

ENSIGN JIM LASALLE



NOTABLE NPC

9

CONTROL

1

COMMAND

10

DARING

2

CONN

9

FITNESS

1

ENGINEERING

8

INSIGHT

3

SECURITY

7

PRESENCE

2

MEDICINE

8

REASON

0

SCIENCE

TRAITS:

- Human
- Starfleet Officer
- Engineer

VALUES:

- Engineer at Heart.

FOCUSES:

- Physics
- Warp Field Dynamics

PERSONAL THREAT:

3

PROTECTION:

0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Phaser Type-1:** Ranged, Deadly/Stun 3, Size 1H, Charge, Hidden 1

LCARS 40084

ENSIGN JIM LASALLE

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
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SPECIAL RULES:

▀ Constantly Watching

When attempting a Task to detect danger or hidden enemies reduce the Difficulty by 1.

▀ Faith of the Heart (Species)

When Rebecca Sullivan uses one of her Values, add 1 Threat if she is an adversary or add 1 to the group's Momentum pool if she is an ally.

▀ I Know My Ship

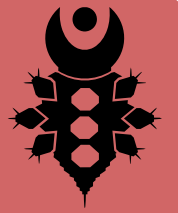
When attempting a Task to determine the source of a technical problem with the Alcubierre add one bonus d20.

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SUB-COMMANDER D'NAL



MAJOR NPC

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PRESENCE

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MEDICINE

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REASON

3

SCIENCE

TRAITS:

- Romulan
- Neural Parasite

VALUES:

- The ends justify the means
- The continuation of our species is paramount.

FOCUSES:

- Deception
- Infiltration
- Interrogation
- Patience

PERSONAL THREAT: 8

PROTECTION: 1

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Dagger:** Melee, Deadly 2, Size 1H, Hidden 1
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense

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SUB-COMMANDER D'NAL

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SPECIAL RULES:

◀ Extraordinary Fitness 2

The parasitic being stimulates the adrenal glands of its host generating great strength. Add 2 automatic successes on Tasks using Fitness.

◀ Fast Recovery

At the start of each of D'Nal's turns, if he has one or more Injuries, roll a d20. If you roll equal to or under D'Nal's Fitness, he immediately removes an Injury. If he has no more Injuries, he immediately ceases to be Defeated.

◀ Guile and Cunning (Species)

When attempting to remain hidden or for actions to remain unnoticed, add 1 Threat to add 1 to the Difficulty of any task to detect this character or reveal the nature of their actions.

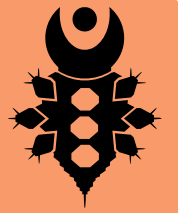
◀ Immune to Pain

The stimulation of the host's adrenal glands increases resistance to pain. D'Nal ignores all Stun Injuries, and cannot be Defeated by an attack which inflicts a Stun Injury.

◀ Resilient

Whenever D'Nal suffers an Injury, roll a d20. If they roll equal to or under the creature's Fitness, that Injury is not inflicted. Do this before deciding to Avoid Injury.

NEURAL PARASITE (BLUE GILL)



MINOR NPC

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0

SECURITY

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PRESENCE

1

MEDICINE

8

REASON

2

SCIENCE

TRAITS:

- Neural Parasite

PERSONAL THREAT:

0

PROTECTION:

0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Escalation 1**
Burrowing Maw: Melee, Deadly 2, Size 1H (See *Attach* special ability)

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NEURAL PARASITE (BLUE GILL)

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SPECIAL RULES:

◀ Attach

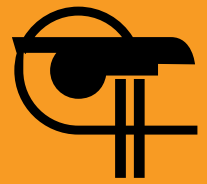
When applicable (see Escalation Cost), a neural parasite may attach itself to its victim rather than inflicting an Injury. If it succeeds, it fuses with the creature's nervous system and takes control of it.

◀ Parasite

The parasite assumes control of the host body's brain functions by wrapping tendrils around the brain stem. The creature breaths through a blue gill that protrudes from the back of the host body's neck. The affected creature gains the following special abilities:

- *Fast Recovery, Immune to Pain* (All)
- *Extraordinary Fitness 2* (Notable and Major)
- *Resilient* (Major).
- All gain +1 Resistance, however, Klingons increase this to +2 due to their physiology.

