: The Good, the Bad and the Ugly

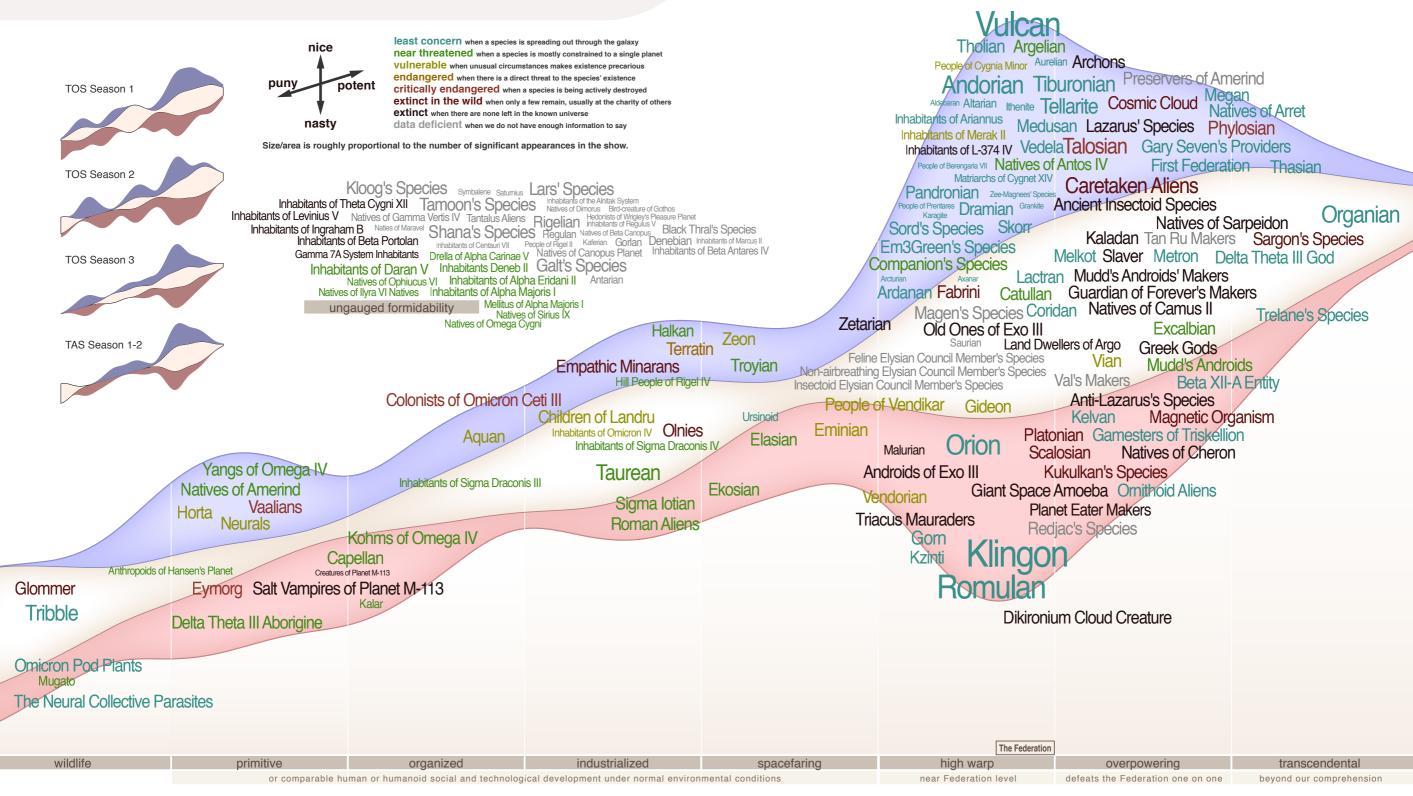
Personality traits of selected humanoid species are rated according to five bipolar adjective scales and arranged in a circular layout as shown for the Betazoids on the right.

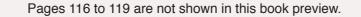




Alien Formidability Distribution (TOS/TAS)

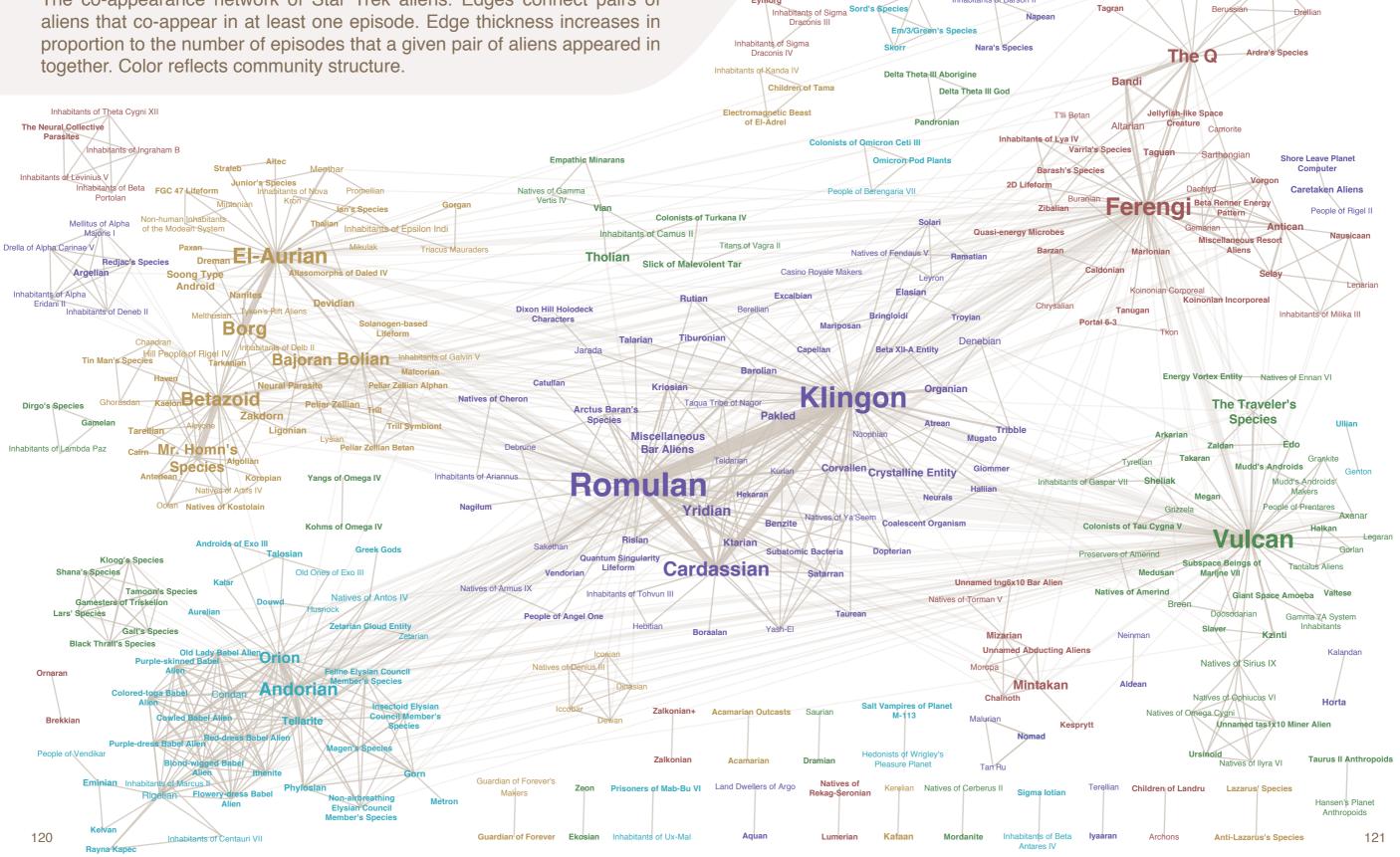
This spread is concerned with aliens of TOS and TAS. It explores the interdependence of parameters: formidability, alignment (with respect to The Federation), conservation status, and cumulative significance. The size of an alien name indicates their cumulative significance in the show, and the color their conservation status. In TOS/TAS the majority of aliens are at or somewhat above the Federation in capabilities. However, a pattern among endangered and extinct aliens is discernable: The overpowering category appears to be a perilous one!





The Alien Co-appearance Network

The co-appearance network of Star Trek aliens. Edges connect pairs of aliens that co-appear in at least one episode. Edge thickness increases in



Eymorg

Natives of Bre'el IV

Beru

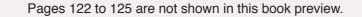
Animal-things

Calamarain

Tagran

Inhabitants of Barson II

Ventaxian



The Humanoids Dataset Overview

We end the present chapter with a broad overview of the humanoids of Star Trek. A sample of the dataset that we compiled for the 175 different humanoid species portrayed in the franchise is provided below together with a matrix plot that correlates their personality traits.

Humanoid	Portrayal Count	Significance Score	Relative Alignment	Absolute Alignment	Nasty/ Nice	Ugly/ Beautiful	Introvert/ Extrovert	Emotional/ Rational	Traditional/ Progressive
Romulan	57	29.9	foe	lawful evil	-2.0	0.0	-1.2	2.0	-1.5
Vulcan	46	17.9	Federation	lawful good	2.0	1.0	-1.0	-2.0, 2.0	-1.0
Klingon (tng)	38	30.3	friend	chaotic good	1.0	-2.0	1.2	-1.7	-1.8
Ferengi	36	11.7	foe	chaotic evil	-2.0	-2.0	1.9	-1.0	1.0
El-Aurian	29	10.1	friend	true neutral	2.0	1.0	0.0	-1.9	0.0
Cardassian	16	8.0	foe	lawful evil	-1.0	-2.0	-1.2	1.0	0.2
Andorian	15	3.1	Federation	chaotic neutral	1.8	-1.0	1.1	0.0	0.3
Klingon (tos/tas)	14	9.3	foe	chaotic evil	-2.0	-1.0	1.2	-1.7	-1.8
Betazoid	12	10.0	Federation	neutral good	2.0	2.0	1.8	-1.5	-1.0
Bolian	10	2.2	Federation	lawful good	1.0	0.0	1.2	-0.1	1.0
Orion	9	4.1	foe	neutral evil	-2.0	2.0	1.5	0.0	1.0
Bajoran	8	4.6	friend	lawful good	1.0	1.0	-1.0	-2.0	-1.7
Yridian	7	2.7	foe	neutral evil	-1.0	-2.0	0.5	0.7	1.0
Mr. Homn's Species	6	2.5	friend	true neutral	1.0	0.0	0.0	-1.0	0.0
Mintakan	5	1.1	friend	lawful good	0.4	0.7	0.8	-1.8, 1.8	0.0
The Traveler's Species	5	3.0	unaligned	neutral good	2.0	-1.0	0.0	-1.8	0.0
Ktarian	4	1.0	Federation	neutral evil	-1.6	-1.4	1.3	0.5	1.0
Pakled	4	1.2	foe	neutral evil	-1.6	-1.7	1.4	1.3	1.5
Tellarite	4	1.9	Federation	chaotic neutral	0.0	-2.0	1.3	0.3	1.1
Zakdorn	4	2.4	Federation	lawful neutral	0.0	-1.8	-0.8	1.9	0.0
Capellan	3	1.0	foe	chaotic neutral	-1.1	0.1	-1.4	-1.0	-1.7
Coridan	3	1.0	Federation						
Corvallen	3	0.4	foe	true neutral	-1.0	-1.9	1.4	0.0	1.0
Edo	3	1.1	friend	lawful good	1.9	2.0	1.2	-1.2	-1.1
Kataan	3	1.0	unaligned	lawful good	0.6	0.2	0.6	0.3	0.5
Talosian	3	3.0	foe	lawful good	1.0	-1.0	-1.6	1.3	-1.0
Argelian	2	1.0	friend	true neutral	1.8	0.3	1.2	-1.8	-1.5
Benzite	2	1.5	Federation	lawful good	1.0	-2.0	1.2	1.5	0.7
Bynar	2	1.1	Federation	lawful neutral	1.2	-0.3	-1.1	2.0	2.0
Caretaker Aliens	2	2.0	friend	neutral good	1.0	0.0	1.0	0.2	0.0
Dreman	2	1.1	unaligned	true neutral	0.1	-1.2	1.5	0.6	0.2
Elasian	2	1.0	friend	chaotic neutral	-0.4	1.9	-1.5	-1.5	-0.4
Eminian	2	1.1	friend	lawful neutral	-1.0	0.2	-1.9	1.1	-2.0
Empathic Minaran	2	1.0	unaligned	neutral good	1.3	2.0	0.8	-1.6	0.0
Kalar	2	0.4	foe	chaotic evil	-1.8	-1.2	0.0	0.0	0.0
Kriosian	2	1.0	friend	true ٦	0.5	۲	0.8	-0.5	-0.3
onian	2	1.0	friend	1	-0 P				-1.8
η		2	frier						-0,1

(175 rows in total)

	$\leftarrow Nasty - Nice \rightarrow$	$\leftarrow Ugly - Beautiful \rightarrow$	$\leftarrow \text{Introvert} - \text{Extrovert} \rightarrow$	\leftarrow Emotional – Rational \rightarrow	$\leftarrow Traditional - Progressive \rightarrow$
2.0- 1.0- 0.0- -1.0- -2.0-		The Tarvetor's Rescience Neuron Control Contro			The Transford Specific Section 1 and the section of
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2.0 1.0 0.0 -1.0 -2.0	Non-Index Circle State	Rein Legi de la contra de la co	16 MIL 6 G G G G G G G G G G G G G G G G G G	4 0 0 1 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0	← Progressive - Traditional → • Progressive - Traditional → • Closed at the state of the stat
The i huma	Toning of the state of the stat	significance Score The significance to the humanoid portrayed in	story plot of each Humano a given episode is ation is i	Alignment id alignment relative to the Feder- recorded as one of the following:	Absolute Alignment Acategorization of the ethical (Law/Chaos axis) and moral

episdoes (appeared = 26, mentioned = 29, column is the sum of all the scores. depicted = 1, and by proxy = 1).

point bipolar adjective scales. -2

Nasty

Ugly

Introvert

Emotional

Traditional

Personality Trait Bipolar Adjective Scales

Abominable

-2

rmitic -2

-2

Amish

Prickly

-1

-1

Bashful

-1

-1

Butt Ugly Homely

Personality traits characteristic of each humanoid species are rated on the following five-

Civil

0

0

Sociable

0

0

Prophetic Intutional Down-to-earth Analytical

Conservative Moderate

Ordinary

for example, were portrayed in a total of 57 assigned a value between 0 and 1. This

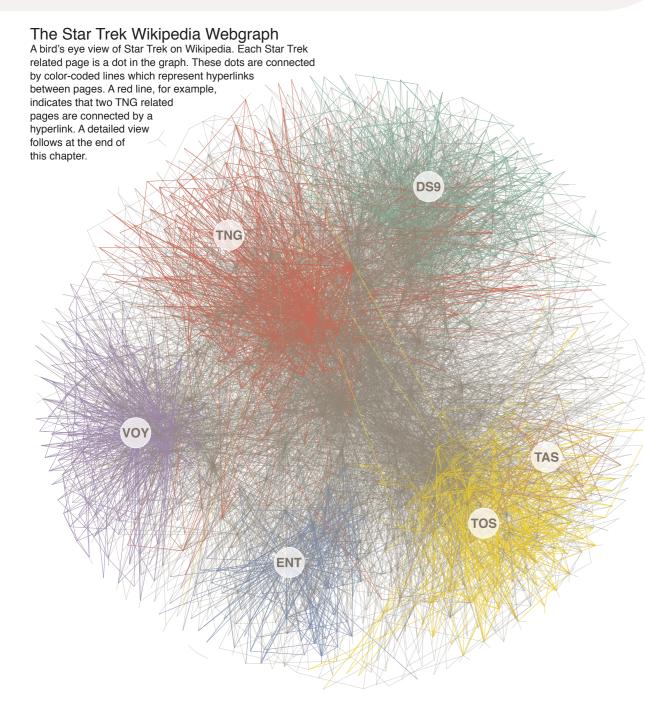
Federation member, Federation foe, Federation friend, or unaligned.

(Good/Evil axis) perspective of humanoid civilizations with selected examples below.

1	ated on the fo	Nice	Vulcan Benzite Bolian Lawful Good Edo Rialan Mintakan	Betazoid Neutral Good The Traveler's Species	Klingon (tng) Mordanite Chaotic Good Hekaran Metron
Agreeable	Angelic 2 Ravishing 2 Life of the Party	Beautiful	People of Angel One Zakdorn Acamarian Barkonian Bandi Lawful Neutral Ligonian Rutian	Mariposan Barzan Colonists of Tau Cygna V El-Aurian Dreman True Neutral Primordial Humanoid Mizarian Mr. Homn's Species	Andorian Tellarite Acamarian Outcasts Chaotic Neutral Capellan Kesprytt Ornaran
Gregarious 1 Analytical 1 Liberal	Life of the Party 2 Spock 2 Avant-garde	Progressive	Roman Aliens Cardassian Lawful Evil Romulan Brekkian	Yridian Lumerian Neutral Evil Ktarian Orion	Klingon (tos/tas) Chaotic Evil Ferengi Kar

Miscellanea

This chapter is devoted to the obscure and the miscellaneous. In the pages that follow the reader will be treated to futuristic cityscapes, little known filming locations, a zoo of subatomic particles, Robert the Bruce, killer weapons, red alerts, yellow alerts, blue alerts, ninety-nine ways to die, and all the technobabble he or she can handle.



