



Crew Creation Sheet

Starship Athena Version

Character Information:

- ❖ *Name:* D'jinn D'jarva
- ❖ *Nickname:* DD
- ❖ *Age:* 73
- ❖ *Gender/Pronouns:* Female She/Her
- ❖ *Species:* Rodetian

Service Information

- ❖ *Division:* Medical ▾
- ❖ *Position:* Nurse
- ❖ *Requested Rank:* Ensign ▾

Character Summary

- ❖ *Appearance: D'jarva stands at approximately 5'11, a soft fuzzy coat of fur covers almost her entire body, with the exclusion of her hands and paws and a portion of the wrist and ankle. The fur around her head is a dark grey, almost appealing black at first glance, this fur is considerably thicker and longer and as such is usually styled like hair. One of her most noteworthy features is a large hairless tail, almost 7 feet in length, this dextrous extra appendage tapers considerably towards the tip, and where appropriate is utilised almost like a 3rd arm. D'jarva has a few piercings, a pair in her left ear and a septum piercing are almost always filled with small silver loops, usually discreet enough to be worn on duty, but still noticeable enough to other Rodetians or anyone with a keen eye. A large tattoo on djarva's back covers burns that stop fur from growing, the Rodetian writing for the word traitor having been branded onto her back during the war.*



- ❖ *Personality: D'jarva is severely burdened by her unresolved traumas from the war and the loss of her people. While she usually presents herself as being a confident and*

outgoing person, constant self doubts and anxieties surrounding her perceived shortcomings, and problems related to self confidence and appearance are always disguised just under the surface, stemming from her once strong religious beliefs and being named after a goddess of Beauty.

- ❖ *Likes: D'jarva enjoys her work, loves helping others, and loves being in nature. She developed a passion for earth culture while studying its history, especially film and how humans were able to portray art through film. D'jarva enjoys singing, but only in private. Cherries! Djarva's loves cherries, both the fruit and as a flavour*
- ❖ *Dislikes: D'jarva is not fond of holodecks, usually when used to artificially recreate organic life since she sees it as unnatural. She struggles with her occasional reliance on alcohol as a way to make it through the days where she feels burdened by strong emotions.*
- ❖ *Biography: Born in 2353, D'jarva grew up in one of the many slums of Rodetta III, part of a large family; her parents already had several litters older than D'jarva. She had been the runt of the litter, the smallest but none the less happy, her parents naming her after the Rodetian goddess of Beauty. Djarva's childhood was rudely interrupted by the outbreak of war in 2366. Many of her family, being old enough, were quickly enlisted to fight, with D'jarva only 2 years later posing as an older sibling to join the war effort herself, misled by propaganda to believe she was contributing to her people being able to prosper in peaceful federation life.*

Throughout the course of the war, D'jarva was irreparably damaged by what she saw and the friends and family she lost. By her mid 30's the war had devolved from organised fronts to a planetary conflict of skirmishes and guerilla fighting. The advent of new weapons and technology only resulted in further loss and suffering for both sides. Eventually D'jarva ended up on one of Rodetta's moons, continuing to fight until the end of the war and destruction of her homeworld in 2401. Herself, her father and a few siblings were among the few surviving members of their species, who journeyed to the federation for aid.

D'jarva spent the next two decades being roped into diplomatic negotiations and talks, all the while part of her yearned for a way to atone for her place in the war that destroyed her homeworld. An overwhelming survivor's guilt plaguing her.

In 2419, an opportunity presented itself in the form of Starfleet. She gave it considerable debate, but the expectations of her people, to be a diplomat and ultimately to aid in

reestablishing themselves to rebuild their population on a colony world formed a rift between her and her sense of individuality.

In late 2420, D'jarva scraped through her academy entrance exams and took a variety of courses, mainly centered around the medical profession and learning more about what she perceived as her new home and people. Her guilt pushed her towards the medical division, believing she ought to help others to pay the debt of lives she had taken.

D'jarva's time at the academy introduced her to her main vice, Alcohol. A few simple parties introduced her to ways of having easy access to the substance, which she began to consume regularly, within such a moderation that it never truly affected her time at the academy, but enough that her time spent not studying was usually spent drinking, among her peers or alone.

In 2424, D'jarva graduated from the academy and received her first posting aboard a small science vessel, which only lasted a few months before being reposted to the Athena. Her drinking problem had reduced for a time, her duty came first and she couldn't think of anything worse than being too inebriated to properly perform them, especially when the health of others was at risk.

Misc. Info

❖ *Roleplay Example:*

❖ *Writers Discord Username:*