TAL DURON



NOTABLE NPC

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REASON

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SCIENCE

TRAITS:

- Unjoined Trill
- Geneticist.

VALUES:

- A Hunger for Greatness.

FOCUSES:

- Genetics
- Symbiosis
- Xenobiology

PERSONAL THREAT: 3

PROTECTION: 0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense

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TAL DURON

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SPECIAL RULES:

◀ Expert in Genetics

When Tal Duron performs a Science Task using his Genetics Focus, reduce the Difficulty by 1.

◀ Former Initiate

When Tal Duron attempts a Task using **Control** or **Reason** and buys a bonus d20 by citing his Value and spending 3 Threat, he may re-roll his dice pool. Remember, the bonus d20 is considered to have rolled a 1, thus granting him two successes.

ROMULAN CENTURION (INFECTED)



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REASON

1

SCIENCE

TRAITS:

- Romulan
- Neural Parasite Infected

VALUES:

- The Continuation of our Species is Paramount.

FOCUSES:

- Deception
- Patience

PERSONAL THREAT:

3

PROTECTION:

1

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Dagger:** Melee, Deadly 2, Size 1H, Hidden 1
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense

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ROMULAN CENTURION (INFECTED)

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SPECIAL RULES:

◀ Extraordinary Fitness 2

The parasitic being stimulates the adrenal glands of its host generating great strength. Add 2 automatic successes on Tasks using Fitness.

◀ Fast Recovery

At the start of each of the Centurion's turns, if they have one or more Injuries, roll a d20. If the roll is equal to or under the Centurion's Fitness, they immediately remove an Injury. If they has no more Injuries, they immediately ceases to be Defeated.

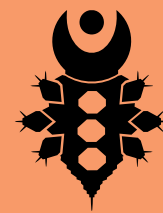
◀ Immune to Pain

The stimulation of the host's adrenal glands increases resistance to pain. The Centurion ignores all Stun Injuries, and cannot be Defeated by an attack which inflicts a Stun Injury.

◀ Wary

Whenever a Centurion attempts a task to notice or detect an enemy or hazard, they may re-roll one d20.

ROMULAN UHLAN (INFECTED)



MINOR NPC

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FITNESS

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INSIGHT

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SECURITY

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PRESENCE

0

MEDICINE

10

REASON

0

SCIENCE

TRAITS:

- Romulan
- Neural Parasite Infected

PERSONAL THREAT: 0

PROTECTION: 1

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Dagger:** Melee, Deadly 2, Size 1H, Hidden 1
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- **Escalation 1**
Disruptor Rifle: Ranged, Deadly 5, Size 2H, Accurate, Intense

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ROMULAN UHLAN (INFECTED)

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SPECIAL RULES:

Fast Recovery

At the start of each of the Uhlans' turns, if they have one or more Injuries, roll a d20. If the roll is equal to or under the Uhlans' Fitness, they immediately remove an Injury. If they has no more Injuries, they immediately ceases to be Defeated.

Immune to Pain

The stimulation of the host's adrenal glands increases resistance to pain. The Uhlans ignore all Stun Injuries, and cannot be Defeated by an attack which inflicts a Stun Injury.

Wary

Whenever an Uhlans attempts a task to notice or detect an enemy or hazard, they may re-roll one d20.

KLINGON VETERAN (INFECTED)



NOTABLE NPC

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COMMAND

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DARING

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CONN

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FITNESS

1

ENGINEERING

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INSIGHT

3

SECURITY

10

PRESENCE

1

MEDICINE

7

REASON

0

SCIENCE

TRAITS:

- ▶ Klingon
- ▶ Neural Parasite Infected

VALUES:

- ▶ The Continuation of our Species is Paramount.