Did you know?

Star Trek creator Gene Roddenberry resigned from piloting at Pan Am within a year of surviving a fiery crash in the Syrian Desert in order to pursue his dream of writing for television. He drafted a proposal for the series that would become Star Trek by 1964 which he publicly marketed as a Western in outer space. In the private company of friends, however, he revealed that the series was really being modeled after Gulliver's Travels in so far as each episode was intended to function on two levels: an adventure story and an allegory of some contemporary societal issue. Star Trek debuted in 1966 and ran for three seasons on NBC before being canceled due to poor ratings. The series soon thereafter attained virtual cult status in syndication and has enjoyed continued popularity all the way down to the present day.

Related spread: Star Trek in a Historical Context

Where was it filmed, anyway?

Staged settings were shot on the Paramount Pictures lot in Hollywood, while off-site scenes were mostly filmed in the surrounding vicinity of Southern California. For instance, Captain Kirk's iconic fight to the death with a Gorn in the episode *Arena* (tos 1x19) was filmed at Vasquez Rocks Natural Area Park in the high desert near Agua Springs. The Robin Hood themed episode *Qpid* (tng4x20) was filmed at the Descanso Gardens. As for the site of the Starfleet Headquarters and nearby Starfleet Academy in *First Duty* (tng5x19): the Donald C. Tillman Water Reclamation Plant in the San Fernando Valley.

Related spread: Filming Locations

What do Louis Pasteur, Gertrude Stein, and Charlemagne have in common?

All three of these historical figures were mentioned in Star Trek. Spock noted that Doctor Roger Korby was often called "the Pasteur of archaeological medicine" in the episode *What are Little girls Made of?* (tos1x09). In *Emergence* (tng7x23), Beverly delighted Captain Picard with an anecdote about Gertrude Stein meeting Sigmund Freud on The Orient Express. Picard, not to be outdone, once revealed to the chief of a tribe of space Native Americans that his family lineage could be traced back to the time of Charlemagne.

Related spread: Historical Character References

How many phaser related deaths were there?

Answer: 5366 deaths. A total of 5,321 these deaths were of the classical phaser disintegration variety, 42 were via direct phaser blast, and three by phaser blast and subsequent fall.

Related spreads: Death By ... and Who Kills What?

Can somebody get me an ico-spectrogram on the subspace relay theta flux distortion?

Treknobabble is an iconic form of pseudo-scientific jargon that is habitually used in Star Trek to convey a feeling of technical sophistication to the audience. Memorable treknobabble terms include isolinear chip, Heisenberg compensator, inertial damper, spectral analysis, plasma conduit, and the oft mentioned transporter trace. But it is dilithium (a fictional element which is used in crystal form to power starship warp drives) that is the most frequently uttered treknobabble term in the series (68 times).

Related spread: Treknobabble Overload

How many color-coded alert signals were used aboard Starfleet vessels?

Answer: three. Any Star Trek enthusiast will know that a red or yellow alert klaxon sounds during an emergency situation. But there is a lesser known blue alert used to warn the crew of an impending docking maneuver and other possible environmental hazards.

Related spread: Alert, Alert, Alerts!

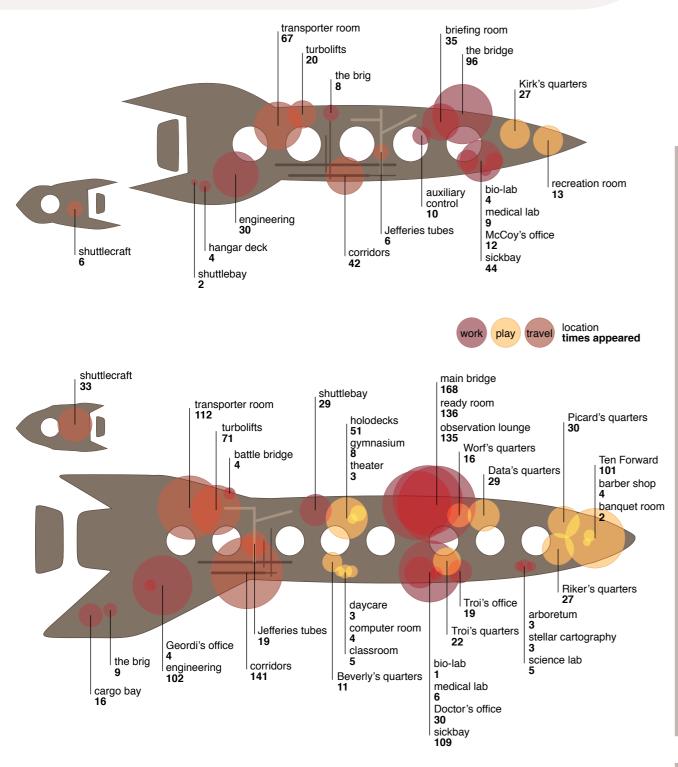
Did Star Trek get the science right?

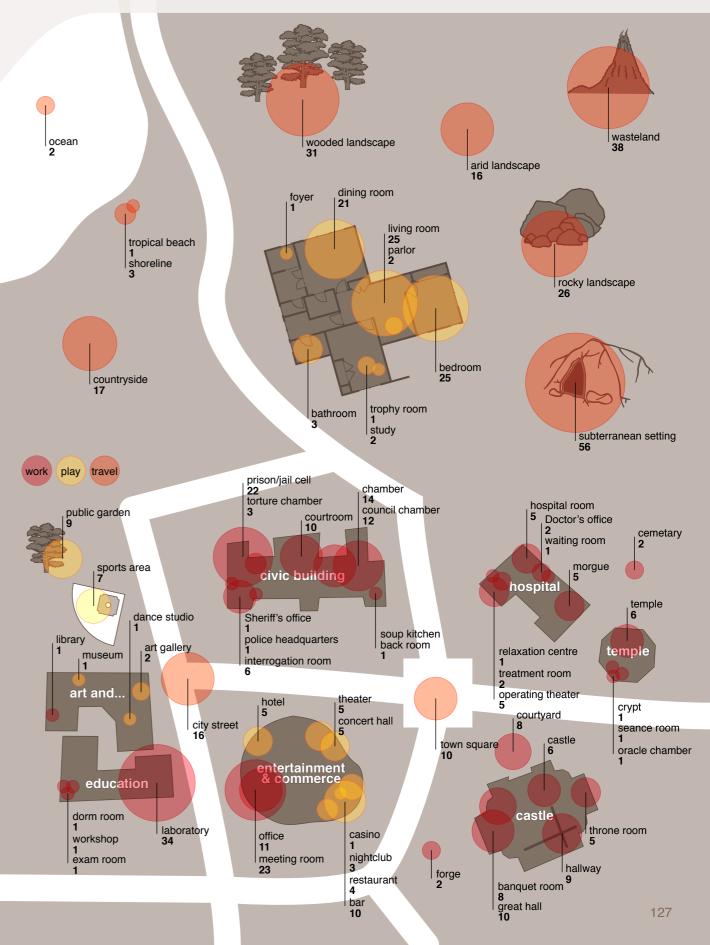
Much has been written over the years about which Star Trek technologies are possible under the known laws of physics and which amount to pure fantasy. There is, however, comparatively little to be found on how the series fares with regard to fundamental scientific concepts. As with the technologies, the science is a mixed bag. There is Data's triumphant explanation of fire as a physical process, in refutation of the theory of the four elements from *Thine own Self* (tng7x16), and Beverly's textbook definition of life in *Quality of Life* (tng6x09). But at the same time the mugato in *A Private Little War* (tos2x06) is an affront to the theory of evolution.

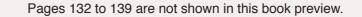
Related spread: In the Star Trek Universe...

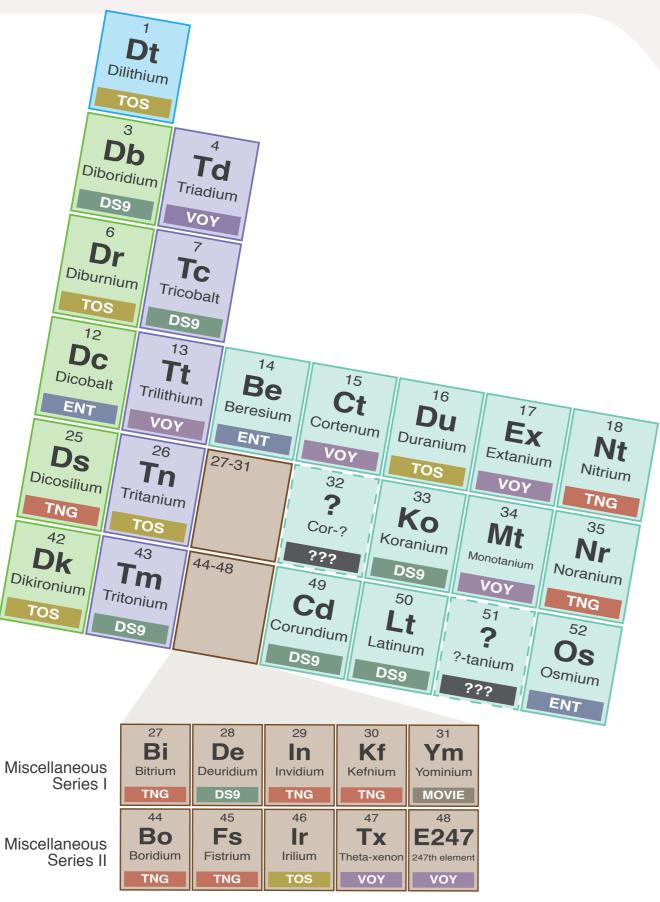
A Survey of Settings

Star Trek features a disperse selection of settings. Most of them are placed on one of two spaceships named "Enterprise". Some are on alien (albeit often Earth-like) planets.



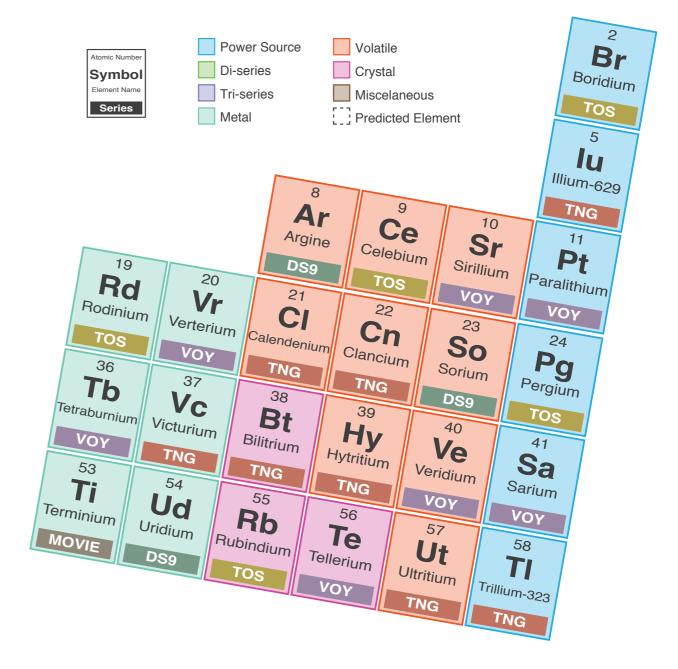






The Periodic Table of Star Trek Elements

The periodic table of elements features at present a total of 118 elements, some 93 of which are found to exist in nature. Here we have meticulously arranged the not quite so numerous fictitious elements from Star Trek into a makeshift periodic table.

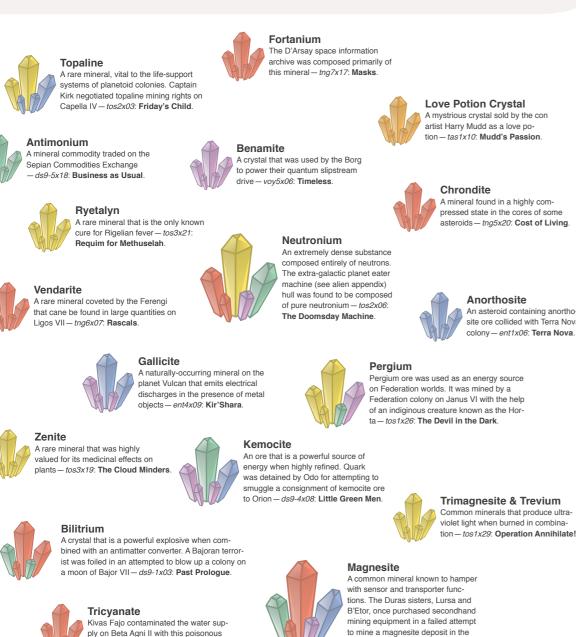


Selected Minerals and Medical Compounds

TAS

TNG

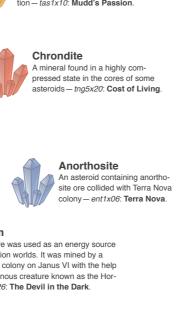
Star Trek abounds with fictional minerals and medical compounds. How many of these do vou remember?



Trellium-D

An ore that was necessary in the Delphic Expanse to insulate starships from the effects of dangerous space anomalies - ent3x05: Impulse.

mineral - tng3x22: The Most Toys.



