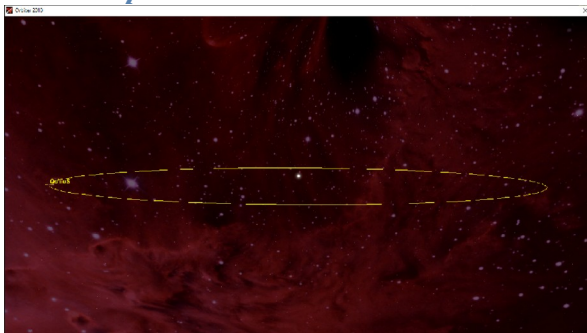


STPSP: QO'NOS

Introduction

STPSP: Qo'noS is part five of the *Star Trek* Planetary Systems Project (STPSP). This is an attempt to accurately simulate the major planetary systems shown in the *Star Trek* universe. A fan of the series almost since birth, I wanted to re-create the planetary systems so that it would be possible to create scenarios in them. The Qo'noS system is home to one planet, two moons, and one surface base. The planetary arrangement is a basic representation based on on-screen evidence. The Praxis mesh is originally by Sean Evans, AKA NightHawke, with some modifications by me. (Re-arranging textures in mesh files is practically the only thing that I know about mesh-making.) The Great Hall mesh is originally by bluto, converted and refined for use in *Orbiter* by Trekkie. Additionally, you will require the Trek Pack, Klingon Fleet, and Romulan Warbird (Trekkie's version) for some of the scenarios. As for this add-on, I promise that you won't be disappointed. Enjoy!

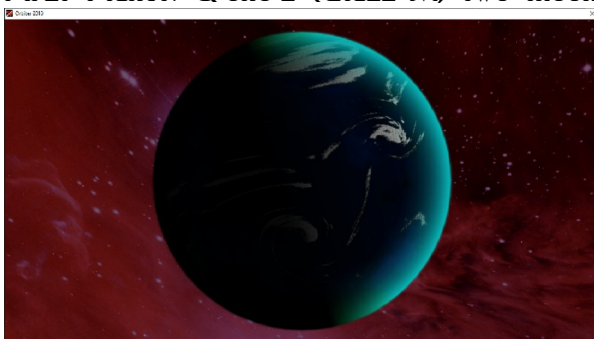
The System



System viewed from 350 million KM

Primary Star: (Name Unknown, Class K0V)

First Planet: Q'ono's (Class-M, two moons)



The Klingons

The Klingons are a humanoid species characterized by pronounced cranial ridges that seem to vary in shape from one individual to another. The Klingons are a race of warriors, obsessed with honour. As a result, they control a vast interstellar empire. The Klingon government is called the Klingon High Council, led by a Chancellor. Their religion features no deities or devil, as, according to Klingon mythology, the gods were slain by ancient Klingons. Their religion also includes an afterlife, called *Sto'vo'kor* (ᏌᏏᏐᏅᏍᏏ). Despite

this, they do not perform a burial ritual, and simply dispose of the corpse in the fastest way possible. There is also a dark afterlife for the dishonoured called *Gre'thor* (ᑭᑭᑭᑭ), guarded by a beast known as the *Fek'lor* (ᑭᑭᑭᑭᑭᑭ). There is also a ceremony known as the *B'uustai* (ᑭᑭᑭᑭᑭᑭ) in which two individuals are sworn in as family members. An interesting feature of the Klingons is their anatomy, in that their bodies include multiple redundancies, such as an eight-chambered heart. This redundancy is referred to by the Klingons as *brak'lul* (ᑭᑭᑭᑭᑭᑭ) and gives them incredible endurance. Despite this, there are considerable gaps in Klingon medical science, due to their belief that it is better to die with honor than live in constant pain. The Klingon language (ᑭᑭᑭᑭᑭᑭ ᑭᑭᑭᑭ) is a harsh, guttural language that is very difficult to speak. Due to what is known as the Klingon Augment Virus, some Klingons born between 2155 and 2200 lack any cranial ridges – a defect that can be cured by cosmetic surgery. Examples of Klingon cuisine include blood-wine, a deep red alcoholic beverage, and *gagh* (ᑭᑭᑭᑭ), or serpent worms. Although the Klingons initially were bitter enemies of the United Federation of Planets, a serious industrial accident on Praxis in 2293 forced the two to renounce their hostilities and sign the Khitomer Peace Treaty later that year. Nowadays, the Klingons and the Federation are allies.

Notable Klingons:

Kahless (Q'uj): Founder of Klingon society around 650 AD.

Kor (AN): Legendary warrior, once served the title of Dahar Master.

Koloth (קולות): Another legendary warrior.

Kang (강강): Yet another legendary warrior.

Gorkon (*INKN*): Chancellor of the Klingon High Council at the time of the Praxis accident, later assassinated.

General Chang (ᠴᠢᠩ): Traitor who conspired to prevent the Khitomer Peace Treaty.

K'Mpec (𐌸𐌹𐌸𐌴𐌹𐌸𐌰): Chancellor of the High Council in 2364.

Duras (ダラス): Traitor who poisoned K'mpec in an attempt to seize control of the Empire.

Gowron (**IAUN**): Chancellor from 2367 to 2375.

Martok (ᠮᠠᠷᠲᠤᠭ): Legendary general and Chancellor since 2375.

Worf (👤): First Klingon to enter Starfleet.

Aleksandr Rozhenko (Ἀλεξάνδρ Ροζένκο or Александр Роженко): Son of Worf, raised by humans, hence the human name.