FOCUSES:

- ▶ Hand-to-Hand Combat
- ▶ Resilience

PERSONAL THREAT:

3

PROTECTION:

3

ATTACKS:

- ▶ **Unarmed Strike:** Melee, Stun 2, Size 1H
- ▶ **D’k tahg Dagger:** Melee, Deadly 2, Size 1H, Intense
- ▶ **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- ▶ **Escalation 1**
Bat’leth: Melee, Deadly 3, Size 2H
- ▶ **Escalation 1**
Disruptor Rifle: Ranged, Deadly 5, Size 2H, Accurate, Intense

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KLINGON VETERAN (INFECTED)

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STARTER SET - 1E

SPECIAL RULES:

◀ Extraordinary Fitness 2

The parasitic being stimulates the adrenal glands of its host generating great strength. Add 2 automatic successes on Tasks using Fitness.

◀ Fast Recovery

At the start of each of the Veteran's turns, if they have one or more Injuries, roll a d20. If the roll is equal to or under the Veteran's Fitness, they immediately remove one Injury. If they have no more Injuries, they immediately cease to be Defeated.

◀ Immune to Pain

The stimulation of the host's adrenal glands increases resistance to pain. The Veteran ignores all Stun Injuries, and cannot be Defeated by an attack which inflicts a Stun Injury.

◀ Warrior's Spirit

When the Klingon Veteran attempts a Melee attack, and purchases additional dice with Threat, the Veteran may re-roll any number of d20s.

COMMANDER SELNORA



NOTABLE NPC

11

CONTROL

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COMMAND

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DARING

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CONN

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FITNESS

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ENGINEERING

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INSIGHT

2

SECURITY

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PRESENCE

1

MEDICINE

9

REASON

1

SCIENCE

TRAITS:

- Romulan
- Imperial Navy Commander

VALUES:

- I will not fail in my duty to the Empire.
- Trust is earned, not given away.

FOCUSES:

- Leadership
- Paranoia
- Starship Tactics

PERSONAL THREAT:

3

PROTECTION:

0

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Dagger:** Melee, Deadly 2, Size 1H, Hidden 1
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense

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COMMANDER SELNORA

06-301971

4488 4572 8499 6815 8037 2478 6346 1534 3794
4592 7152 2703 3199 1328 9020 4338 7909 0800
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3126 0415 8053 1837 9006 1426 1325 2770 3954

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SPECIAL RULES:

◀ Guile and Cunning

When attempting to remain hidden or unnoticed Commander Selnora may spend one Threat to increase the Difficulty of enemy Tasks to detect them by one.

◀ Intensive Training

This character has a minimum of 1 in all departments.

◀ Use My Experience

One per scene, when Commander Selnora succeeds at a task during a conflict or other perilous situation, they may spend 2 Threat to automatically assist a subordinate's next Task roll, using her **Presence + Command**.

◀ Wary

Whenever Commander Selnora attempts a Task to notice or detect an enemy or hazard they may re-roll one d20.

COMMANDER VESTA



MAJOR NPC

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SECURITY

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PRESENCE

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MEDICINE

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REASON

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SCIENCE

TRAITS:

- Romulan
- Mother Creature

VALUES:

- The Ends Justify the Means
- We Are the Superior Form of Life
- The Continuation of our Species is Paramount
- We Seek Peace and Control, One does not Exist without the Other

FOCUSES:

- Deception
- Infiltration
- Interrogation
- Patience

PERSONAL THREAT:

10

PROTECTION:

3

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Dagger:** Melee, Deadly 2, Size 1H, Hidden 1
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense

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COMMANDER VESTA

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SPECIAL RULES:

Colony Dependency

All neural parasites within a colony are dependent upon their mother creature. When the mother creature dies, her progeny die.

Extraordinary Fitness 2

The parasitic being stimulates the adrenal glands of its host generating great strength. Add 2 automatic successes on Tasks using Fitness.

Fast Recovery

At the start of each of Commander Vestas turns, if she has one or more Injuries, roll a d20. If you roll equal to or under her Fitness, she immediately removes an Injury. If she has no more Injuries, she immediately ceases to be Defeated.

Immune to Pain

The stimulation of the host's adrenal glands increases resistance to pain. Commander Vesta ignores all Stun Injuries, and cannot be Defeated by an attack which inflicts a Stun Injury.

Menacing 1

When Commander Vesta enters a scene, immediately add 1 point to the Threat pool.

Resilient

Whenever Commander Vesta suffers an Injury, roll a d20. If they roll equal to or under their Fitness, that Injury is not inflicted. Do this before deciding to Avoid Injury.