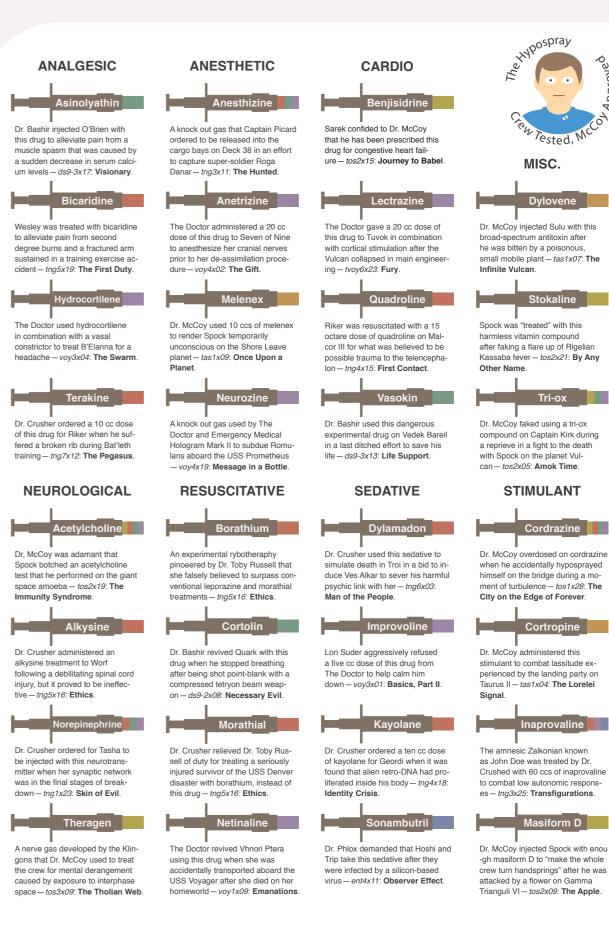
DS9

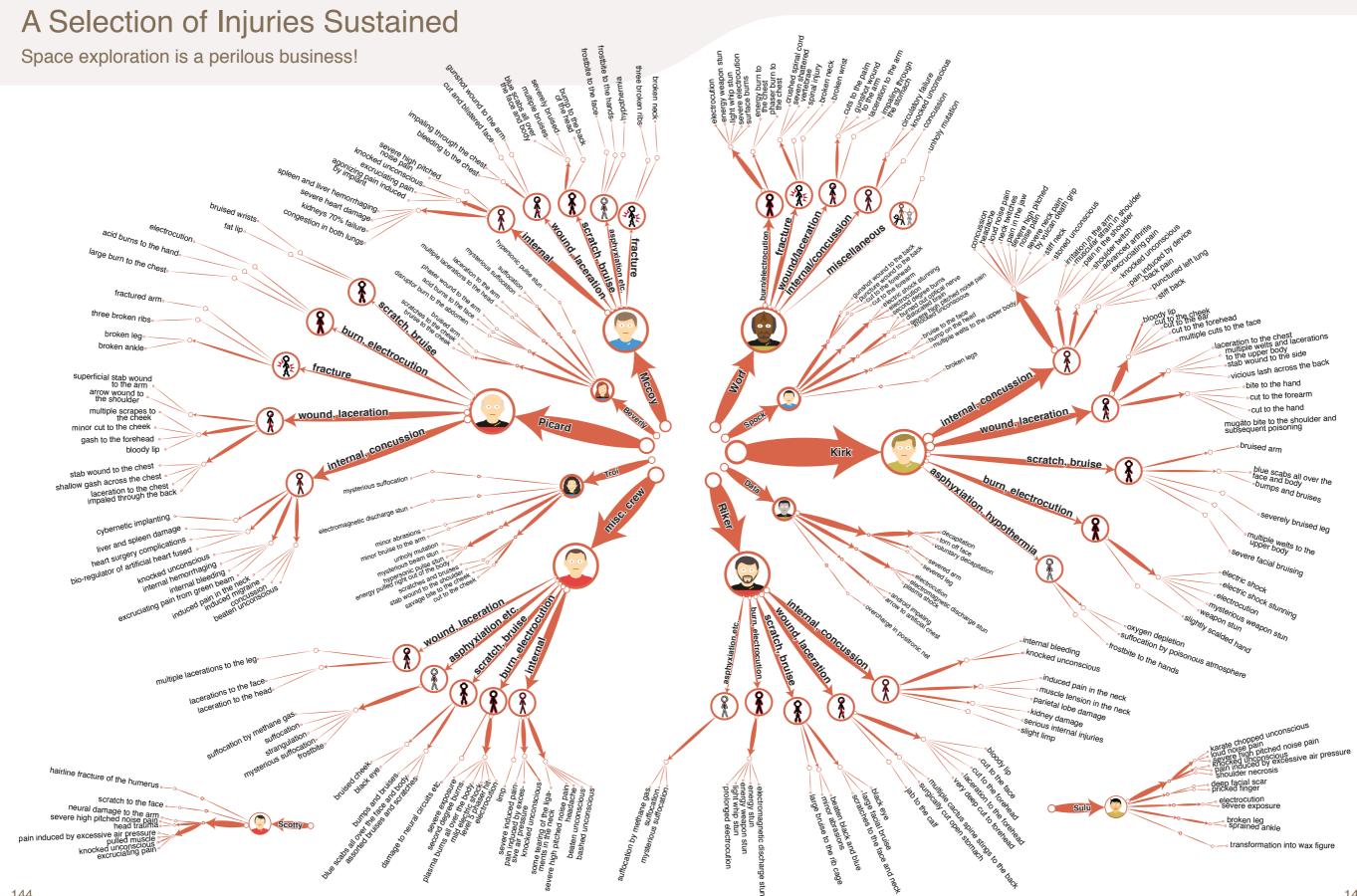
VOY

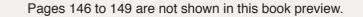
ENT

to mine a magnesite deposit in the Kalla system - tng7x21: Firstborn

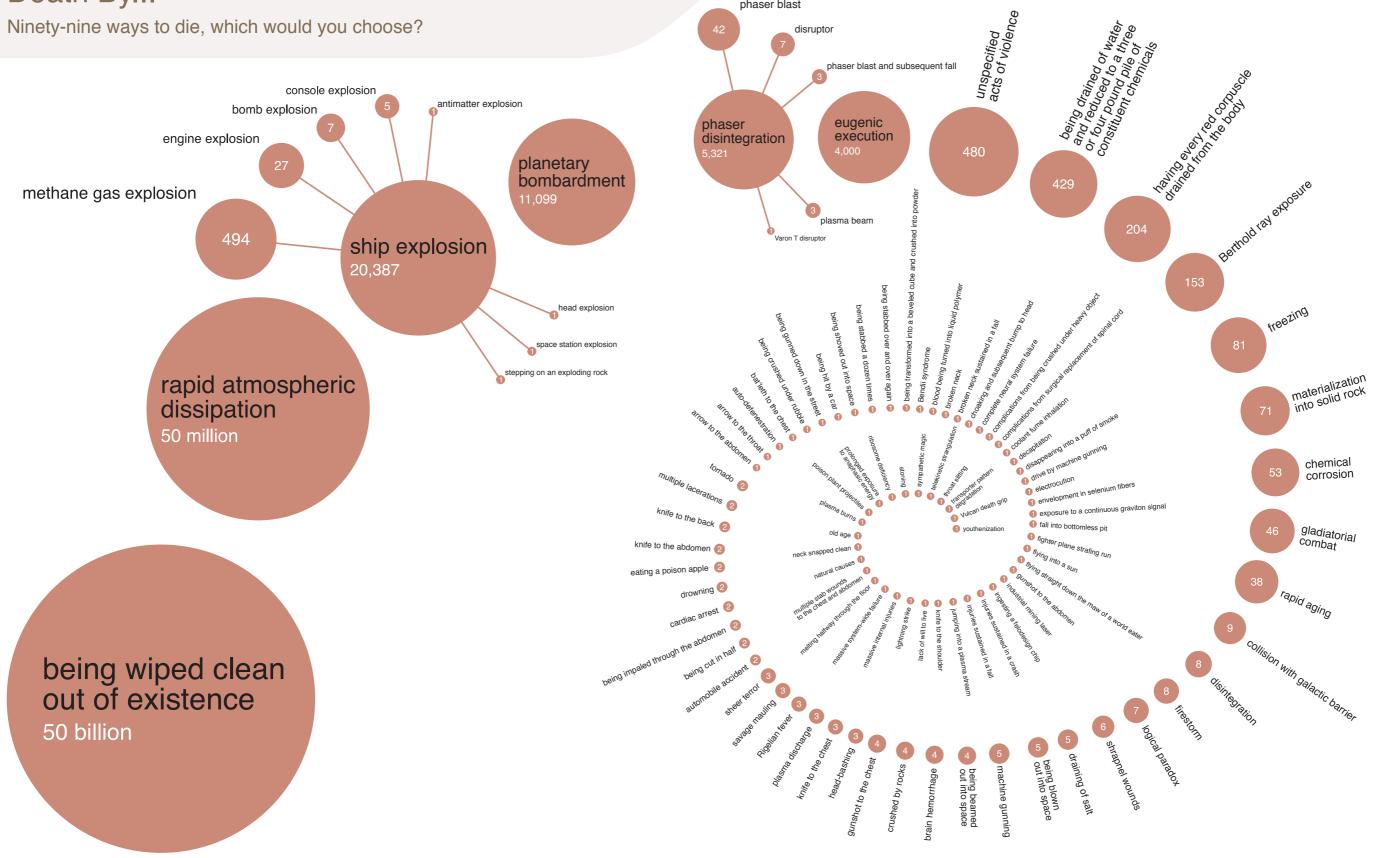
> Riddinite A brick-like mineral used by "The Albino" to construct his compound on Secarus IV - ds9-2x19: Blood Oath.







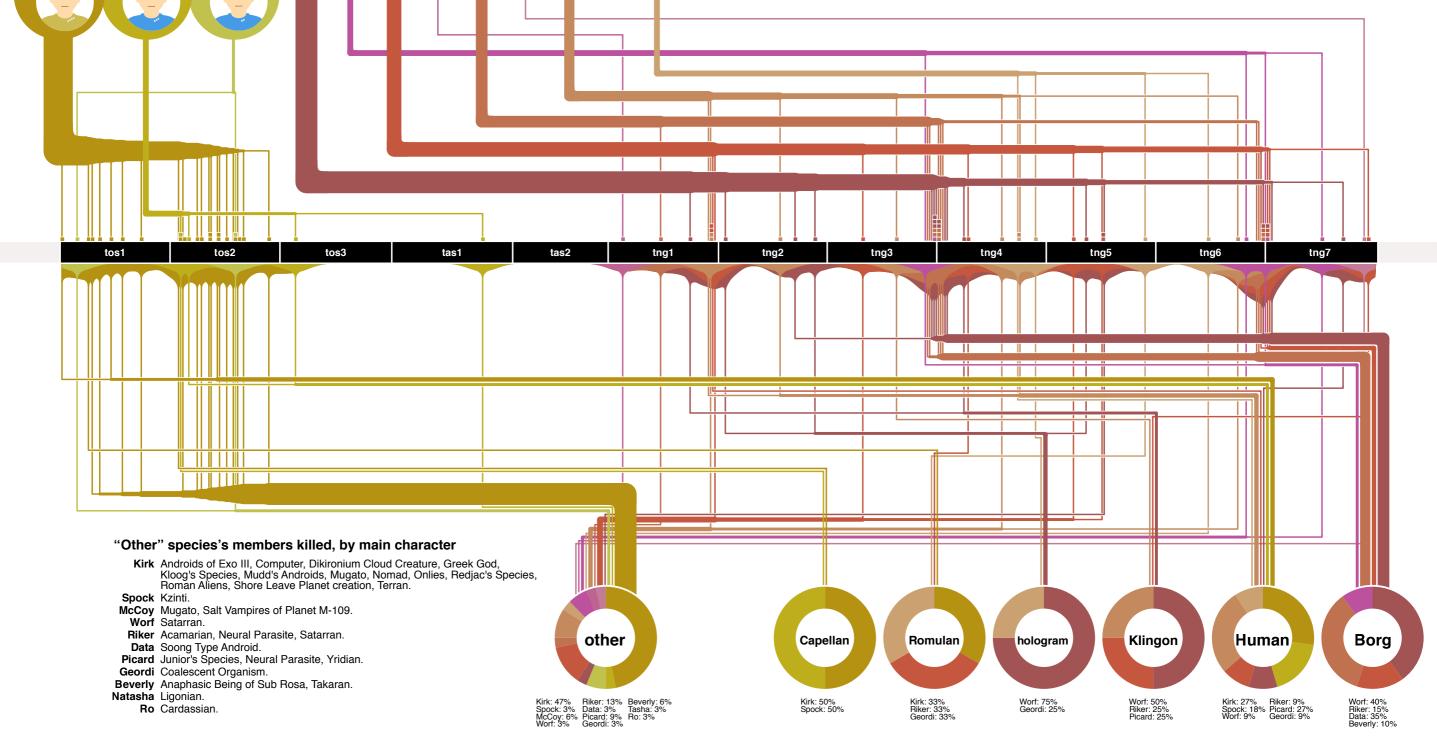
Death By...



phaser blast

Who Kills What?

Of main protagonists, Kirk is the biggest killer - followed closely by Worf and then Riker. Most victimized are the heartless Borg, favored enemy of Worf and Data. Despite countless tussles, Kirk never had the tactile pleasure of dispatching a Klingon.



Natasha

· • •

Data

Ro

Picard

Geordi

Beverly

Riker

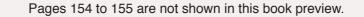
Worf

McCoy

Spock

Kirk

• •



Alert, Alert, Alerts!

"All decks, Red Alert! Battle stations, battle stations! Go to **Red Alert**!"

Uhura, tng2x16: "A Private Little War" as an enemy Klingon vessel was approaching the Enterprise.

"Monitor all frequencies. Phaser crews stand by. Maintain **Yellow Alert**."

hail a Klingon vessel of unknown disposition

Kirk, tos3x02: "Elaan of Troyius", as the Enterprise tried to

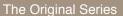
Red, Yellow, Intruder, General and Security Alert! Perimeter, Battle, Evacuation, Fire, Standby, Baker Two, System B-Two, All Decks, and Medical Alert! Combat, Tactical, Blue, and Red Alert In Kirk's Neck!

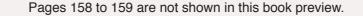


"Mister Worf, I want a level three security alert until further notice."

"Intruder Alert, Sir." Yar, tng1x09: "The Battle", as a Ferringi ship was noticed Picard, tng6x02: "Realm of Fear", after Barclay reported that transporters were acting up.

"Red Alert. Shields up!" Riker, tng7x22: "Bloodlines", as a Ferrengi probe was approaching.





The Maltuvis Literary Device

A dramatic technique that is used time and time again in Star Trek. It occurs when a character rattles off a list of people, places, or events that usually begins in history and ends in a fictional future. We named the device after the last fictional dictator named in its first ever usage.

INFAMOUS PEOPI F Adolf Hitler Maltuvis Julius Caesar Genghis Khan Ferris DICTATORS ----44 BC 1206 1934 Pre 2200s Pre 2200s = = = = Captain Kirk rattled off the Final dictator invoked in the first ever instance of the dramatic technique. Declared dictator for life by the Roman senate. Became sole ruler of the Mongol plains. Officially became the Fuhrer of Germany. Nothing is known of this names of these dictators to dictator except that he lived prior to 2266. Roger Korby after learning of his plan to replace humans ov android replicas-tos1x09 What Are Little Girls Made of Kahless Genghis Khan Colonel Green Zora of Tiburon **GENOCIDAL MANIACS** -----1220 2050s Pre 2200s = = = 800s Replicas of these genocidreplicas on these generates by the admaniacs were made by the Exclabians as part of an elab-orate piot to sludy the nature of good and evil–tosS322: The Savage Curtain. Kalkess the Unforgentable is a messianic figure to the Klingons. He was the War-ror King and first emperor of the Klingons. Kahless the Unforgettable Sacked Urgench in what Led a genocidal war ear-ly in the 21st century on Scientist who conductis a messianic figure to the would prove to be one of ed unusually cruel exthe bloodiest massacres in Éarth. His motto was periments with the body human history verwhelm and dev chemistry of subject tribes on Tiburon astate **Julius Caesar** Napoléon Adolf Hitler Lee Kuan Ramesses II Alexander MEN WHO SOUGHT ABSOLUTE POWER Pre 2200s = = = 1279 BC 336 BC 49 BC 1799 1926-29 Spock cited these examples to prove a point that Earth history is filled with men who sought Reigned as pharaoh of An- Executed any potential ri Crossed the Rubicon at Staged a coup d'etat and One of the happiest peri-Failed in an attempt to at-Egypt from 1279 BC is death in 1213 BC vals, including his cous-in Alexander I of Epirus, shortly after taking the throne of Macedonia cient Egypt from 1279 until his death in 1213 at the age of 90 or 91 the head of a legion to march on Rome, result in a civil war, from which installed himself as the First Consule of France ods of his life in which he dreamed of absolute pov er and Germany's glori-ous future. Earth. He is not to be cor fused with the first PM of absolute power-tos2x23: Patterns of Force Singapore Lee Kuan Yew he emerged victorious **Adolf Hitler** Alexander Julius Caesar Napoléon Lee Kuan Krotus MEN WHO SOUGHT ULTIMATE CONQUEST Pre 2200s 336-23 BC 58-50 BC 1812 1943 Pre 2200s Garth of Izar boasted to Cap-tain Kirk of how he would sur-Like Lee Kuan before him, Conquered the Balkans, most of Asia Minor, the Le-vant and Syria, Egypt, As-After conquering the whole of Gaul and invading Britain, he turned around his Controlled the entire con-Failed in an evidently no-Krotus too failed in his atpass the achievements of prove to be a disastrous tinent of Europe at the table attempt to conquer the Earth. tempt to conquer the enthese megalomaniacal con-querers – tos3x16: Whom height of his power tire Earth. svria, Babylonia, and Perarmy and marched on Gods Destroy. sia, but not India. Rome itself Jack the Ripper Kesla **Beratis** Hengist SERIAL KILLERS -----1888 2267 ----Partial list of the many iden-tities assumed over the cen-turies by the serial killing life form Redjac-tos2x07: Wolf in the Fold. Redjac murdered several Is commonly believed to Beratis was the name used Mild mannered adminishave murdered and mutiwomen on Debeb II under by Redjac on Rigel IV. trator on Argelius who was lated at least five women in the Whitechappel area of London in this year. possessed by the Rediad this assumed identity. entity for the purpose of committing more murders

WARTIME

NEEDLESS WARS

TERRORIST UPRISINGS

Data cited these terrorist up-

risings as evidence that vio-lence can be successfully em-ployed to achieve a political objective-tng3x12: The High Ground.

CASUALTIES OF WAR	World War I	World War II	World War III		
	1914-18	1939-45			
Spock reminded Dr. McCoy of just how barbaric a place the Earth used to be by cit- ing death tolls from the world wars-tos2x14: Bread and Circuses.	Six million died according to Spock.	Eleven million died ac- cording to Spock.	Thirty-seven million died according to Spock.		
	Wars of Religion	Cold War	Post-atomic Horror		

----1524 - 1648 Q reminded Captain Picard of A series of wars in Europe following the onset of the Protestant Reformation. A sustained political and military conflict in the after-math of WW2 between the the very same thing by making wars-tng1x01: Encounter at Farpoint.

their Spanish colonial au-thorities.

Soviet Union and the Unit-ed States and their allies. ages, and the collapse of government institutions. Mexican War of Independence

Irish Unification Kenzie Rebellion

= 2053 = = =

The survivors of WW3 were

plagued with high radiation levels, supply short

= 2024 = = = = = Pre 2300s = = = = 1810-21 Armed conflict between All that is known about this Once again, all that is real-

1947-91

All that is known about this historic event is that it was achieved by the use of ter-is that it was both violent the people of Mexico and m, rather than by polit- and succe

HONORABLE MENTIONS

Human augment Khan Noonian Singh named Leif Ericson, Richard the Lionheart, and Napoléon as examples of bold men after noticing a painting by Marla McGivers of the gladiator Flavius in her guarters-tos1x24: Space Seed.

Spock noticed first printings of Shakespeare's First Folio, the Gutenberg Bible, and the Creation Lithograph by Taranulus of Centauri VII displayed in Flint's parlor-tos3x21: Requiem for Mathuselah.

Data remarked to a holodeck newspaper vendor that Joe DiMaggio's 56-game hitting streak would be broken by a shortstop for the London Kings (named Buck Bokai) in 2026-tng1x12: The Big Goodbye.

Data planned to study these famed Shakespearian actors: Lawrence Olivier, Kenneth Branagh, Shapiro, and Kullnark-tng3x10: The Defector.

Professor Richard Galen cited Heinrich Schliemann (found the City of Troy) and M'Tell (found Ya'Seem) as great archaeologists-tng6x20: The Chase.

