

# 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

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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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CONTROL

COMMAND

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2

DARING

CONN

9

2

FITNESS

ENGINEERING

9

3

INSIGHT

SECURITY

9

2

PRESENCE

MEDICINE

11

3

REASON

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.

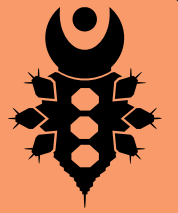
### ◀ Immune to Pain

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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CONTROL

COMMAND

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DARING

CONN

1

0

FITNESS

ENGINEERING

7

0

INSIGHT

SECURITY

9

1

PRESENCE

MEDICINE

8

2

REASON

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



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INSIGHT

0

SECURITY

9

PRESENCE

2

MEDICINE

11

REASON

3

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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ENGINEERING

8

INSIGHT

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SECURITY

7

PRESENCE

0

MEDICINE

9

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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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 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.

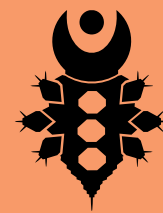
### ◀ Immune to Pain

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

10

1

CONTROL

COMMAND

7

2

DARING

CONN

9

1

FITNESS

ENGINEERING

8

2

INSIGHT

SECURITY

7

0

PRESENCE

MEDICINE

10

0

REASON

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

8

CONTROL

2

COMMAND

11

DARING

2

CONN

10

FITNESS

1

ENGINEERING

8

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

3

COMMAND

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DARING

2

CONN

8

FITNESS

1

ENGINEERING

9

INSIGHT

2

SECURITY

9

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

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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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5

CONTROL

COMMAND

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1

DARING

CONN

9

2

FITNESS

ENGINEERING

10

3

INSIGHT

SECURITY

9

2

PRESENCE

MEDICINE

10

3

REASON

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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STARTER SET - 1E

## 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.