

SCOUTSHIP PILOT



MINOR NPC

8

1

CONTROL

COMMAND

8

2

DARING

CONN

10

2

FITNESS

ENGINEERING

8

1

INSIGHT

SECURITY

9

1

PRESENCE

MEDICINE

8

1

REASON

SCIENCE

TRAITS:

- Romulan
- Scoutship Pilot

PERSONAL THREAT:

0

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
- **Escalation 1**
Disruptor Rifle: Ranged, Deadly 5, Size 2H, Accurate, Intense

LCARS 40084

SCOUTSHIP PILOT

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

8454-272

0128-069

1914-819

7232-838

06-211934

SPECIAL RULES:

◀ Intensive Training

Increase any department rating of 0 to 1.

◀ One With the Ship

Whenever the Scoutship Pilot attempts a task to pilot their scout ship, they may reduce the difficulty by one, to a minimum of 1.

◀ Wary

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

09-202009

02-221978

05-152003

UHLAN TECHNICIAN



MINOR NPC

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CONTROL

COMMAND

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DARING

CONN

8

2

FITNESS

ENGINEERING

9

1

INSIGHT

SECURITY

9

1

PRESENCE

MEDICINE

8

2

REASON

SCIENCE

TRAITS:

- Romulan
- Romulan Military Personnel

PERSONAL THREAT: 0

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
- **Escalation 1**
Disruptor Rifle: Ranged, Deadly 5, Size 2H, Accurate, Intense

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UHLAN TECHNICIAN

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1914-819

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06-211934

SPECIAL RULES:

◀ Intensive Training

Increase any department rating of 0 to 1.

◀ Technical Acumen

When the Technician attempts a task to identify or repair a problem with a starship system, they may reroll one d20.

◀ Wary

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

09-202009

02-221978

05-152003

TAL SHAR SABOTEUR



MINOR NPC

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CONTROL

COMMAND

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DARING

CONN

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2

FITNESS

ENGINEERING

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2

INSIGHT

SECURITY

7

1

PRESENCE

MEDICINE

8

1

REASON

SCIENCE

TRAITS:

- Romulan
- Tal Shiar Operative
- Expendable

PERSONAL THREAT: 0

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
- **Escalation 1**
Disruptor Rifle: Ranged, Deadly 5, Size 2H, Accurate, Intense

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TAL SHAR SABOTEUR

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SPECIAL RULES:

◀ Guile and Cunning

When attempting to remain hidden or unnoticed, the Saboteur may spend 1 Threat to add +1 Difficulty to enemy tasks to detect them.

◀ Hidden Weakness

When attempting an Engineering or Security task to sabotage the technology—such as starship systems—of an enemy, the Saboteur may spend 2 Threat to re-roll any number of d20s.

◀ Intensive Training

Increase any department rating of 0 to 1.

MEDICAL SUB-CENTURION



MINOR NPC

8

2

CONTROL

COMMAND

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1

DARING

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1

FITNESS

ENGINEERING

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1

INSIGHT

SECURITY

9

2

PRESENCE

MEDICINE

9

1

REASON

SCIENCE

TRAITS:

- Romulan
- Romulan Military Officer
- Medic

PERSONAL THREAT: 0

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
- **Escalation 1**
Disruptor Rifle: Ranged, Deadly 5, Size 2H, Accurate, Intense

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MEDICAL SUB-CENTURION

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06-211934

SPECIAL RULES:

◀ Intensive Training

Increase any department rating of 0 to 1.

◀ Quick and Dirty

Medical Sub-Centurions are accustomed to working in substandard conditions. When attempting a Medicine task, ignore any increases in Difficulty for working without the proper tools or equipment.

◀ Wary

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

TAL SHIAR INTERROGATOR



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FITNESS

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2

INSIGHT

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PRESENCE

MEDICINE

9

1

REASON

SCIENCE

TRAITS:

- Romulan
- Tal Shiar Operative
- Expendable

PERSONAL THREAT: 0

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
- **Escalation 1**
Disruptor Rifle: Ranged, Deadly 5, Size 2H, Accurate, Intense

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TAL SHIAR INTERROGATOR

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06-211934

SPECIAL RULES:

◀ Guile and Cunning

When attempting to remain hidden or unnoticed, the Saboteur may spend 1 Threat to add +1 Difficulty to enemy tasks to detect them.

◀ Intensive Training

Increase any department rating of 0 to 1.

◀ Sense Vulnerability

Whenever a Tal Shiar Interrogator attempts a Task to coerce information from an enemy, they may reroll one d20.

