

Star Trek: The Oblivion

Roles and Departments

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Engineering/Security Department	4
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All roles are currently taken, please request the creation of one in the sign-up thread if you still want to join!

Fast Travel:

→ ~~Command Staff~~

- ◆ ~~Commanding Officer {Captain}~~
- ◆ ~~First Officer~~
- ◆ ~~Chief Operations Officer~~

→ Bridge Crew [Navigation and Comms]

- ◆ ~~Chief Navigator~~
- ◆ ~~Weaponry Officer~~
- ◆ ~~Communications Officer~~

→ Engineering/Security Department

- ◆ ~~Chief Security Officer~~
- ◆ ~~Chief Engineer~~
- ◆ ~~Advanced Systems Specialist~~

→ Medical/Science Department

- ◆ ~~Chief Medical Officer~~
- ◆ ~~Counseling Officer~~
- ◆ ~~Chief Research Officer~~

Command Staff

★ The Commanding Officer [Captain/@Venus]

- The Commanding Officer, most often known as the Captain, is the leader of the ship and the one primarily responsible for making the final decisions. They are the reigning authority aboard the ship and their word should be taken as law
- They are the only ones who can authorize firing weapons and any initiative that could initiate hostile actions or negotiations must go through them before continuing

★ The First Officer [@Cam]

- Second-in-command on the ship, the First Officer is there to not only provide advice to the Captain, but to organize the working lives of the crewmates. They help design work schedules, arrange departments for efficiency, and oversee disciplinary tasks, helping to define the starship and prepare for it any measures necessary

★ The Chief Operations Officer [@firefly]

- They help the First Officer by managing departments and supplies, ensuring everything runs smoothly aboard the ship. They serve as a liaison between the crew and the command, helping resolve the concerns of both to create an efficient starship. One of their main tasks is to also keep track of the inventory and order anything necessary for the departments or the functioning of the ship

Bridge Crew [Nav. + Comms]

★ Chief Navigator [@pluto]

- The Chief Navigator helps create the most efficient, but safe route possible for the starship. They must be adept at guiding the ship through rough terrain and ensure the route taken will provide minimal damage. Chief Navigators tend to also be quite intelligent in mathematical and spatial fields, allowing them to make quick calculations for better flight

★ Weaponry Officer [@averis]

- The Weaponry Officer is in charge of the few, built-in weapons available on the ship. While there is little they can often do, as the ship has never been in combat, they are still a necessary precaution should battle ever arrive. They must have adequate ability in accuracy, precision, and strategy to hold this position

★ Communications Officer [@Caticorn]

- The Communications Officer is an essential part of diplomacy, as they often serve as the bridge between the crew and any visitors/civilians encountered in space. As a diplomatic figure, they are often expected to know several languages and have extensive knowledge on cultures, traditions, and expected behaviors

Engineering/Security Department

★ Chief Security Officer [@fang]

- As the Chief Security Officer, they must be tactically brilliant and preferably a strong combat expert as well. They are there to ensure the ship is secured from outsiders and threats, as well as to assist in security protocols and measures should the need arise

★ Chief Engineer [@Littlefeets]

- The Chief Engineer is the leading expert on mechanics for the Engineering Department, who must ensure their team can carry out any tasks to keep the ship smoothly running. They are to ensure the power is steady, the hyperdrive is ready, and are in charge of fixing and maintaining all equipment with their fellow engineers

★ Advanced Systems Specialist [@kalon]

- Informally the second-in-command to the Chief Engineer, an Advanced Systems Specialist serves as a specialized engineer who thoroughly understands certain systems and programs, while Chief Engineers tend to have more generalized knowledge. They can readily improve and repair the mechanical and technological systems on board, as well as assist the Chief Engineer with any duties

Medical/Scientific Department

★ Chief Medical Officer [@Ataraxia]

- The Chief Medical Officer is the foremost medical expert on the ship. They must be capable of diagnosing a wide variety of illnesses and wounds, as well as understand the proper ways to treat them and help a crew member recover. They oversee the entire medical department and ensure everything is in order

★ Counseling Officer [@theblugeek]

- The Counseling Officer is an integral part of many Starfleet ships, serving as a way for officers to cope and adapt to the many dangers and worries living on a ship can bring. They are there to assist with the morale of the crew and serve as a guiding figure

★ Chief Research Officer [@Acorn06]

- The Chief Research Officer leads the Scientific Department, being the most knowledgeable officer on board. While they can still run their own experiments, they are still responsible for keeping the Laboratory not only safe, but also ethical and capable of assisting in any scientific matter