ILLUSTRIOUS PEOPLE

ARTISTS	L. da Vinci	Reginald Pollack	Sten			
	1494-99	1967	= = = Pre 2200s = = =			
Spock noticed original paint- ings by these great artists hanging in the immortal Flint's parlor – tos3x21: Requiem for Methuselah.	Painted one of the world's most famous paintings, <i>The Last Supper</i> in the refecto- ry of the Cobvent of Santa Maria delle Grazie, Milan.	Painted Peace March	A galaxy renowned artist from Marcus II.			
BLIND VIRTUOSOS	Homer	John Milton	J.S. Bach	Claude Monet	Stevie Wonder	
	= = = 800s BC = = -	1667	1721	1923	1996	-
Smooth-talking inventor Ber- linghoff Rasmussen failed in an attempt to flatter Geordi by comparing him to these blind virtuosos – tng5x09: A Mat- ter of Time.	The Iliad and The Odys- sey, the great classics of ancient Greece, are tra- ditionally attributed to the blind bard Homer.	Published the first version of the epic poem Para- dise Lost, which consisted of ten books with over ten thousand lines of verse.	Presented the Branden- burg Concertos, a collec- tion of six Baroque era in- strumental works, to Chris- tian Ludwig.	Painted a series of weep- ing willow trees in homage to the French fallen sol- diers in WWI while suffer- ing from cataracts.	Presented with a Gram- my Lifetime Achievement Award.	
FLINT'S ALIASES	Akharin	Solomon	Alexander	Lazarus	Merlin	Leonardo da Vinci
	= = = 3834 BC = = •	970 BC	334 BC	30s	???	C.1488
A selection of the known aliases of the immortal Human Flint-tos3x21: Requiem for Mathuselah.	Born in ancient Mesopota- mia. He lived as "a soldier, a bully, and a fool" until he survived being pierced in the heart in battle.	Succeeded David as king of Israel according to Bibli- cal sources.	Overthrew King Darius III and conquered the Achae- menid Empire.	Raised from the dead by Jesus Christ even though he was already immortal.	Lived as this legendary wizard in the purely fiction- al court of King Arthur.	Designed a peculiar flying contraption of some kind.
PILOTS	Chuck Yeager 2	Zephram Cochran	е (Johannes Brahms	s Abramson	Mr. Brack
	1947	2061		1868	= = = Pre 2200s = = -	Pre 2200s
Geordi drew on these pioneer- ing aviators to help convey to Data the historical signifi- cance of the first soliton wave powered flight-tng5x10: New Ground.	Became the first human to break the sound barrier.	Became the first human to break the speed of light barrier.		ral work, A German Regui-	One of a hundred other names of Flint unknown to Captain Kirk and Spock.	Alias used by Flint when he was encountered the Enterprise landing party on his personal planet Hol- berg 917G.
SCIENTISTS	Einstein	Kazanga	Sitar of Vulcan	Richard Daystrom	1	
	1921		Pre 2200s	2243		
Captain Kirk cited these great scientists to make the point to Dr. McCoy that "genius doesn't work on an assembly line basis" - tos2x24: The Ulti- mate Computer.	Received the Nobel Prize in Physics for explaining the photoelectric effect and his overall contributions to the- oretical physics.	Scientific genius who pro- duced a revolutionary sci- entific theory of some kind.	Same story as Kazanga.	Made the duotronic break- through that won him the Nobel and Zee-Magnes prizes when he was only 24 years old.		
VIOLINISTS	Jascha Heifetz	Yehudi Menuhin	Grak-tay	Tataglia		
	1911	1947	= = = Pre 2300s = = =	= = = Pre 2300s = = = =	ı.	
Four of the three hundred vio- linists whose techniques were included in Data's program- ming – tng3x23: Sarek.	This all-time great violinist needed a police escort after giving a sensational outdoor performance in St. Peters- burg before 25,000 people.	First Jewish musician to play with the Berlin Phil- harmonic since the Ho- locaust.	No details are known of his life and career.	Sarek's wife, Perrin, re- quested for Data to per- form a Mozart concert in his style.		
PEACETIMI	Ε					
ART MOVEMENTS	Proto-Vulcanism	Fauvism	Cubism	Dadaism	Surrealism	
	???	1900-10s	1907-20s	1920s	1920s	-
Data observed that a paint- ing of a nude woman done by Captain Picard was a juxtapo- sition of these styles-tng3x14: A Matter of Perspective.	According to Data the painting in question had "unsettling overtones of proto-Vulcan influences."	Les Fauves, or "the wild beasts", was a short-lived movement that empha- sized painterly qualities strong colors over realism.	Movement pioneered by Georges Braque and Pab- lo Picasso where objects are broken up and reas- sembled in abstract form.	Avant-garde movement, born out of a reaction to the horrors of WWI. It re- jected reason in favor of nonsense and irrationality.	Developed out of Dada- ism. Surrealist artwork fea- tures the element of sur- prise, unexpected juxtapo- sition, and the nonsequitur	

Fundamental Declarations of U.S. Constitution the Martian Colonies Code of Hammurabi The Bible Code of Justinian Magna Carta LEGAL DOCUMENTS _____ 2062 ____ ----1754 BC 800 BC - 200 530s 1215 1787 Cite

Babylonian law code en- acted by king Hammura- bi, comprising 282 laws with corresponding pun- ishments.	Collection of texts consid- ered sacred in Judaism and Christianity.	prudence issued by order of Justinian I, Eastern Ro- man Emperor.	glish constitutional prac- tice granted by King John	celebrated for establishing the doctrine of the separa-	Apocryphal sources date the enactment of this his- toric declaration to 2062.	= ¹

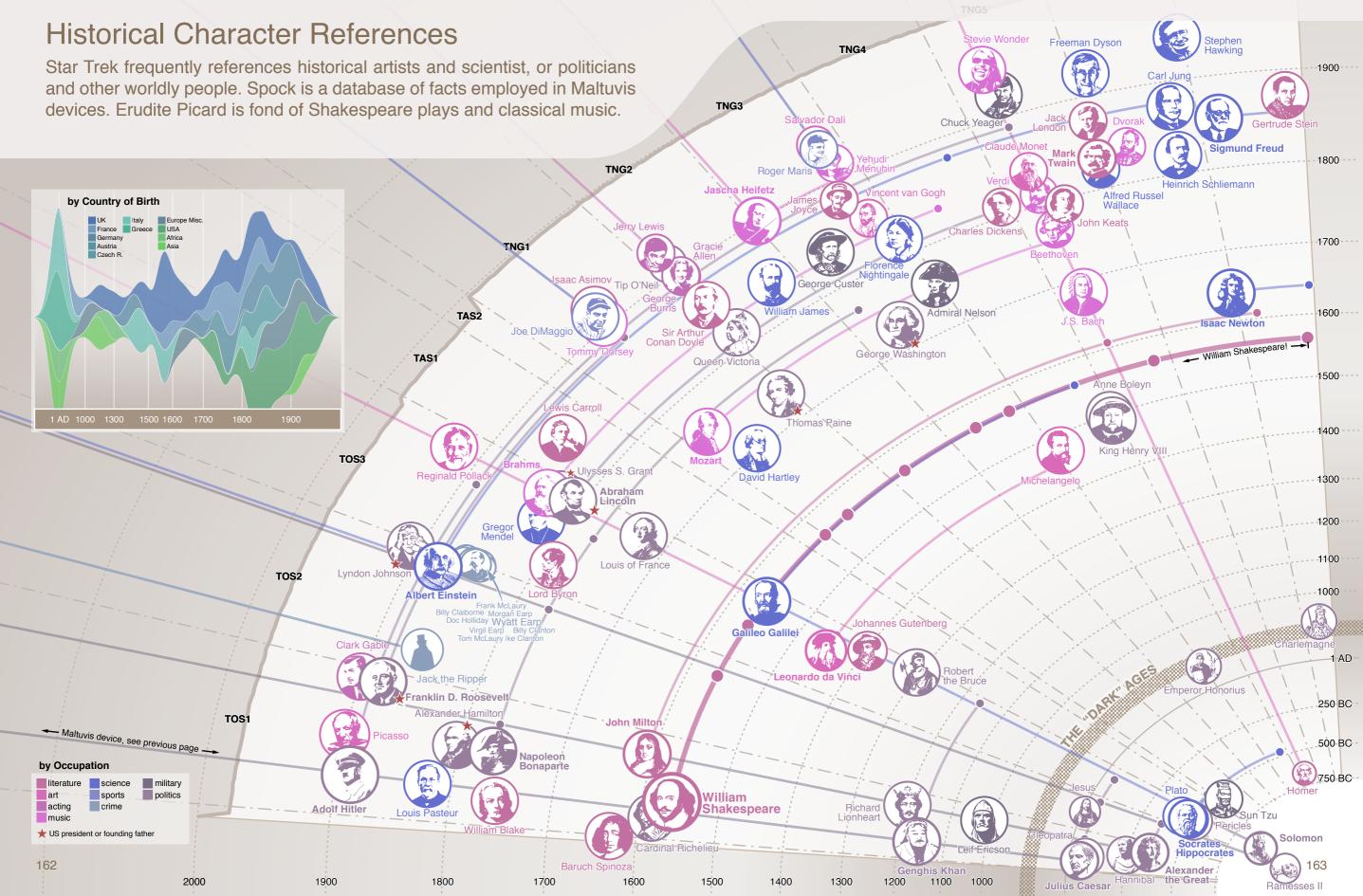
Apollo Program Martian Colonies Alpha Centauri SPACE EXPLORATION

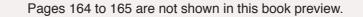
-----1961-72 Cantain Kirk drew on these bold space exploration mis-sions to convince his senior staff that you need to take United States human spaceflight program that accomplished landing the first humans on the Moor from 1969 to 1972. risks to advance-tos2x22: Re-turn to Tomorrow.





Little is known of these statutes beyond that they included some laws pe taining to the rights of the accused in a court of law





Appendix A: Episode Dictionary

Star Trek TOS, TAS, TNG consist of 80, 22, and 178 episodes respectively if one counts the two pilot episodes (a potentially sensitive topic). A brief synopsis for each of these 280 stories is provided in this appendix.

TOS Pilots

[tos0x01] **The Cage** by Gene Roddenberry (SD Unknown) The Enterprise follows a distress signal to the planet Talos IV, where Captain Pike is taken captive by a group of telepathic aliens. Pike, the

Keeper Vina [tos0x02] Where No Man Has Gone Before by Samuel A. Peeples (SD 1312.4) After the Enterprise attempts to cross the Great Barrier at the edge of the galaxy , crew members Gary Mitchell and Elizabeth Dehner develop godlike

psychic powers which threaten the safety of the crew.

TOS Season 1

[tos1x01] Where No Man Has Gone Before by Samuel A. Peeples

AD 1966-09-22 (SD 1312.4) After the Enterprise attempts to cross the Great Bar-rier at the edge of the galaxy , crew members Gary Mitchell and Elizabeth Dehner develop godlike psychic powers which threaten the safety of the crew. Elizabeth Dehner, Gary Mitchell, Kirk.

[tos1x02] The Corbomite Maneuver by Jerry Sohl

AD 1966-11-10 (SD 1512.2) The Enterprise is menaced by a gigantic alien ship whose commander condemns the crew to death. The alien ship appears all powerful and the alien commander refuses all attempts at negotiation, forcing Kirk to employ an unorthodox strategy to save the ship. First Federation; Balok, Dave Bailey, Kirk,

Itos1x031 Mudd's Women by Gene Roddenberry

AD 1966-10-13 (SD 1329.8) Misadventure ensues after the Enterprise crew pursue and capture interstellar con artist Harry Mudd and his cargo of three beautiful mail-order brides. Eve McHuron, Harry Mudd, Kirk.

[tos1x04] The Enemy Within by Richard Matheson

AD 1966-10-06 (SD 1672.1) While beaming up from planet Alpha 177, a transporter accident splits Captain Kirk into two beings: one good, who is weak and indecisive, and one evil, who is overly aggressive and domineering. Evil Kirk, Janice, Kirk.

[tos1x05] The Man Trap by George Clayton Johnson

AD 1966-09-08 (SD 1513.1) The Enterprise visits planet M-113 for a routine medical inspection of the husband-wife archaeological team stationed there, but the crew finds that the wife has been replaced by a deadly, shape-shifting creature. Salt Vampires of Planet M-113; creature, Kirk, McCoy, Robert Crater.

[tos1x06] The Naked Time by John D. F. Black

AD 1966-09-29 (SD 1704.2) A strange, intoxicating infection, which lowers the crew's emotional inhibitions, spreads throughout the Enterprise, endangering the entire ship. Kevin Rilev. Kirk.

[tos1x07] Charlie X by Gene Roddenberry

AD 1966-09-15 (SD 1533.6) Traveling aboard the Enterprise, a dangerous young man named Charlie Evans terrorizes the crew with his unusual mental powers. Thasian: Charlie Evans, Janice, Kirk,

[tos1x08] Balance of Terror by Paul Schneider

AD 1966-12-15 (SD 1709.2) Investigating a series of destroyed outposts along the Neutral Zone, the Enterprise discovers a lone Romulan vessel with a cloaking device. The Romulans, having never been seen by humans, are revealed to visually resemble Vulcans, casting doubt on Mr. Spock's loyalty as the two ships become locked in a cat-and-mouse battle through space. Romulan; Kirk, Unnamed Romulan Commander of TOS1x08.

[tos1x09] What Are Little Girls Made Of? by Robert Bloch AD 1966-10-20 (SD 2712.4) In search of Nurse Chapel's fiancé, renowned exobiologist Roger Korby, the Enterprise visits the ice planet Exo III, where Korby is found living deep underground with a group of highly advanced androids. Androids of Exo III, Old Ones of Exo III; Andrea, Christine, Kirk, Roger Korby, Ruk.

[tos1x10] Dagger of the Mind by S. Bar-David

AD 1966-11-03 (SD 2715.1) On a re-supply mission to a rehabilitation colony for the criminally insane, an escaped patient gives the Enterprise crew reason to suspect that the chief doctor has been using a device which destroys the human mind. Kirk and a female crew member beam down to the colony to resolve the mystery. Helen Noel, Kirk, Simon van Gelder, Tristan Adams.

[tos1x11] Miri by Adrian Spies

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AD 1966-10-27 (SD 2713.5) After discovering a duplicate of the planet Earth, Kirk and his landing party beam down to find signs of a population ravaged by a strange disease, from which only children appear to have survived. Olnies; Kirk, Miri.

[tos1x12] The Conscience of the King by Barry Trivers

AD 1966-12-08 (SD 2817.6) Visiting an old friend, Kirk suspects a Shakespearean actor may actually be the murderous former governor of Tarsus IV where Kirk grew up. Kirk invites the acting troupe aboard the Enterprise in order to investigate, but soon assassination attempts are made on Kirk and another crewman who was an eyewitness to the murders. Kirk, Kodos the Executioner, Lenore Karidian.

(tostx13) The Galileo Seven by Oliver Crawford AD 1967-01-05 (SD 2821.5) Spock and a scientific party are sent to study the Murasaki 312 quasar aboard the shuttle Galileo. During the survey, the Galileo is forced to make an emergency landing on the planet Taurus II, where the crew fight the planet's primitive ape-like inhabitants. As the crew begin to make repairs, Scotty determines that the shuttle does not have enough fuel to reach orbit carrying all seven passengers, and Spock must contemplate leaving some of his fellow crew behind. Taurean; High Commissioner Ferris, Kirk, Spock.

[tos1x14] Court Martial by Don M. Mankiewicz

AD 1967-02-02 (SD 2947.3) Kirk is placed on trial for negligence after a crewman is killed during a severe ion storm. Kirk maintains that his actions were proper and should not have led to the officer's death, but the evidence seems strong against him. Benjamin Finney, Kirk, Spock.

[tos1x15] The Menagerie, Part I by Gene Roddenberry

AD 1966-11-17 (SD 3012.4) Spock hijacks the Enterprise to take his crippled former captain, Christopher Pike, to the forbidden world of Talos IV. He then demands a court martial where he uses the events of episode tos0x10:"The Cage" to tell the tale of Pike's captivity on the planet years earlier. Talosian; Kirk, Pike, Spock. [tos1x16] The Menagerie, Part II by Gene Roddenberry

AD 1966-11-24 (SD 3013.1) Spock continues detailing the events of episode tos0x01:"The Cage" to the tribunal. After witnessing the Talosians' capabilities of mental illusion, Kirk realizes that Spock intends to return Pike to the planet to live a life of illusion, unencumbered by his crippled condition. Talosian: Kirk. Pike. Spock

Itos1x171 Shore Leave by Theodore Sturgeon

AD 1966-12-29 (SD 3025.3) Kirk orders shore leave for the Enterprise crew on a seemingly uninhabited planet. The landing parties begin to see strange sights, such as a White Rabbit a la Alice in Wonderland, Don Juan, and a sword-wielding samurai. Spock discovers that the planet seems to be drawing a large amount of energy from the ship's engines, placing the Enterprise in danger, Caretaken Aliens: Kirk, McCoy, Sulu, Yeoman Tonia Barrows.

Itos1x181 The Squire of Gothos by Paul Schneider

AD 1967-01-12 (SD 2124.5) The Enterprise crew discovers a rogue planet drifting through space, inhabited by an eccentric being named Trelane who uses his ap-parently unlimited power over matter and form to manipulate the crew. Trelane's Species; Kirk, The Squire of Gothos.

[tos1x19] Arena by Fredric Brown

AD 1967-01-19 (SD 3045.6) The Enterprise comes under attack by unknown aliens while investigating the destruction of the Cestus III colony. While pursuing the aliens into unexplored space, both ships are captured by the powerful Metrons, who force Kirk and the rentilian alien captain to a fight to the death the winner's vessel will be set free, while the loser's ship will be destroyed. Gorn, Metron; Gorn Captain, Kirk

[tos1x20] The Alternative Factor by Don Ingalls

AD 1967-03-30 (SD 3087.6) The Enterprise traces the source of a galaxy-wide disturbance in space to an apparently dead planet, where the crew is greeted a raving lunatic who claims there is still time to stop the murdering monster that destroyed his entire civilization. Anti-Lazarus's Species, Lazarus' Species; Kirk, Lazarus-A. Lazarus-B.

