

HALAN RIZEL



NOTABLE NPC

10

CONTROL

3

COMMAND

7

DARING

2

CONN

9

FITNESS

1

ENGINEERING

9

INSIGHT

1

SECURITY

11

PRESENCE

1

MEDICINE

8

REASON

2

SCIENCE

TRAITS:

- Hot-headed
- Tolen

VALUES:

- Let us make Tolen great again.

FOCUSES:

- Debate
- Negotiation
- Tolen Law

PERSONAL THREAT: 3

PROTECTION: 0

ATTACKS:

- Unarmed Strike: Melee, Stun 2, Size 1H

LCARS 40084

HALAN RIZEL

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
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8454-272

0128-069

1914-819

7232-838

06-211934

09-202009

02-221978

05-152003

SPECIAL RULES:

◀ Intensive Training

This character has a minimum of 1 in all departments.

◀ Manipulative

If Rizel purchases one or more d20s when attempting a task to deceive or intimidate another, he may re-roll his dice pool.

◀ Never Give Up (Species)

Whenever a Tolen attempts a task, buys one or more d20s, and then fails, they may add a single d20 when trying again.

AVARD CHEVIS



NOTABLE NPC

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REASON

2

SCIENCE

TRAITS:

- Deceptive Aide
- Thoughtful
- Tolen

VALUES:

- I must do what I can to save my legacy.

FOCUSES:

- Debate
- Reverse Engineering
- Tolen Law

PERSONAL THREAT:

3

PROTECTION:

0

ATTACKS:

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

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AVARD CHEVIS

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SPECIAL RULES:

◀ **Diseased**

Due to Avard's cancer diagnosis, he is unable to function as he normally would. Any tasks that require him to exert himself increase their difficulty by 2 and their complication range to 17-20.

◀ **Never Give Up (Species)**

Whenever a Tolen attempts a task, buys one or more d20s, and then fails, they may add a single d20 when trying again.

PARAK VERENS JOFFIES



NOTABLE NPC

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REASON

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SCIENCE

TRAITS:

- Head of State (Parak)
- Insightful
- Tolen

VALUES:

- The cost of failed words is bloodshed.

FOCUSES:

- Negotiation
- Political Science
- Tolen Law

PERSONAL THREAT: 3

PROTECTION: 0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H

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PARAK VERENS JOFFIES

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SPECIAL RULES:

◀ Difuse the Tension

Whenever Parak Joffries attempts a task to persuade someone not to resort to violence, the first d20 he purchases for that task is free.

◀ Never Give Up (Species)

Whenever a Tolen attempts a task, buys one or more d20s, and then fails, they may add a single d20 when trying again.

SENATOR PHREGS



NOTABLE NPC

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MEDICINE

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REASON

0

SCIENCE

TRAITS:

- Hot-headed
- Senator
- Tolen

VALUES:

- Those who oppose us are against us.

FOCUSES:

- Debate
- Military Protocol
- Tolen Law

PERSONAL THREAT: 3

PROTECTION: 0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H

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SENATOR PHREGS

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SPECIAL RULES:

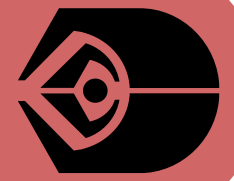
◀ Never Give Up (Species)

Whenever a Tolen attempts a task, buys one or more d20s, and then fails, they may add a single d20 when trying again.

◀ Rallying the Troops

Whenever performing a task using Command towards Tolen troops, Phregs may spend 1 Threat to instantly gain another troop member of that type.

PALA TEIK



MAJOR NPC

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REASON

1

SCIENCE

TRAITS:

- Ferengi
- Independent Trader
- Overly Cunning

VALUES:

- War is good for business (34th)

FOCUSES:

- Debate
- Deception
- Intimidation
- Negotiation
- Tolen Law

PERSONAL THREAT:

7

PROTECTION:

0

ATTACKS:

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

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PALA TEIK

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MISSION: ENDS & MEANS

SPECIAL RULES:

◀ Bargain

When Teik negotiates with someone during a social conflict, he may re-roll a single d20 on his next task to persuade that person. If the social conflict with that person involves an extended task, his Impact increases by 1.

◀ Deceptive Familiarity

Whenever Teik performs an **Insight + Security task** to detect a lie or illicit information from a target, he may reduce the Difficulty by 2, to a minimum of 0.

◀ Greed is Eternal

When engaged in negotiations—including in social conflict—that have the potential for profit personally, Teik may spend 1 Threat to re-roll his dice pool.

◀ The Great Material Continuum (Species)

Once per session, when obtaining additional equipment, you may reduce the Opportunity Cost of an item by 1, to a minimum of 0.

GANG OF TOLENS



MINOR NPC

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SECURITY

8

PRESENCE

0

MEDICINE

7

REASON

0

SCIENCE

TRAITS:

- Aggressive
- Tolen

PERSONAL THREAT:

0

PROTECTION:

0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Club:** Melee, Stun 4, Knockdown, Size 1H
- Escalation**
Phaser Type-1: Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 1

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GANG OF TOLENS

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06-211934

SPECIAL RULES:

◀ Never Give Up (Species)

Whenever a Tolen attempts a task, buys one or more d20s, and then fails, they may add a single d20 when trying again.

◀ No One's Fool

The Tolens will flee if half their number is rendered dead or unconscious.