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LEAD SCIENTIST



MINOR NPC

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CONTROL

COMMAND

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DARING

CONN

10

0

FITNESS

ENGINEERING

8

1

INSIGHT

SECURITY

7

0

PRESENCE

MEDICINE

10

2

REASON

SCIENCE

TRAITS:

- Romulan
- Tal Shiar Operative
- Expendable

PERSONAL THREAT: 0

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
- **Escalation 1**
Disruptor Rifle: Ranged, Deadly 5, Size 2H, Accurate, Intense

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LEAD SCIENTIST

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SPECIAL RULES:

◀ Learn Through Adversity

The Lead Scientist is skilled at learning from failure. When the Lead Scientist fails a Science task, for the remainder of the scene the first bonus d20 on any subsequent Science task is free.

◀ Wary

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

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ORION SLAVER OVERSEER



MINOR NPC

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COMMAND

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DARING

CONN

8

0

FITNESS

ENGINEERING

9

2

INSIGHT

SECURITY

10

0

PRESENCE

MEDICINE

8

1

REASON

SCIENCE

TRAITS:

- Orion
- Brutal Overseer

PERSONAL THREAT: 0

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

LCARS 40084

ORION SLAVER OVERSEER

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SPECIAL RULES:

◀ Piratical Understanding

When attempting to bypass a lock or other security measure, the Orion may re-roll 1d20, and may ignore Complications rolled by spending 1 Threat per Complication.

◀ Vicious

The Overseer knows how to use cruelty to motivate other. When enforcing discipline or obedience using threats of violence, if the Overseer buys one or more bonus d20s, they may re-roll 1d20.

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ORION SLAVER MEDIC



MINOR NPC

9

0

CONTROL

COMMAND

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DARING

CONN

8

0

FITNESS

ENGINEERING

9

1

INSIGHT

SECURITY

9

2

PRESENCE

MEDICINE

8

2

REASON

SCIENCE

TRAITS:

- Orion
- Medic

PERSONAL THREAT:

0

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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ORION SLAVER MEDIC

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SPECIAL RULES:

◀ Hands-On Training

The Medic has had experience treating a wide range of ailments on a wide variety of species. When attempting a task to tend wounds or illness using **Reason + Medicine**, the Medic reduces the difficulty by 1, to a minimum of 0.

◀ Piratical Understanding

When attempting to bypass a lock or other security measure, the Orion may re-roll 1d20, and may ignore Complications rolled by spending 1 Threat per Complication.

ORION BUCCANEER



MINOR NPC

8

1

CONTROL

COMMAND

10

1

DARING

CONN

9

0

FITNESS

ENGINEERING

7

2

INSIGHT

SECURITY

10

2

PRESENCE

MEDICINE

7

0

REASON

SCIENCE

TRAITS:

- Orion
- Flashy Pirate

PERSONAL THREAT:

0

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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ORION BUCCANEER

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SPECIAL RULES:

← Derring-Do

The Buccaneer is nothing if not daring. When attempting a task using their Daring attribute, if they buy one or more d20s, they may re-roll one d20.

← Piratical Understanding

When attempting to bypass a lock or other security measure, the Orion may re-roll 1d20, and may ignore Complications rolled by spending 1 Threat per Complication.

ORION BREACHER



MINOR NPC

9

2

CONTROL

COMMAND

9

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DARING

CONN

10

1

FITNESS

ENGINEERING

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INSIGHT

SECURITY

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0

PRESENCE

MEDICINE

7

1

REASON

SCIENCE

TRAITS:

- Orion
- Combat Saboteur

PERSONAL THREAT: 0

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

LCARS 40084

ORION BREACHER

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SPECIAL RULES:

← No Quarter

When commanding a boarding action, if the Breacher attempts to give orders, or assists on a task, they may re-roll one d20.

← Piratical Understanding

When attempting to bypass a lock or other security measure, the Orion may re-roll 1d20, and may ignore Complications rolled by spending 1 Threat per Complication.

ORION EXECUTIVE OFFICER



MINOR NPC

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2

CONTROL

COMMAND

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DARING

CONN

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FITNESS

ENGINEERING

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2

INSIGHT

SECURITY

7

0

PRESENCE

MEDICINE

8

1

REASON

SCIENCE

TRAITS:

- Orion
- Second-in-Command

PERSONAL THREAT: 0

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

LCARS 40084

ORION EXECUTIVE OFFICER

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SPECIAL RULES:

◀ Advisor

When assisting another character using their Command discipline, the character being assisted may re-roll a single d20.

◀ Piratical Understanding

When attempting to bypass a lock or other security measure, the Orion may re-roll 1d20, and may ignore Complications rolled by spending 1 Threat per Complication.

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ORION SCIENCE OFFICER



MINOR NPC

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1

CONTROL

COMMAND

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DARING

CONN

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1

FITNESS

ENGINEERING

7

0

INSIGHT

SECURITY

9

2

PRESENCE

MEDICINE

9

2

REASON

SCIENCE

TRAITS:

- Orion
- Science Officer

PERSONAL THREAT:

0

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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ORION SCIENCE OFFICER

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SPECIAL RULES:

◀ A Little Bit Extra

An Orion Science Officer is always on the lookout for something interesting, profitable, or valuable. Whenever they succeed at a Science task, the Orion Science Officer gains 1 bonus Momentum, which may only be used to Obtain Information.