Itos1x211 Tomorrow is Yesterday by D. C. Fontana

AD 1967-01-26 (SD 3113.2) After accidentally traveling back in time to 1969, the Enterprise rescues USAF Captain John Christopher from his crippled fighter jet. The crew struggles to return to their own time, while simultaneously returning Christopher to the Air Force, removing his knowledge of the future and all record of contact with the Enterprise Captain John Christopher, Kirk.

[tos1x22] The Return of the Archons by Gene Roddenberry

AD 1967-02-09 (SD 3156.2) The Enterprise discovers a planetary population mindcontrolled into acting as a harmonious collective by the powerful philosopher, Landru. While investigating, Kirk and his landing party are taken captive and discover that the Enterprise crew will be the next to be "absorbed" into Landru's control. Archons, Children of Landru; Kirk, Landru, McCoy, Reger, Spock.

[tos1x23] A Taste of Armageddon by Robert Hammer

AD 1967-02-23 (SD 3192.1) On a diplomatic mission, the Enterprise visits a civilization mired in a war with its planetary neighbor that is fought entirely by computer simulation. Even so, citizens who are listed as virtual casualties willingly report to termination booths to be killed for real. After the Enterprise is destroy tack simulation. Kirk must fight to keep his crew from death. Eminian. People of Vendikar; Anan 7, Kirk, Robert Fox, Spock.

Itos1x24] Space Seed by Carey Wilber

AD 1967-02-16 (SD 3141.9) The Enterprise discovers an ancient sleeper-ship, which escaped from Earth's Eugenics Wars in the late 20th century. The genetically engineered passengers, led by war criminal Khan Noonien Singh, seize control of the Enterprise and attempt to destroy the ship. Colonists of Omicron Cett III, Omicron Pod Plants; Khan Noonien Singh, Kirk, Marla McGivers, McCoy, Spock.

[tos1x25] This Side of Paradise by Nathan Butler and D. C. Fontana

AD 1967-03-02 (SD 3417.3-3417.7) The Enterprise crew finds a Federation colony's population to be healthy and apparently thriving in spite of endemic ex-posure to fatal Berthold rays. An old flame of Spock, leads the crewmen to some flowers that seem to impose a state of pure bliss on anyone exposed to their spores. but at the cost of ambition and self-discipline. Kirk, whose will power keeps him immune from the spores' effects, must fight as the crew succumb to the spores one by one. Horta; Kirk, Leila Kalomi, Spock.

[tos1x26] The Devil in the Dark by Gene L. Coon

AD 1967-03-09 (SD 3196.1) Dispatched to the mining colony on Janus VI, the Enterprise is tasked to investigate rumors of a subterranean creature responsible for destruction of equipment and the deaths of fifty miners. Kirk and Spock discover a silicon-based life form, which lives in the surrounding rock Horta, Kirk, Spock, Vandenberg.

[tos1x27] Errand of Mercy by Gene L. Coon

AD 1967-03-23 (SD 3198.4) After peace negotiations between the Federation and the Klingon Empire collapse, the Enterprise is ordered to protect Organia, a peaceful planet located near the Klingon border. But upon beaming down to the planet, Kirk and Spock are baffled that the inhabitants reject their offers of help. Klingon, Organian; Ayelborne, Kirk, Kor, Spock.

Itos1x281 The City on the Edge of Forever by Harlan Ellison

AD 1967-04-06 (SD 3134.0) After accidentally overdosing on a powerful stimulant, McCoy becomes unbalanced and disappears through a newly discovered time por-tal on an unexplored planet, where he somehow changes the course of history. Kirk and Spock follow him back to the 1930s in order to restore the timeline. Gu of Forever, Guardian of Forever's Makers; Edith Keeler, Kirk, McCoy, Spock.

[tos1x29] Operation – Annihilate! by Steven W. Carabatsos AD 1967-04-13 (SD 3287.2) The Enterprise arrives at Deveva colony to find its inhabitants are under attack by neural parasites that cause mass insanity. After Spock himself becomes infected, McCoy and Kirk must race to find a cure in time to save Spock and the Denevan colonists. The Neural Collective Parasites; Kirk, McCov. Spock.

TOS Season 2

[tos2x01] Catspaw by Robert Bloch AD 1967-10-27 (SD 3018.2) In search of missing crewmen on Pyris VII, Kirk and his landing party beam down to find a spooky castle with witches, shackled skeletons, and even a black cat. While investigating they are taken prisoner by two powerful aliens, who threaten the well-being of the Enterprise and her crew with their magical powers. Ornithoid Aliens; Kirk, Korob, McCoy, Spock, Sylvia.

[tos2x02] Metamorphosis by Gene L. Coon

AD 1967-11-10 (SD 32194) After crash landing on a remote asteroid a shuttle crew from the Enterprise are astonished to find a castaway, who appears to be Zefram Cochrane – the inventor of warp drive – and his mysterious alien companion Companion's Species; Commissioner Nancy Hedford, Kirk, McCoy, Spock, Zefram Cochrane.

[tos2x03] Friday's Child by D. C. Fontana AD 1967-12-01 (SD 3497.2) On a mission to secure a mining agreement on Capella IV, the Enterprise crew find that the Klingons have beat them to the punch, and become entangled in a tribal power struggle. Capellan, Klingon; Eleen, Kirk, Kras, Maab, McCoy, Spock.

Itos2x041 Who Mourns for Adonais? by Gilbert Balston

AD 1967-09-22 (SD 3468.1) While approaching Pollux IV, the Enterprise is grabbed by an etherial green hand and the crew taken captive by an alien who claims to be the Greek god Apollo. Greek Gods; Apollo, Carolyn Palamas, Kirk, Scotty.

Itos2x05] Amok Time by Theodore Sturgeon

AD 1967-09-15 (SD 3372.7) When Spock begins behaving aggressively, Kirk discovers his first officer must return home to Vulcan to be married, or die. Kirk disobeys his orders to save Spock, only to find the unbalanced Vulcan at his throat when the bride forces Spock into a duel - and chooses the captain as her champion. Kirk, Spock.

[tos2x06] **The Doomsday Machine** by Norman Spinrad AD 1967-10-20 (SD 4202.9) After losing his entire crew to an alien planet-eating machine, Commodore Matthew Decker pulls rank on Kirk in order to play a game of cat and mouse with the mechanical adversary. His efforts to destroy the menace place the Enterprise in grave danger. Planet Eater; Kirk, Matt Decker, Spock. Itos2x071 Wolf in the Fold by Robert Bloch

AD 1967-12-22 (SD 3614.9) Scotty is implicated in the serial killing of several women while on shore leave on Argelius II. The chief city administrator is keen to pin the crimes on Scotty, and the stakes are high, because the penalty for murder is death by slow forture. The crew must identify the real killer in order to save their chief engineer. Argelian, Redjac's Species; Jaris, Kirk, McCoy, Mr. Hengist, Scotty.

Itos2x08] The Changeling by John Meredyth Lucas AD 1967-09-29 (SD 3541.9) The Enterprise crew deals with a visit from Nomad, a

space probe launched in the early 2000s that somehow became a sentient machine on a mission to seek out and destroy lifeforms that do not meet its standard of perfection. Tau Ru: Kirk. Nomad.

[tos2x09] The Apple by Max Ehrlich

AD 1967-10-13 (SD 3715.3) On a mission to investigate the source of strange sen-sor readings emanating from the planet Gamma Trianguli VI, the Enterprise crew stumbles upon a veritable Garden of Eden, whose primitive inhabitants worship a environmental control machine, called Vaal, as a god. Vaalians; Akuta, Kirk, Mc-Cov. Spock.

[tos2x10] Mirror. Mirror by Jerome Bixby

AD 1967-10-06 (SD Unknown) A transporter mishap sends Kirk and the landing party to a mirror universe where the Enterprise serves a barbaric Empire instead of the Federation. evil Kirk, Kirk, McCoy, Scotty, Spock, Spock with a gotee, Uhura.

[tos2x11] The Deadly Years by David P. Harmon

AD 1967-12-08 (SD 3478.2) Strange radiation exposes the command crew of the Enterprise to the effects of rapid aging. McCoy must find a cure before they succumb to the effects of old age. Romulan; Commodore Stocker, Janet Wallace, Kirk, McCov. Spock.

Itos2x121 I. Mudd by Stephen Kandel

AD 1967-11-03 (SD 4513.3) The Enterprise crew have a second run in with the con man, Harry Mudd, this time finding him as the ruler of a planet of androids. Mudd's Androids; Harry Mudd, Kirk, McCoy, Norman, Spock.

[tos2x13] The Trouble with Tribbles by David Gerrold

AD 1967-12-29 (SD 4523.3) Tribbles - a bisexual species of adorable little fur-balls with an astonishing ability to multiply - disrupt the exploitation of a disputed planet between the Klingons and Federation. Klingon, Tribble; Kirk, Nilz Baris, Spock.

[tos2x14] Bread and Circuses by Gene Roddenberry and Gene L. Coon AD 1968-03-15 (SD 4040.7) Kirk and his landing party are forced to fight in gladiatorial games on a planet modeled after the Roman Empire. Roman Aliens; Claudius Marcus, Kirk, McCoy, R. M. Merik, Spock.

ttos2x15 Journey to Babel by D. C. Fontana AD 1967-11-17 (SD 3842.3) While transporting dignitaries to an important peace conference on a planetoid code-named Babel, the Enterprise is pursued by a mysterious vessel and one of the alien diplomats is assassinated. Spock's estranged father Sarek is the prime suspect in the murder, but he is incapacitated after suf fering a massive heart attack, and only spoke can save him. Andorian, Coridan Orion, Tellarite, Vulcan; Kirk, Sarek, Spock.

[tos2x16] A Private Little War by Jud Crucis

AD 1968-02-02 (SD 4211.4) Kirk must decide how to save a primitive race of hillpeople from the technological interference of the Klingons. Klingon, Neurals, Or-ganian; Kirk, McCoy, Nona, Tyree.

[tos2x17] The Gamesters of Triskelion by Margaret Armen AD 1968-01-05 (SD 3211.7) Kirk, Chekhov and Uhura are abducted by a trio of disembodied brains and forced to fight in gladiatorial contests to satiate the aliens' gambling addiction. Andorian, Galt's Species, Gamesters of Triskellion, Kloog's Species, Lars' Species, Shana's Species, Tamoon's Species; Chekov, Galt Kirk, Shahna, Uhura.

[tos2x18] Obsession by Art Wallace

Okmyx, Kirk, McCoy, Spock

William, Kirk, Ron Tracy.

TOS Season 3

Kirk, McCoy, Miramanee, Spock.

Commander of TOS3x04.

Spock, Tommy Starnes,

Miranda Jones, Spock.

Itos3x061 Spock's Brain by Lee Cronin

[tos3x04] The Enterprise Incident by D. C. Fontana

[tos3x05] And the Children Shall Lead by Edward J. Lakso

narans, Vian; Gem, Kirk, Lal, McCoy, Spock, Thann.

[tos3x09] The Tholian Web by Judy Burns and Chet Richards

hostile aliens, called the Tholians. Tholian; Kirk, McCoy, Spock.

Spock.

Thalassa.

Spock.

Spock.

Kirk.

[tos2x21] By Any Other Name by Jerome Bixby

Itos2x241 The Ultimate Computer by Laurence N. Wolfe

AD 1967-12-15 (SD 361-2) Kirk becomes obsessed with destroying a murderous entity that killed many of the crew of his old ship. Dikironium Cloud Creature; Ensign Garrovick, Kirk, McCoy, Spock.

lization, killing billions of inhabitants. Kirk endeavors to destroy the organism before it can strike again. Giant Space Amoeba; Kirk, McCoy, Spock.

[tos2x20] A Piece of the Action by David P. Harmon AD 1968-01-12 (SD 4598.0) On a mission to investigate a possible case of cultural

contamination on Sigma lota II, the Enterprise crew beam down to find a planet with a violent culture based on the American 1920s gangster era. Sigma lotian; Bela

AD 1968-02-23 (SD 4657.5) Beings from the Andromeda Galaxy hijack the Enter-

prise, technically modify it, transform all but the command crew into small cubocta-

hedral solids, and attempt to return home. Kelvan; Kelinda, Kirk, McCoy, Rojan,

[tos2x22] **Return to Tomorrow** by John Kingsbridge AD 1968-02-09 (**SD 4768.3**) Three disembodied survivors of a once powerful civi-lization that was obliterated in some sort of ultimate cataclysm half a million years

ago take control of Kirk and Spock's under the pretext of desiring to build android

bodies for themselves. Sargon's Species; Henoch, Kirk, McCoy, Sargon, Spock,

[tos2x23] Patterns of Force by John Meredyth Lucas AD 1968-02-16 (SD 2534.0) The Enterprise crew visit a planet dominated by a Nazi culture and at war with its planetary neighbor. Ekosian, Zeon; Daras, Isak, Kirk,

AD 1968-03-08 (SD 4729.4) Kirk and a skeleton crew test a new computer system

[tos2x25] **The Omega Glory** by Gene Roddenberry AD 1968-03-01 **(SD Unknown)** After chancing on a derelict starship in orbit around Omega IV, the Enterprise crew beams down to find the derelict's crew dead and its

captain, Ron Tracy, violating the prime directive by assisting the Kohms in a war against their enemy the Yangs. Kohms of Omega IV, Yangs of Omega IV; Cloud

AD 1968-03-29 (SD Unknown) On a historical research mission to 1968, the En-terprise crew encounters Gary Seven, a human from the future who appears to be

[tos3x01] Spectre of the Gun by Lee Cronin AD 1968-10-25 (SD 4385.3) For trespassing on an alien world, Kirk and his landing

cast as the losing side. Melkot; Chekov, Kirk, McCoy, Morgan Earp, Scotty,

[tos3x02] Elaan of Troyius by John Meredyth Lucas AD 1968-12-20 (SD 4372.5) The Enterprise crew transport a spoiled princess, who must bring peace to a star system at war. Elasian, Troyian; Elaan of Troyius,

[tos3x03] The Paradise Syndrome by Margaret Armen AD 1968-10-04 (SD 4842.6) A mysterious alien device on a planet with a predom-

inantly American Indian culture erases Kirk's memory, and he begins a life with them as a member of their tribe. Natives of Amerind, Preservers of Amerind;

AD 1968-09-27 (SD 5027.3) Due to an apparent lapse of rationality brought on by the strain of command, Kirk orders the Enterprise to cross the Neutral Zone,

after which the ship is immediately captured by Romulan forces. When Kirk is held

in the Romulan flagship on the charge of espionage, his true mission to steal a cloaking device is revealed. Romulan, Vulcan; Kirk, Spock, Unnamed Romulan

AD 1968-10-11 (SD 5029.5) The Enterprise crew rescue a group of children stranded on a Federations outpost, who summarily take control of the ship at the in-

sistence of their evil imaginary friend. Gorgan, Triacus Mauraders; Gorgon, Kirk,

AD 1968-09-20 (SD 5431.4) The Enterprise crew pursues aliens who have stolen

[tos3x07] Is There in Truth No Beauty? by Jean Lisette Aroeste AD 1968-10-18 (SD 5630.7) The Enterprise crew transport an alien ambassador who must travel inside a special case because he is so ugly that one look at him is enough to drive a man insane. Medusan, Vulcan; Kirk, Kollos, Larry Marvick,

[tos3x08] **The Empath** by Joyce Muskat AD 1968-12-06 (**SD 5121.5**) While visiting a doorned planet, Kirk and his landing party is subject to torturous experiments to test an empathic race. **Empathic Mi**-

AD 1968-11-15 (SD 5693.2) On a mission to rescue the USS Defiant, Kirk is caught in interspace while the Enterprise is trapped by an energy draining web spun by

[tos3x10] For the World is Hollow and I Have Touched the Sky by Rik Vollaerts

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Spock's brain. Eymorg; Eymorg leader, Krik, McCoy, Scotty, Spock.

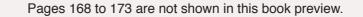
party are forced to re-enact the famous shoot-out at the O.K. Corral with ther

attempting to alter history. Gary Seven's Providers; Gary Seven, Kirk, Spock.

that could potentially replace them all at their jobs. Kirk, Richard Daystrom.

[tos2x26] Assignment: Earth by Gene Roddenberry and Art Wallace

[tos2x19] The Immunity Syndrome by Robert Sabaroff AD 1968-01-19 (SD 4307.1) Approaching Starbase 6 for a much needed period of rest and recreation, the Enterprise is ordered to divert to the Gamma 7A star system where the crew discover that a giant space amoeba has consumed its thriving civi-



Appendix B: Character Dictionary

In preparation of writing this book we identified 497 characters in Star Trek TOS, TAS, and TNG. Of these, 199 are affiliated with the organization called Starfleet. The full list is given in this appendix.