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*A group of **eight** angry-looking Tolens blocks your path forward, fanning out to also block your avenue of retreat. They are bearing metal clubs and have looks of bald hatred on their faces. "Tolen doesn't need you here anymore, Starfleet; and we're going to make sure the message is sent to the Federation loud and clear!"*

MISSION: ENDS & MEANS

CARLIN FESS



NOTABLE NPC

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PRESENCE

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MEDICINE

10

REASON

1

SCIENCE

TRAITS:

- Separatist Investigator
- Tolen
- To the Point

VALUES:

- Leave no stone unturned.

FOCUSES:

- Hand Phasers
- Security Procedures
- Tolen Law

PERSONAL THREAT:

3

PROTECTION:

0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Phaser Type-2:** Ranged, Stun/Deadly 4, Size 1H, Charge

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CARLIN FESS

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:

◀ Intensive Training

This character has a minimum of 1 in all departments.

◀ Lead Investigator

Whenever Fess attempts a task to retrieve or analyze evidence of a crime, she may re-roll 1d20.

◀ Never Give Up (Species)

Whenever a Tolen attempts a task, buys one or more d20s, and then fails, they may add a single d20 when trying again.

ROWL BOZIK



NOTABLE NPC

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DARING

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FITNESS

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INSIGHT

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SECURITY

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PRESENCE

1

MEDICINE

10

REASON

1

SCIENCE

TRAITS:

- Government Investigator
- Gruff
- Tolen

VALUES:

- I do not suffer fools well.

FOCUSES:

- Hand Phasers
- Intimidation
- Tolen Law

PERSONAL THREAT: 3

PROTECTION: 0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Phaser Type-2:** Ranged, Stun/Deadly 4, Size 1H, Charge

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ROWL BOZIK

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SPECIAL RULES:

← Above Reproach

When Rowl Bozik is targeted in a social encounter to make him believe in a fact that is actually fiction, increase the Difficulty to do so by 2.

← Never Give Up (Species)

Whenever a Tolen attempts a task, buys one or more d20s, and then fails, they may add a single d20 when trying again.

WAREHOUSE GUARDS



MINOR NPC

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SECURITY

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PRESENCE

0

MEDICINE

7

REASON

0

SCIENCE

TRAITS:

- Disciplined
- Tolerant

PERSONAL THREAT:

0

PROTECTION:

1

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Baton:** Melee, Stun/Deadly 3, Size 1H
- Particle Rifle:** Ranged, Stun/Deadly 4, Size 2H, Accurate

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WAREHOUSE GUARDS

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MISSION: ENDS & MEANS

SPECIAL RULES:

← Immune to Fear

The guards will continue to fight undeterred despite the greatest terror, including defeat. The guards cannot be intimidated or threatened.

← Never Give Up (Species)

Whenever a Tolen attempts a task, buys one or more d20s, and then fails, they may add a single d20 when trying again.

SEPARATIST SOLDIERS



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SECURITY

8

PRESENCE

0

MEDICINE

7

REASON

0

SCIENCE

TRAITS:

- Disciplined
- Tolerant

PERSONAL THREAT:

0

PROTECTION:

2

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Dagger:** Melee, Deadly 2, Size 1H, Hidden 1
- Phase Pistol:** Ranged, Stun/Deadly 3, Size 1H
- Escalation Particle Rifle:** Ranged, Stun/Deadly 4, Size 2H, Accurate

LCARS 40084

SEPARATIST SOLDIERS

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SPECIAL RULES:

◀ Ambush

The normal cost to Retain the Initiative in the first round is reduced by 1.

◀ Never Give Up (Species)

Whenever a Tolen attempts a task, buys one or more d20s, and then fails, they may add a single d20 when trying again.

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MISSION: ENDS & MEANS

FROK NOLED



NOTABLE NPC

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PRESENCE

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MEDICINE

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REASON

1

SCIENCE

TRAITS:

- Fanatical
- Mining Operation Supervisor
- Tolen

VALUES:

- Knowing your limits is only half the story.

FOCUSES:

- Demolitions
- Intimidation
- Mining

PERSONAL THREAT: 3

PROTECTION: 0

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H, Intense
- **Knife:** Melee, Deadly 2, Size 1H, Hidden 1, Debilitating

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FROK NOLED

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SPECIAL RULES:

◀ Mean Right Hook

Frok Noled's Unarmed Strike Attack gains the **Intense** quality.

◀ Never Give Up (Species)

Whenever a Tolen attempts a task, buys one or more d20s, and then fails, they may add a single d20 when trying again.

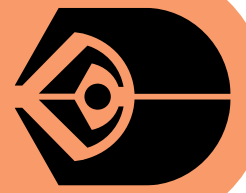
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MISSION: ENDS & MEANS

TEIK'S PENTHOUSE GUARDS



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REASON

0

SCIENCE

TRAITS:

- Disciplined

PERSONAL THREAT:

0

PROTECTION:

1

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Phaser Type-2:** Ranged, Stun/Deadly 4, Size 1H, Charge
- Escalation 2**
Phaser Type-3: Ranged, Stun/Deadly 5, Size 2H, Accurate, Charge

LCARS 40084

TEIK'S PENTHOUSE GUARDS

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SPECIAL RULES:

◀ Bodyguard

When a Penthouse Guard makes a successful Attack, they may spend 1 Threat to protect a single ally within Close range. The next Attack against that ally, but before the start of the Penthouse Guard's next turn increases the attack's Difficulty by 1.

◀ Never Give Up (Species)

Whenever a Tolen attempts a task, buys one or more d20s, and then fails, they may add a single d20 when trying again.