TOS Starfleet Characters Index



TNG Starfleet Characters Index

High Command Starlleet Flag Officer Alynna Nechayev Starlleet Flag Officer Margaret Blackwell Starlleet Flag Officer Aaron Starlleet Flag Officer Admiral Haftel Starlleet Flag Officer Admiral Haftel Starlleet Flag Officer Haden Vice Admiral Starlleet Officer Nakamura Vice Admiral Admiral Brand Superintendent Mark Jameson Rear Admiral Gregory Quinn Bureaucrat SAVar SAVar SAVar SAVar Starlleet Flag Officer Captain Robert DeSoto Starship Captain Edward Jellico Starship Captain Valter Keel Starship Captain Valter Keel Starship Captain	 Starship Captain Jean Luc Picard Starship Captain Starship Captain Starship Captain Tryla Scott USS Renegade Commanding Officer Donald Varley Starship Captain Senior Staff Calvin Hutchinson Starfleet Officer Orfil Quinteros Starfleet Officer Wiliam T. Riker First Officer Shelby Starfleet Officer Beverly Crusher 	 Worf Tactical Officer Junior Staff Chang Starfleet Officer Kyle Jack of All Trades Marla Aster Archaeologist Julian Bashir Chief Medical Officer Science Officer Barnaby Security Officer Bartel Engineer Brossmer Trasporter Chief Gillespie Operations Division Chief Engineer Logan Chief Engineer Logan Chief Engineer Matasha Yar Security Chief Sacutity Chief Sacutity Chief Security Chief Sam Lavelle Operations Officer Orfil Solis Helmsman 	 Alyssa Ogawa Nurse Nurse Aquiel Unhari Communications Officer Jenna D'Sora Security Officer Daniel Kwan Engineer Linda Larson Engineer Linda Larson Engineer Linda Larson Engineer Balmer Transporter Operator Nara Belmer Transporter Operator Marta Batanides Starlleet Officer Janet Brooks Starlleet Officer Sariel Ensign Rager Helmsman Felton Conn Officer Sito Jaxa Security Officer Sito Jaxa Scurity Officer Sito Jaxa Scurity Officer Sito Jaxa Scurity Officer Sito Jaxa Scurity Officer Satrileet Officer Sito Jaxa Scurity Officer Sariel Et Officer Sito Jaxa Scurity Officer Sito Jaxa Scurity Officer Sarielet Officer Sarielet Officer Starileet Officer 	Transporter Chief Robin Lefler Starfleet Officer Peeples Engineer Salazar Salazar	 Susanna Leijten Starfleet Officer Nicholas Locarno Starfleet Cadet Miss Piper Personal Assistant Dexter Remmick Starfleet Officer Starfleet Officer Scientist Deat Hester Medical Officer Mordock Starfleet Cadet Albert Starfleet Officer Albert Starfleet Officer Albert Starfleet Officer Argyle Chief Engineer Kelso Transporter Chief Kosinski Rocket Scientist Leland T. Lynch Chief Engineer Sarah MacDougal Chief Engineer Sarah MacDougal Chief Engineer Sarah MacDougal Chief Engineer Miso O'Brien Transporter Chief Miso O'Brien Bartender Guinan Bartender Keiko O'Brien Botanist
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Non-Human Characters Index

Acomorian	Foronai	.				_	
Acamarian	Ferengi Arridor	Warbird Captain	Juliana Tainer Scientist	Ø	Dathon Starship Captain	Ø	Mot Barber
Sovereign	Physician	Kell	Space Roman	Ø	Deela	Ø	Nagilum
Yuta Royal Taster	Starship Captain		Claudius Marcus	×	Queen Dirgo		Nara
	- Goss	Kor Klingon Officer	Proconsul Flavius Maximus	Ø	Captain	0	Engineer
Allasomorph	Starship Commander	Bigh Cleric	Gladiator	Ø	Doctor Farallon Scientist	Ø	Natira High Priestess
Anya Guardian	Scientist	5	Tanugan	Ø	Doctor Timicin		Nomad
Salia	Sovak	Sklingon Warrior	🐼 Manua Apgar	-	Scientist John Doe	Ŵ	Exterminator Nona
V Princess	Tog	Kras Klingon Warrior	Nel Apgar	Ø	Healer	Ó	Witch Doctor
Android	Starship Captain	🚗 Kurn	Scientist	Ø	Elaan Dohlman of Elas	Ø	Odan Diplomat
Alice no.118	Hologram	U U	Krag Chief Investigator		Eline		Brenna Odell
Alice no.322	N/ Albert Einstein	L'Kor Klingon Warrior		Ø	Homemaker	\bigotimes	
Andrea Companion	Theoretical Physicist	🚗 Lursa	<i>Unknown</i>	Ø	Kivas Fajo Trader	0	Odona
oompamon	NO Sigmund Freud Psychologist	J	Mercenary	Ø	Kyril Finn		Thadiun Okona
Rayna Kapec Companion	O Annie Meyers	Science Officer	The Traveler		Terrorist Galt	~	Freighter Captain Bela Oxmyx
Norman	Proprietor Minuet	Wu'Daq IKS Maht-H'a Captair		Ø	Master Thrall	Ó	Mob Boss
				Ø	Grebnedlog Starship Captain	Ø	Petri
NO Ruk	N	Worf Tactical Officer	SAvar Starfleet Flag Officer		Groppler Zorn		Diplomat Portal 6-3
Ardanan	O Cyrus Redblock	Malcorian	Sarek of Vulcan	Ø	Civic Leader	Ó	Guardian
Droxine	Gangster	Aval Durken		Ø	Guinan Bartender	Ø	Q Universal Nuisance
*	NØ Rex Bartender	Chancellor Krola	Starship Captain		Hengist		Radue
Plasus High Adviser	Illusion	Minister of Internal	Spock	Ŵ	Chief Administrator	Ŵ	First Appointee of
	NICSION NO Alice	Security		· Ø	Hugh	\square	Aldea Devinoni Ral
Bajoran Ga Sito Jaxa		Lanel Nurse	Philosopher, Scientist,	Ø	Isabella	Ø	Negotiator
Sito Jaxa Security Officer	Guy of Gisbourne Henchman	Mintakan	Logician		Imaginary Friend Jev	Ø	Ronin Ghost
Starfleet Officer	NO Sylvia		T'Pring	Ø	Historian	~	Sargon
	Waitress		Tallera Mercenary	\bigotimes	Etana Jol	Ø	Leader
Benzite	Kelvan	Oji Scientist	Mercenary	~	Kamala	0	Servin Engineer
Mendon Science Officer	Kelinda	Romulan	Engineer	Ø			Shahna
Mordock	🖉 Rojan		Miscellanous	Ø	Kara	\otimes	Thrall
Starfleet Cadet	Leader	Romulan Officer	Adam	Ø	The Keeper	0	Soren Shuttle Pilot
Betazoid	Klingon	Alidar Jarok Romulan Officer	🤍 Musician	-	Magistrate	0	Sylvia
Tam Elbrun Diplomat	Alexander Weapons Officer	Mendak	Akuta Tribal Leader	Ø	Sirna Kolrami Master Strategist	V	Explorer Kova Tholl
			Ves Alkar	Ø	Jojo Krako	Ó	Public Servant
Counselor	Solution Warrioress	W'Vek Romulan Officer	Diplomat Anan 7	Ŵ	Mob Boss Daniel Kwan	\bigotimes	Trelane
Lwaxana Troi Diplomat	Duras Klingon Warrior	Politician	High Council Leader	Ó	Engineer		Squire Ian Troi
	J	Ca Sela	Diplomat	Ø	Lal	Ø	
Cardassian	Gowron Klingon Chancellor	- 0111001	 Diplomat 		Scientist Lazarus	Ø	Tyree Leader
Gul Evek Officer	Generation Scientist	Prison Camp Warden		Ø	Scientist	Ŵ	Aquiel Unhari
Gul Lemec Commander	🕞 K'Ehleyr	Tomalak Romulan Officer	Bully	Ø	Losira Commander	Ŵ	Communications Officer
- oommandor	P	Romulan Officer	* Bany		Lutan		Kevin Uxbridge
Commander	Warbird Captain	Romulan Officer	Prisoner of War	Ő	Ruler of Ligon II	Ø	•
Gul Madred Officer	K'mpec	Soong Type Android	Starship Captain	Ø	Kerian MacDuff	Ø	Vanna Rebel Leader
Children Of Landru		NØ Data	Beata	Ø	Marta	Ø	Varria
	the Unforgettable Kahless		Ruler	-	Dancer Miramanee		Personal Assistant Vekor
Philosopher, Enginee	r Klingon Emperor	Research Project	Campio Minister	Ø	Tribal Priestess	Ø	Mercenary
Reger	Kang Klingon Warrior	Arch-villain	🐼 Roga Danar	Ø	Miri	0	Zarabeth
\checkmark		Arch-villain	Soldier	\checkmark		\sim	

All Characters, by Surname A-Z

- Aaron, Starfleet Flag Officer, Vice Admiral of Starfleet. Bodily host for one of the parasitic bug aliens that advanced a nefarious plot to take covert control of Starfleet Command. Played by Ray Reinhardt.
- Adam, Musician. Member of a ragtag band of space hippies who searched for the mythical planet Eden in a stolen space cruiser. After being taken into custody aboat the original Enterprise, he delighted the crew by playing on his space guitar, singing songs about the virtues of abandoning technological society. He died after eating a highly acidic fruit on a planet he wrongly believed to be Eden. Played by Charles Napler.

Adams, Tristan, Psychologist of Federation. Director of the Tantalus Penal Colony. Suspicions about the therapies he employed on the prisoners were raised after his assistant beamed up to the original Enterprise in a deranged state of mind. Played by James Gregory.

- Admiral Brand, Superintendent, Rear Admiral of Starfleet. Superintendent of Starfleet Academy at the time of the infamous Nova Squadron incident, in which Wesley participated in the cover up in the death of a fellow cadet in a botched flight maneuver. She presided over an investigation into the death of the said cadet. Played by Jacqueline Brookes.
- Admiral Haftel, Starfleet Flag Officer, Vice Admiral of Starfleet. Cybernetics specialist who ordered Data to give up custody of his daughter Lal. Played by Nicolas Coster.
- Akuta, Tribal Leader. Leader of a band of stone age people on Gamma Trianguli VI who worship the planet's environmental control machine, Vaal, as a god. Played by Keith Andes.
- Albert, Starfleet Officer, Lieutenant Commander of Starfleet. Father of Joshua Albert – the cadet who died in the infamous Nova Squadron incident. Played by Ed Lauter.
- Alden, Science Officer, Lieutenant of Starfleet. Manned the helm when the Enterprise encountered an energy barrier at the edge of the Milky Way galaxy on an extragalactic exploration mission. Played by Lloyd Haynes.
- Alexander, Son of Worf, Weapons Officer. Alexander Rozhenko is Worf's only son. The father and son found themselves in almost constant conflict over Alexander's disregard for Klingon traditions, although he ultimately followed in the ways of the warrior, and fought for the The Klingon Defense Forces in the Dominion War. Played by James Sloyan, Marc Worden, Brian Bonsall, Jon Steuer.
- ◊ Alice. Replica of Alice from Alice in Wonderland first encountered by McCoy on the Shore Leave Planet. Played by Marcia Brown.
- Alice no.118. Number 118 of 500 Alice series androids on Planet Mudd. They were made according to Harry Mudd's personal specifications, as were the Maisie series, the Trudie series, and the Annabel series. Played by Alyce Andrece.
- Alice no.322. Number 322 of 500 Alice series androids on Planet Mudd. They were made according to Harry Mudd's personal specifications, as were the Maisie series, the Trudie series, and the Annabel series. Played by Rhae Andrece.
- Alkar, Ves, Diplomat, Ambassador of Federation. Federation mediator who owed his success to his ability to transfer his negative emotions to others, inducing death by rapid aging in them in the process. He used Troi as a receptacle for his negative emotions during his mediation of a dispute on Rekag-Seronia. Played by Chip Lucia.
- Allenby, Tess, Navigator, Ensign of Starfleet. Token redshirt who sat at the conn from time to time after Wesley left the Enterprise-D to enter Starfleet Academy. Played by Mary Kohnert.
- Anan 7, High Council Leader of Eminian Union. Led the Eminian Union in a computer simulated war with the people of Vendikar when the original Enterprise visited the planet on a diplomatic mission. It was his responsibility to compel the crew to report to disintegration chambers after the ship was marked as destroyed in a simulated attack and the crew declared casualties of war. Played by David Opatoshu.
- Andrea, Companion. Sexy android built by Roger Korby who nurse Chapel referred to as a "mechanical geisha". Played by Sherry Jackson.
- Anna, Diplomat, Ambassador. Secret female identity of the lyaaran Ambassador Voval, created to study the concept of love in human society. He took on this form shortly after staging a crash landing of a shuttlecraft he shared with Captain Picard. Played by Barbara Williams.
- Anya, Guardian. Guardian and protector of Salia, the leader in waiting of a race of shapshifting monsters. Played by Paddi Edwards.
- Apgar, Manua. Accused Riker of making unrequited sexual advances on her person at a hearing to determine whether he would be put on trial for the murder of her husband Nel Apgar. Played by Gina Hecht.
- Apgar, Nel, Scientist. Scientist who invented a Krieger wave converter in his Federation funded orbital research station above Tanuga IV. He died when his research station exploded just as Riker was beaming back to the Enterprise-D after having stopped by to check on his progress. A hearing was convened on the holodeck to determine whether to extradite Riker on the charge of murder, but he was cleared of any crime when it was discovered that Apgar was responsible for the explosion. Played by Mark Margolis.
- Ardra, Con Artist. Interstellar con artist who duped the Ventaxians into believing that she was their mythical devil in order to exploit them for cheap labor. Her deception was exposed by Captain Picard in a dramatic courtroom trial. Played by Marta Dubois.
- Argyle, Chief Engineer, Lieutenant Commander of Starfleet. Preceded Geordi as chief engineer aboard the Enterprise-D. He best remembered for supervising Kosinski's warp drive experiment and reassembling Data's evil brother, Lore. Played by Biff Yeager.
- Marmus, Bully. Malevolent slick of tar that murdered Tasha Yar on planet Vagra II in the Zed Lapis zector. Played by Matt McChesney, Ron Gans (voice).
- Arridor, Physician of Ferengi Alliance. Found himself stranded in the Delta Quadrant together with his associate Kol after passing through the Barzan wormhole in a shuttlecraft. Played by Dan Shor.

Aster, Jeremy of Federation, House of Mogh. Orphaned when his mother, Marla, died in the line of duty on a Worf led away mission. Worf later made him an honorary member of his family by performing the R'uustai ceremony. Played by Gabriel Damon.

- Aster, Marla, Archaeologist, Lieutenant of Starfleet. Mother of Jeremy Aster; she died on a Worf led away mission, which left the Klingon with a sense of duty to take care of her newly orphaned son. Played by Susan Powell.
- Atkins, Doris, Crewmember, Yeoman of Starfleet. Yeoman who testified to Captain Kirk's deteriorating mental condition at a competency hearing when he suffered from rapid aging. Played by Carolyn Nelson.
- Ba'el. Descended from Klingon survivors of the Khitomer Massacre; she lived in a Romulan prison camp, where Klingons and Romulans lived in harmony. She and Worf, who infiltrated the community on bogus information that his father was being held there, became infatuated with one another, but Worf rejected her upon discovering that she was half Romulan. Played by Jennifer Gatti.
- Bailey, Dave, Navigator, Lieutenant of Starfleet. Navigator when the original Enterprise encountered the First Federation flagship Fesarius. Following a tense confrontation, he volunteered to serve aboard the Fesarius for an undetermined period of time for the purpose of cultural exchange. Played by Anthony Call.
- Balok, Starship Captain of First Federation. Humanoid with the body of a little boy that commanded the flagship of the First Federation. He came into conflict with the Enterprise crew when they destroyed a First Federation marker buoy. Played by Clint Howard.
- Baran, Arctus, Mercenary. Leader of a band of marauders hired by a group of Vulcan isolationists to smuggle them the Stone of Gol. Played by Richard Lynch.
- Barclay, Reginald, Systems Diagnostic Engineer, Lieutenant, Lieutenant Commander of Starfleet. A talented member of Geordi's engineering team, whose reclusive and highly-introverted nature brought him into socially awkward situations with the crew, and at times rendered him incompetent in the workplace. His nick name is "Lieutenant Broccoli". Played by Dwight Schultz.
- Barnaby, Security Officer, Lieutenant of Starfleet. Part of the skeleton crew commanded by Beverly in a space fight against a rogue Borg ship. Played by James Horan
- Barrows, Tonia, Crewmember, Yeoman of Starfleet. Member of the landing party that became trapped on a the Shore Leave Planet – a world where thoughts become reality. She imagined herself a princess in medieval times, and conjured up a black knight who killed Dr. McCoy. Played by Emily Banks.
- Bartel, Engineer, Lieutenant of Starfleet. Attempted to prevent Scotty from being a nuisance in main engineering after the Enterprise-D crew found him stored in the transporter patter buffer of a vessel that crashed on a Dyson sphere. Played by Stacie Foster.
- Bashir, Julian, Chief Medical Officer, Lieutenant of Starfleet. Served as chief medical officer on space station Deep Space 9. He is an enthusiastic, selfimportant man who was genetically engineered to posses a a keen analytical intelligence. Miles O'Brien is his best friend and drinking buddy. Played by Alexander Siddig.
- Batanides, Marta, Starfleet Officer, Ensign of Starfleet. Captain Picard's old flame from his cadet days at Starfleet Academy; she was involved in the barroom brawl with a group of Nausicaans that led to Picard getting impaled through the heart. Played by J.C. Brandy.
- Bates, Hannah, Theoretical Physicist. Member of the scientific caste on the genetically engineered colony of Moab IV. She worked together with Geordi to prevent a stellar core fragment from colliding with her world, and was afterwards granted asylum aboard the Enterprise-D. Played by Dey Young.
- Beata, Ruler, The Elected One. Matriarch of the planet Angel One. She spared a group of fugitives from execution after Riker delivered an impassioned plea for mercy. Also she slept with Riker. Played by Karen Montgomery.
- Ben, Waiter. Ten Forward waiter who was friends with a group of junior officers that included Sam Lavelle, Taurik, sito Jaxa, and Alyssa Ogawa. Played by Bruce Beatty.
- B'Etor, Klingon Warrioress of House of Duras, Klingon Empire. Started Klingon Civil War together with her sister Lursa in a bid to wrest control of the Empire from Gowron; their efforts ended in failure and the sisters ultimately died in a space fight against the Enterprise-D in orbit over Veridian III. Played by Gwynyth Walsh.
- Blackwell, Margaret, Starfleet Flag Officer, Admiral of Starfleet. In communication with Captain Picard during a mission to salvage the USS Pegasus. Played by Nancy Vawter.
- Bochra, Romulan Officer of Romulan Star Empire. Romulan officer who found himself stranded with Geordi on a planet ravaged by electromagnetic storms. He initially took Geordi prisoner, but ultimately decided to work together with his sworm enemy in an effort to contact the Enterprise-D. Played by John Snyder.
- Bok, Starship Captain, DaiMon of The Ferengi Alliance. Ferengi DaiMon who became obsessed with taking revenge on Captain Picard after his only son was killed by Picard at the Battle of Maxia. Played by Frank Corsentino, Lee Arenberg.
- Bonaventure, Ruth, Mail-order Bride. The lone brunette among the trio of mailorder brides who Harry Mudd brought to a colony of lonely dilithium miners. Played by Maggie Thrett.
- Boyce, Philip, Chief Medical Officer, Commander of Starfleet. Served as Chief Medical Officer aboard the original Enterprise while it was under the command of Captain Pike. He once whipped up a martini for Captain Pike in his quarters, noting that, "sometimes a man will tell his bartender things he'll never tell his doctor." Played by John Hoyt.
- Brackett, Starfleet Flag Officer, Fleet Admiral of Starfleet. Briefed Captain Picard on the possible defection of Spock to the Romulan Star Empire. Played by Karen Hensel.
- Brahms, Leah, Engineer of Starfleet. Brilliant research engineer who played a significant role in the design of Federation starship warp drives. Geodi, on the heels of an infatuation with a holographically simulated Leah Brahms, pursued a romantic relationship with the real one when she came aboard the Enterprise-D to inspect the engines, but gave up in his efforts shortly after discovering she was already married. Played by Susan Gibney.
- Brianon, Kareen, Personal Assistant. Personal assistant to Doctor Ira Graves until he transferred his consciousness into Data at the moment of his bodily death. Plaved by Barbara Alyn Woods.
- Brooks, Janet, Starfleet Officer, Ensign of Starfleet. Token redshirt who was counseled by Troi after the death of her husband. Played by Kim Braden.

- Brossmer, Transporter Chief, Lieutenant of Starfleet. At the transporter controls when Geordi and Ensign Ro were lost when transporting back from a Romulan science vessel. Played by Shelby Leverington.
- Burke, Security Officer, Ensign of Starfleet. Token yellowshirt who replaced Worf at the tactical station while the joined Riker aboard the USS Hathaway for a war games exercise. Played by Glenn Morshower.
- Campio, Minister. Prudish fiancée of Lwaxana Troi who called off the marriage when she arrived at their wedding ceremony in traditional Betazoid fashion. Played by Tony Jay.
- **Castillo, Richard**, Starfleet Officer, Lieutenant Junior Grade of Starfleet. Served aboard the Enterprise-C when the ship passed through a temporal rift and encountered the Enterprise-D in a alternate reality in which the Federation was pitted in a desperate war with the Klingon Empire. He commanded the Enterprise-C on a mission to travel back in time to prevent the war from starting. Tasha, who was alive in the alternate reality, accompanied him on the mission after the two had become romantically involved. Played by Christopher McDonald.
- Chang, Starfleet Officer, Lieutenant of Starfleet. Invigilated the taking of the Starfleet Academy entrance exam by Wesley and a handful of other prospective cadets. Played by Robert Ito.
- Chapel, Christine, Nurse, Lieutenant, Commander of Starfleet. Christine Chapel was Dr. MCCoy's go to nurse in sickbay. Nurse Chapel maintained a strong romantic interest in Spock for the duration of her assignment aboard the original Enterprise, but her attempts to win his Vulcan heart proved unsuccessful. She eventually went on to obtain a medical degree and served as chief medical officer aboard the original Enterprise after its refit. Played by Majel Barrett-Roddenberry.
- Chekov, Pavel, Navigator, Ensign of Starfleet. Pavel Chekov served primarily as navigator aboard the original Enterprise. He is best remembered as a spirited youn ensign, who, being proud of his Russian heritage, would take pains to point out anything of significance that he thought to have originated from his homeland, going so far as to assert that the Garden of Eden was located just outside Moscow. Played by Walter Koenig.

Christohper, John, Pilot, Captain of US Air Force. Fighter pilot in the US Air Force in the late 1960s. He was dispatched to intercept the original Enterprise when it passed accidentally through a time warp to his period. Played by Roger Perry.

Clemens, Samuel Langhorne, Author & Humorist of The United States of America. Celebrated American author and humorist, better recognized by his pen name Mark Twain. He was portrayed as an acquaintance of Guinan in late 19th century San Francisco, who traveled into the future and met Captain Picard and his crew aboard the Enterprise-D. Played by Jerry Hardin.

Clemonds, L.Q. "Sonny", Musician. Human musician from the 20th century found cryonically preserved by the Enterprise-D crew on a small vessel adrift in space. He was revived in sickbay along with Ralph Offenhouse and Clare Raymond. Played by Leon Ripley.

Cochrane, Zefram, Scientist. Inventor of warp drive; he was discovered living on a remote asteroid with a mysterious alien companion by an Enterprise suttlecraft crew. Played by Glenn Corbett.

Cogley, Samuel T., Attorney of Federation. *Defended Captain Kirk in his court martial on the charge of murder in the death of Ben Finney.* Played by Elisha Cook Jr..

- Cott, J.M., Crewmember, Yeoman of Starfleet. Captain Pike's yeoman; the Talosians abducted her along with the Pike's first officer, and insisted that he choose one of them as a mate to give birth to a race of slaves to rebuild their dying world. Played by Laurel Goodwin.
- Commodore Stone, Starfleet Flag Officer, Commodore of Starfleet. Presided over a court martial of Captain Kirk on the charge of murder in the death of Ben Finney. Played by Percy Rodriguez.
- Compton, Security Officer, Lieutenant of Starfleet. Token redshirt who helped the Scalosians take over the Enterprise after he was hyper-accelerated in time. Played by Geoffrey Binney.

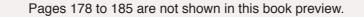
Conor, Aaron, Leader. Leader of a colony of genetically engineered Humans. He fell in love with Troi when the Enterprise-D was sent on a mission to save the colony from a passing stellar core fragment of a neutron star. Played by John Snyder.

- Crater, Nancy, Homemaker. Old flame of Dr. McCoy; she was killed and her identity assumed by the Salt Vampire of Planet M-113. Played by Jeanne Bal. Crater, Robert, Archaeologist of Federation. Excavated ruins of an ancient civilization on Planet M-113 with his wife Nancy Crater until she was killed and her identity assumed by an indigenous salt vampire. He accepted the creature as Nancy, but it eventually killed him for sustenance aboard the original Enterprise. Played by Alfred Ryder.
- Crewman Green, Starfleet Officer, Crewman of Starfleet. Token redshirt; killed by the Salt Vampire of Planet M-113 for sustenance while on an away mission to the planet to investigate the mysterious death of a fellow crewman. Played by Bruce Watson.
- Crusher, Beverly, Chief Medical Officer, Commander of Starfleet. Dr. Beverly Crusher served as chief medical officer aboard the Enterprise-D. Beverly was a dedicated physician and a devoted single mother to her son Wesley, who lived with her on the ship. Not only was Beverly once known as "the dancing doctor" for her superb tap dancing ability, but she is also instrumental in finding a cure for any mysterious illness that may have threatened the wellbeing of the crew. Played by Gates McFadden.
- Crusher, Jack, Starfleet Officer, Lt. Commander of Starfleet. Beverly's one time husband and father to Wesley; he died in the line of duty while serving under Capitain Picard aboard the USS Stargazer. Played by Doug Wert.
- Crusher, Wesley, Despicable Knowitall, Civilian, Acting Ensign [tng1x06], Ensign [tng3x24] of Starfleet. Wesley Crusher lived with his mother aboard the Enterprise-D, where he served mainly as acting ensign, before leaving to study at Starfleet Academy. This wunderkid routinely demonstrated his exceptional potential by saving the day just when the best and most experienced crew in Starfleet thought all was lost. He would go on to drop out of the Academy to joyride around the universe with his mentor, The Traveler. Played by Wil Wheaton.
- D'Amato, Geologist, Lieutenant of Starfleet. Included in the landing party that beamed down to investigate a derelict Kalandan outpost on an artificial planet. He was killed by the computer generated image of the outpost's long dead commander, Losira. Played by Arthur Batanides.

- Danar, Roga, Soldier. Super soldier who was captured by the Enterprise-D crew after having escaped from a prison moon. Played by Jeff McCarthy.
- Daren, Nella, Scientist, Lieutenant Commander of Starfleet. Girlfriend of Captain Picard while she headed the Enterprise-D stellar services department for a short time. Played by Wendy Hughes.
- Data, Second Officer, Lt. Commander of Starfleet. Data was a Soong-type android who held the rank of lieutenant commander aboard the Enterprise-D. This kind and inquisitive android was not only beloved by the crew, but was also relied on by Captain Picard for prudent council in the face of adversity, owing to his encyclopedic knowledge on a bewildering number of subjects and super human analytical ability. When Data is unoccupied with his command duties, he spends his time studying all aspects of the human condition, since as an android he is incapable of feeling emotions, and all he really longs for is to be human. Played by Brent Spiner.
- Dathon, Starship Captain. Died battling the Electromagnetic Beast of El-Adrel together with Captain Picard. His sactifice was instrumental in opening relations between the Children of Tama and the Federation. Played by Paul Winfield.
- Davies, Geo-chemist, Ensign of Starfleet. Member of a science team led by Wesley to find the cause of an ongoing volcanic cataclysm that was endangering the Dreman civilization. He quite understandably resented taking orders from Wesley, who was an acting ensign at the time. Played by Nicholas Cascone.
- Davis, Engineer, Ensign of Starfleet. One of the last personnel to evacuated main engineering on the Enterprise-D during an impending warp core breach. Played by Craig Benton.

Daystrom, Richard, Scientist of Federation. Nobel and Zee-Magnees prize winning scientist who installed a artificially intelligent computer system on the Enterprise that took control of the ship and attacked Federation targets. Played by William Marshall.

- Decker, Matt, Starfleet Flag Officer, Commodore of Starfleet. Commanded the USS Constellation in an encounter with a planet eating machine from another galaxy that left the ship heavily damaged and his crew dead. Played by William Windom.
- Deela, Queen. Queen of an alien race on the verge of extinction owing to radiation induced sterility in its males. She orchestrated a takeover of the original Enterprise and attempted to use Captain Kirk as breeding stock. Played by Kathie Browne.
- Dener, Elizabeth, Psychiatrist, Lieutenant of Starfleet. Sacrificed her live to weaken Gary Mitchell, who had acquired super power after the original Enterprise penetrated the galactic barrier, enough so that Captain Kirk could kill him in a fight to the death. Played by Sally Kellerman.
- DeSalle, Navigator, Assistant Chief Engineer, Lieutenant of Starfleet. Midranking officer aboard the original Enterprise of French ancestry; he was left in command of the ship when the senior officers were held prisoner in a spooky castle on Pyris VII by extragalactic the aliens Korob and Sylvia. Played by Michael Barrier.
- DeSoto, Robert, Starship Captain of Starfleet. Captain of the USS Hood; he rendezvouzed with the Enterprise-D to deliver Tam Elbrun on a mission to make first contact with the living starship Tin Man. Played by Michael Cavanaugh.
- Dirgo, Captain. Mining shuttle "captain" who crash landed on a desert moon without any emergency supplies of food and water while transporting Captain Picard and Wesley. He died in a fool hearty attempt to procure water from a fountain surrounded by a mysterious force field. Played by Nick Tate.
- Doctor Farallon, Scientist. Scientist who invented the particle fountain (an orbital mining platform) and the exocomps (rodent sized, automated sentient tools). Played by Ellen Bry.
- Doctor Timicin, Scientist. Scientist who made a failed attempt to rejuvenate his peoples dying sun aboard the Enterprise-D. He fell in love with Lwaxana Troi while on board, but returned to his home world shortly thereafter to commit ritual suicide. Played by David Ogden Stiers.
- Doe, John, Healer. Recovered from life-threatening injuries under Beverly's supervision after being discovered in the wreckage of a crashed escape pod. During his convalescence, he began to display a number of remarkable powers, including the ability to heal injuries by the laying on of hands, and the ability to raise the dead to life. He ultimately transformed into a being of pure energy. Played by Mark La Mura.
- Droxine. Daughter of the high adviser of the cloud city Stratos on the planet Ardana. She pursued a filination with Spock when he visited the city with Captain Kirk to pick up a zenite consignment. Played by Diana Ewing.
- D'Sora, Jenna, Security Officer, Lieutenant Junior Grade of Starfleet. Girlfriend of Data for a short time aboard the Enterprise-D. The relationship did not work out owing largely to Data's inability to experience emotions. Played by Michele Scarabelli.
- Duras, Son of Toral, Politician, Warrior, leader of the House of Duras of The House of Duras, The Klingon Empire. Prominent Klingon politician who opposed Gowron's successful bid to lead the Klingon High Council. The fall out from his defeat lead to the Klingon Civil War. He was ultimately killed by Worf in a dual. Played by Patrick Massett.
- Durken, Aval, Chancellor. Chancellor of Melcor III. He decided to postpone first contact with the Federation on behalf of his people after Riker had been captured on a covert mission on the planet and was discovered to be an alien. Played by George Coe.
- Einstein, Albert, Theoretical Physicist. Lt. Barclay once discussed how to unify the theory of general relativity with quantum mechanics with a hologram of the famed physicist. Played by Jim Norton.
- Elaan, Dohlman of Elas. Transported aboard the original Enterprise from her home world to a neighboring planet to marry its ruler. On the way she used her tears, which functioned as a kind of super love potion, to make Captain Kirk fall in love with her. Played by France Nuyen.
- Elbrun, Tam, Diplomat of Starfleet. Betazoid first contact specialist. He was tasked to communicate with an enigmatic living space ship called Gomtu. Played by Harry Groener.
- Eline, Homemaker. Wife on Captain Picard when he experienced a lifetime of memories as Karmin on the planet Kataan. Played by Margot Rose.
- Ensign Giusti, Operations Officer, Ensign of Starfleet. At the conn when Captain Picard and Riker were kidnapped by a band of mercenaries on a covert mission to retrieve the Stone of Gol. Played by Sabrina LeBeaut.



Appendix C: Alien Dictionary

In preparation of writing this book we identified 637 alien races mentioned in Star Trek TOS, TAS, and TNG. Of these, we consider 466 to be humanoid. The full list is contained in this appendix.

Conservation Status

C least concern when a species is spreading out through the galaxy near threatened when a species is mostly constrained to a single plane Inerable when unusual circumstances makes existence precarious endangered when there is a direct threat to the species' existence critically endangered when a species is being actively destroye extinct in the wild when only a few remain, usually at the charity of others extinct when there are none left in the known universe level 6: "overpowering" data deficient when we do not have enough information to say level 7: "transcendental"

Formidability level 0: "wildlife" level 1: "primitive" level 2: "organized" level 4: "spacefaring" level 5: "high warp"

Biological Taxonomy Artificial () Humanoid () Otherwordly Earth-life Inorganic Parasitic

Ancient Insectoid Species [a-101-01]

Me Androids of Exo III [0-109-01]

Angosian [n-311-01] of Angosia III

peared in tng3x11.

Animal-things [n-110-01]

appeared in tha1x10.

peared in tos1x20.

Antican [n-107-01]

peared in tas1x13

Arcturian [0-112-01]

tioned in tos1x12

Humanoid appeared in tos3x19.

Archons [0-122-01] of Beta III

Antedean [n-219-01] of Antede III

organism. Insectoid appeared in tas1x01

Andronesian [n-210-02] suggested in tng2x10.

Antarean [0-213-01] suggested in tos2x13.

Anthropoids of Hansen's Planet [0-113-01]

on the Enterprise-D. Canine appeared in tng1x07.

Appearances species featured in TOS species featured in TAS species featured in TNG

See introduction in "The Aliens" chapter, and the "Alien Formidability Distribution" spread for more information

These aliens were very advanced and presumably benevolent. Captain Kirk and his crew once encountered the remnants of one of this species' ships which had

Created by an ancient race, known only as The Old Ones, to service their ma-

Feredation applicant: stereotypically human. These humanoids claimed to be

domestic trouble and were sequestered on a prison moon. One soldier escaped and managed to stir up much trouble aboard the Enterprise-D. Humanoid ap-

challenge to the Enterprise-D crew. Attired in 18th century French military gear,

these beings killed Ensign Wesley Crusher and Worf with bayonets. Canine

Stereotypically human. A very fishlike, but anthropomorphic, species that pre-

smaller than the anthropoids discovered by Spock and his crew on Taurus II in 2267. Humanoid mentioned in tos1x13.

This species is the anti-matter analog to the regular Lazarus' species. Both species are capable of time travel as well as inter-dimensional travel. Ob-

less prone to insanity than their normal matter counterpart. Humanoid ap-

Feredation applicant; carnivirous, racist. A furry, canine species of super-

Human survivors of the Federation ship Archon, stranded on the planet of the

Federation: clones A humanoid species of Shakespeare loving clones well

lived leisurely in floating castles while the "Troglodytes" toiled in caves. Captain

shape of their devil, and demanded their loyalty, as would have been her due

been destroyed by its own captain in order to protect the galaxy from a magnetic

Andorian (p-215-01)
 Federation; stereotypically impulsive; blue. Blue-skinned humanoids endowed
 with dual antennae. While members of the Federation, they are known for their

fickle and brash nature, often putting them at odds with their allies; sometimes violently so. Humanoid appeared in tos2x15.

Chines, these androids eventually evolved emotions and killed their makers. The android Ruk was the last surviving member of his kind until Roger Corby

inherently non-violent, yet got involved in the Tarsian Wars, during which they created several enhanced super soldiers. After the wars these soldiers caused

Q continuum. Peculiar semi-sentient beings once conjured by Q in a game as a

Ferred to endure spaceflight in a catatonic state. Two Antedean delegates were

once transported to a conference by Captain Picard and his Enterprise, but they

These anthropoids were similar to, but much

servation of the two Lazaruses suggest that the anti-matter people may be

carnivores who prefer their meat alive. Their mortal enemy is the Selay. Del-

equations from the two warring species were once transported simultaneously

Aquan [a-113-01] of Argo A formerly land dwelling species that evolved water breathing abilities when

earthquakes triggered a global flood on their homeworld. **Osteichthyes** ap-

Children of Landru. The Archons largely opposed Landru but were eventually absorbed or disposed of. **Human** mentioned in tos1x22.

■□■ known for Arcturian fizz, a kind of cocktail. Anton Karidian (Kodos the Ex-

ecutioner) performed an Arcturian version of Macbeth. Humanoid men-

Federation. A species with a curious social divide. The Ardanan "Cloud Minders"

Kirk saw the errors of this arrangement and helpfully overthrew their society.

Ardra's Species [n-413-01] Ardra, the only known member of her species, was an elaborate space con

artist who preved on the Ventaxian people. She once appeared to them in the

according to the Ventaxian old religion. Humanoid appeared in tng4x13.

turned out to be terrorists. Osteichthyes appeared in tng2x19

Anti-Lazarus's Species [0-120-01] of The Uncharted Iron-silica Planet

disintegrated him with a phaser. Android appeared in tos1x09

2D Lifeform [n-410-01]

A species of two-dimensional disks that traveled space in swarms in search of □□■ cosmic strings. The Enterprise-D was once trapped in such a swarm and nearly pulled into such a string. **Two Dimensional** appeared in tng4x10.

Acamarian [n-309-01] of Acamar III

- Stereotypically human. A humanoid species that had recently achieved planetary peace after lengthy clan wars. Captain Picard once mediated a reunifi-cation between the native Acamarian and the Acmarian Outcasts. **Humanoid**
- appeared in tna3x09.

Acamarian Outcasts [n-309-02] of Acamar III

- Control Policity (1998)
- manoid appeared in tng3x09. Al-Levan [n-620-01] (?) Fact: Prof. Galen once planned to ply passage on an Al-Leyan transport. Im-
- plied in tng6x20.
- Albeni (n.114.01)
- Fact: Riker gave an Albeni meditation crystal to Mistress Beata before making love to her. **Humanoid** implied in tng1x14.
- Alcyone [n-111-01] Fact: This species destroyed what was thought to be the last Tarellian plague

vessel. Humanoid mentioned in tng1x11.

Aldean [n-117-01]

Stereotypically human. This highly advanced species once reached enlightenment and retreated from the rest of the galaxy behind a planetary cloaking field. Unfortunately a depleted ozone layer rendered them sterile. Much later they kidnapped children from the Enterprise-D in a last ditched effort to save their culture. Humanoid appeared in tng1x17.

Aldebaran [0-205-01] of Aldebaran III

- Federation ally. Fact: The following all belong to the Aldebaran System: The Aldebaran mud leech, the Aldebaran serpent, Aldebaran whiskey, and the Aldebaran
- baran shellmouth; Aldebaran Music Academy. Humanoid implied in tos2x05. Aldorian In-521-011
- ? D Fact: Aldorian Ale was served in Ten Forward on the Enterprise-D. Implied in tng5x21.

Algolian [n-324-01]

ederation. A humanoid species known for its music; Algolian ceremonial □□■ rhythms are best played by striking at small chimes with wooden hammers An Algolian man once played thusly at a reception aboard the Enterprise-D. Humanoid appeared in tng3x24.

Aliens Trapped in Tyken's Rift [n-417-01]

Telepathic. Never seen aliens whose existence was inferred by Troi, who real-ized that the aliens communicated with her in her dreams. The Enterprise-D and the alien ship were both trapped in Tyken's rift and had to cooperate to escape. Appeared in tng4x17.

Allasomorphs of Daled IV [n-210-01]

- Stereotypically human. A species of shapeshifters. Salia, the predetermined *uler of Daled, once transported aboard the Enetropise-D. Her overly protective* bodyguard caused significant trouble when Ensign Wesley Crusher attempted sexual advances on Salia. Shapeshifter appeared in tng2x10.

Altairian [n-113-01] of Altair System

Federation. Fact: Captain Picard met Rixx at the Altairian conference. Altairian Grand Premiere is a champagne, and Captain Picard once bought a bottle of Altairian brandy as a gift for Lwaxana. Humanoid implied in tng1x13.

Altarian [0-205-02]

(n dd) Fact: Altarian encephalitis is a memory erasing virus that can lie dormant for many years. Dr. Beverly Crusher once erroneously diagnosed Commander Riker with it. Humanoid mentioned in tos2x05.

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Altec [n-204-01] Coalition of madena; stereotypically human. Fact: Thadiun Okona was once impregnating the daughter of the leader of Altec. The father confronted Okona aboard the Enterprise-D demanding marriage (alas wielding neither pitchfork nor shotgun). Altec is enemies with Straleb. Humanoid ap peared in tng2x04

Anaphasic Being of Sub Rosa [n-714-01] of Scotland

 Antiprosto being or boar hose (in the of or obtained form) or obtained form
 incorporeal being that went under the allas Ronin, claiming to be from
 Th century Scottland. For hundreds of years he had seduced, haunted and
 """
 Ived with female ancestors of Dr. Beverly Crusher. Ronin was exorcised by the Enterprise-D crew using technology when he tried to do control Beverly. Ananhasic appeared in tng7x14

- Argelian [o-207-01] of Argelius II
 Federation ally; stereotypically hedonistic; pacifistic. A humanoid species who's
- society underwent a transformation from barbarism to completely hedonistic and pacifistic to such an extent that they imported their few administrative officers from other planets. Morbidly, a punishment that remained on the books and was nearly inflicted on Scotty for three alleged murders, was death by slow torture Humanoid appeared in tos2x07

- Arkarian [n-618-01] Federation ally; stereotypically human. Fact: Some Arkarian terrorists once invaded the Enterprise-D while it was undergoing a baryon sweep. Captain Picard single handedly thwarted their nefarious plans, wielding a crossbow in the pro
 - cess. Humanoid appeared in tng6x18.

Artonian [n-309-03]

Pact: The Enterprise-D crew once encountered Artonian laser weapons. Im-plied in tng3x09.

- Atalia [n-620-02] suggested in tng6x20.

1 Atrean [n-710-01] of Atrea IV Fact: The molten core of the Atrean homeworld was in danger cooling but Cap-

tain Picard and his crew helped rejuvenate it well enough to last for a couple of generations or so. Humanoid appeared in tra7x10.

Aurelian [a-102-01] Federation. An avian species much resembling oversized chickens. Unlike birds, however, it possesses six limbs: arms in addition to wings and legs. Avian appeared in tas1x02.

Axanar [o-114-01] Androgynous. A humanoid species blessed with exceptionally long lifespans, but had the misfortune of having glands that produce highly coveted trijotellast but had the misfortune of having glands that produce highly coveted trijotellast and are under constant threat of being bunted down for this compound Starfleet Captain Garth of Izar was involved in a violent conflict at Axanar, but peace was later established. Humanoid mentioned in tos1x14.

Bacterio-virus [n-222-01] of Surata IV

Real A parasitic microbe with features of both bacteria and virus. The Bacterio-virus once infected Commander Riker, inhibiting his nervous functions and inducing coma. It was eventually staved off by the evocation of negative dreams in Rike Microbial appeared in tng2x22.

Bajoran [n-503-01]

- Federation ally; stereotypically spiritual; victims. These humanoids have wrin-
- kled noses and like to decorate one of their ears with large hanging jewelry.
 There are many mystical and religious aspects in their culture. Their homeworld, Bajor, was once occupied by Cardassians and many Bajorans were enslaved. Humanoid appeared in tng5x03.

- Readi [n-101-01] of Deneb IV Federation ally; stereotypically human; isolationist. A humanoid species that once captured and exploited a giant jellyfish-like space creature. Their own technology was not advanced but with the energy of their victim they managed
- conjuring feats akin to stage magic. Humanoid appeared in tng1x01

Barash's Species [n-408-01]

- An advanced alien species that succumbed to invasion. The only known surviving member, Barash, was concealed on a lonely planet and furnished with a holographic environment. Commander Riker was once trapped in an illusion created by Barash to alleviate his own loneliness. Insectoid appeared in tng4x08.
- Bardakian [n-508-01] suggested in tng5x08.

Barkonian [n-716-01] of Barkon IV

Stereotypically human. A roughly medieval or renaissance people characterized by a peculiar brown pattern on their foreheads. Commander Data once crash Inded and suffered amnesia on Barkon IV, where he also inadvertently caused some of the natives to be exposed to radiation. Humanoid appeared in tng7x16.

Rec Barolian [n-507-01] Fact: Senator Bardek once attended a Barolian conference. Humanoid mentioned in tng5x07.

Barzan [n-308-01] of Barzan II

- Stereotypically human; breathing device. A resource-poor humanoid species that made their fortune when they discovered and sold a wormhole to the Chrysalians. Shortly after the deal was made, it was found that the wormhole was useless. Humanoid appeared in tng3x08.

Belzoidian [n-313-01] suggested in tng3x13.

Benzite [n-119-01] of Benzar Federation; stereotypically human; meticulous. A Federation member, hu-manoid in form but with a blue skinned fish-like facial appearance. Ensign Wes-

- ley Crusher once competed with the Benzite Mordock for entrance to Starfleet Academy. Another Benzite once served aboard the Enterprise-D as part of an exchange program. Humanoid appeared in tng1x19.
- Berellian [n-501-01] Fact: No one would ever think of making a Berellian an engineer. Humanoid mentioned in tng5x01.

Berussian [n-413-02]

- Fact: The space conartist Ardra claimed she was known as Mendora to the inhabitants of the Berussian Cluster. Humanoid mentioned in tng4x13.

Beta Renner Energy Pattern [n-107-02] of Beta Renner Nebula

A spaceborne energy being that got trapped accidentally aboard the Enterprise-D. It was able to posses people and hijack the ship in order to return to its home. It tried to bring Captain Picard with it but almost killed him. Incorporeal

appeared in tng1x07

- Beta XII-A Entity [0-311-01] This cloud like incorporeal alien fed on negative emotions. It once caused se-
- rious mischief aboard the Enterprise, instigating sword fights between humans and Klingons, but was vanquished when Captain Kirk and his crew banded together with the Klingons and laughed it straight out of the galaxy. Incorporeal appeared in tos3x1

Betazoid [n-111-02] of Betazed

- Federation; stereotypically empathic; telepathic. A species very similar to humans in sentiment and temperament. Their main distinguishing feature is a capability for empathy/telepathy. Diana Troi, counselor on the Enterprise-D, was
 - half-Betazoid. Humanoid appeared in tng1x11. Bird-creature of Gothos [0-118-01]
- The statistic of addition (statistic) and the statistic of this otherwise unknown species was kept by the Squire of Gothos at his manor before he was wantonly vaporized it. Avian appeared in tos1x18.

Black Thrall's Species [0-217-01]

100 Fact: A member of this species was kept as a thrall for the gambling amusements of his Triskelion masters. Humanoid appeared in tos2x17.

Blond-wigged Babel Alien [0-215-02]

Federation. Fact: This species attended the Babel Conference in 2268. Humanoid appeared in tos2x15.

A primitive but peaceful people whose planet suffered rapid atmospheric dis

Collective. Cybernetically enhanced humanoids who expand mainly by "assim-

and individuals have no free will of their own. Cyborg appeared in trg2x16.

sipation. The Boraalans perished but for a handful that were saved by Worf's brother, Dr. Nikolai Roschenko, in flagrant violation of the Prime Directive. Hu-

ilatina" other species. They command vast resources and build enormous cu

bical spaceships with great firepower. Their minds are linked into a "collective

Breen confederacy; warlike, reclusive. A reclusive but dangerous species that is not to be trusted. The Breen differ physiologically from other humanoids, being

me naturally adapted to cold temperatures, and are among the few whose minds

Stereotypically human; symbotic, electric, novel society. A humanoid species innately capable of administering electrical shocks. They sustained their culture up by supplying a drug veiled as a medicine to the Omaran species. Humanoid

Teo Bringloidi [n-218-01] of Bringloid V Colony Stereotypically human: human offshoot, Neoluddistic human colonists of Irish

descent. They had to be evacuated from their planet due to solar flare activity

? E Fact: Captain Picard once sought to suck up to Admiral Nechayev by serving

Buranian [1-607-01] ? Image: Superson and State and Stat

the way they are interconnected with their planet's central computer. They are said to think and speak in something akin to binary, and they organize

Inst their natural capability for normal speech. Lwaxana Troi once set out to

They had a just grudge against Q and once attempted to press their advantage

to extract revenge when the transcendental being was temporarily stripped of

A tail of stature, scientifically minded species with little taste for administra-tive affairs. They once participated in negotiations for a wormhole aboard the

a number of Camorite children orphaned in the Cardassian war. **Humanoid**

madic, humanoids with great pride and martial prowess. One of their ten tribes

Federation ally; purple. A species peculiar for their affinity with computers and

themselves into unified pairs reminiscent of identical twins. Humanoid ap

Federation hopeful; telepathic. An amicable species of telepaths that long ago

teach a group of Carin to speak human language using artificial voice boxes

Swirls of ionized gas. A spaceborne species that exist as swirls of ionized gas

Stereotypically human. Fact: The humanatarian Miranda Vigo once cared for

The ten tribes; stereotypically nomadic warrior tribe; kligat throwing. Tribal, no-

once had the misfortune of becoming pawns in a power play between the Klin

cherished beliefs were severely challenged. Humanoid appeared in tos2x03.

Cardassian union; stereotypically devious; asshole, totalitarian, cunning. A grayskinned hegemonic and somewhat xenophobic humanoid species. The Cardassians oppressed their neighbors the Baiorans for some time. They also

built the space station Deep Space 9 which later fell into Federation custody

Named after their only known surviving member (later deceased) who was cu rator of the Shore Leave planet where Captain Kirk and his crew had some

peculiar adventures. Dr. McCoy encountered a large bunny. Humanoid ap

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gons and Captain Kirk. Two Capellan leaders were killed and the species most

They brought goats, pigs and bales of hay with them aboard the Enterprise-D **Human** appeared in tng2x18.

without his refrigeration suit. Humanoid mentioned in tng5x11.

cannot be read by telepaths. It is thought that no outsider has ever seen a Breen

Bolian In-125-011 of Bolarus IX 1 Control Contro Control Control Control Control Control Control Control Control Co Humanoid appeared in tng1x25.

Boraalan [n-713-01] of Boraal II

() Borg [n-216-01]

1

1 EW

Breen (n-511-01)

Brekkian [n-122-01] of Brekka

appeared in tng1x22.

Bularian (n-720-01)

tioned in tna6x07.

Bynar [n-115-01] of Bynaus

peared in tng1x15.

Calamarain [n-313-02]

Caldonian [n-308-02]

mentioned in tng7x22.

Camorite [n-722-01] of Camor V

Capellan [0-203-01] of Capella IV

Humanoid appeared in trg7x07.

his powers. Gasseous appeared in tng3x13.

Enterprise-D. Humanoid appeared in tng3x08.

Cardassian In-412-011 of Cardassia Prime

Caretaker Aliens [0-117-01] of Shore Leave Planet

Humanoid appeared in tng4x12.

, peared in tos1x17.

Cairn [n-707-01]

her Bularian canapés. Implied in tng7x20.

Bulgallian [n-119-02] suggested in tng1x19.

manoid appeared in tng7x13.