◀ Piratical Understanding

When attempting to bypass a lock or other security measure, the Orion may re-roll 1d20, and may ignore Complications rolled by spending 1 Threat per Complication.

ORION ENGINEER



MINOR NPC

8

2

CONTROL

COMMAND

10

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DARING

CONN

8

2

FITNESS

ENGINEERING

8

1

INSIGHT

SECURITY

8

0

PRESENCE

MEDICINE

9

1

REASON

SCIENCE

TRAITS:

- Orion
- Technical Taskmaster

PERSONAL THREAT:

0

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

LCARS 40084

ORION ENGINEER

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SPECIAL RULES:

◀ Percussive Maintenance

An Orion Engineer keeps this ship running, no matter what it takes. When making repairs to a ship system, if the Engineer buys any additional dice, they may re-roll one d20.

◀ Piratical Understanding

When attempting to bypass a lock or other security measure, the Orion may re-roll 1d20, and may ignore Complications rolled by spending 1 Threat per Complication.

ORION PIRATE CREWMAN



MINOR NPC

9

1

CONTROL

COMMAND

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DARING

CONN

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1

FITNESS

ENGINEERING

8

2

INSIGHT

SECURITY

8

0

PRESENCE

MEDICINE

8

0

REASON

SCIENCE

TRAITS:

- Orion
- Pirate

PERSONAL THREAT:

0

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

LCARS 40084

ORION PIRATE CREWMAN

06-301971

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SPECIAL RULES:

◀ Cutthroat Crew

When boarding a captured vessel, an Orion Pirate does not need to spend Threat to make Deadly attacks.

◀ Piratical Understanding

When attempting to bypass a lock or other security measure, the Orion may re-roll 1d20, and may ignore Complications rolled by spending 1 Threat per Complication.

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KLINGON SCIENTIST



MINOR NPC

8

1

CONTROL

COMMAND

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DARING

CONN

9

2

FITNESS

ENGINEERING

9

0

INSIGHT

SECURITY

8

1

PRESENCE

MEDICINE

9

2

REASON

SCIENCE

TRAITS:

- Klingon
- Scientist

PERSONAL THREAT: 0

PROTECTION: 0 [1vS]

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **D'k tahg dagger:** Melee, Deadly 2, Size 1H, Hidden 1
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- **Escalation 1**
Bat'leth: Melee, Deadly 3, Size 2H, Intense

LCARS 40084

KLINGON SCIENTIST

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BETA QUADRANT SOURCEBOOK

SPECIAL RULES:

◀ Brak'lul

+1 Protection vs Stun attacks.

◀ Brilliant Theoretician

When the Klingon Scientist completes a successful Task using his Science department, he may spend 3 Threat to assist another scientist's next Science Task with his **Insight + Science**.

◀ Warrior's Spirit

When you make a Melee Attack, or are targeted by a Melee Attack, and you buy one or more d20s by adding Threat, you may re-roll the dice pool for your task roll. Further, you own either a mek'leth (a blade) or a bat'leth (a heavy blade) at your discretion, which counts as standard issue for you.

REMAN BODYGUARD



NOTABLE NPC

9

1

CONTROL

COMMAND

10

2

DARING

CONN

10

1

FITNESS

ENGINEERING

9

3

INSIGHT

SECURITY

7

2

PRESENCE

MEDICINE

9

0

REASON

SCIENCE

TRAITS:

- Reman
- Indentured Bodyguard

VALUES:

- My Life for my Charge.

FOCUSES:

- Hand-to-Hand Combat
- Threat Assessment

PERSONAL THREAT:

4

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
- Escalation 1**
Disruptor Rifle: Ranged, Deadly 5, Size 2H, Accurate, Intense

LCARS 40084

REMAN BODYGUARD

06-301971

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BETA QUADRANT SOURCEBOOK

SPECIAL RULES:

▀ Bodyguard

Select one Notable or Major NPC as the Bodyguard's charge. When their charge is attacked within Close range of the Bodyguard, the Bodyguard may spend 1 Threat to move within Reach of their Charge and force that attack to target them instead. They may then pay to Avoid Injury as normal.

▀ Born in the Dark

Ignore any traits relating to low light or darkness, but treat any traits relating to bright light as having +1 Potency. Increase Personal Threat by +1.

▀ Wary

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

WARBIRD COMMANDER



NOTABLE NPC

9

3

CONTROL

COMMAND

10

2

DARING

CONN

10

1

FITNESS

ENGINEERING

9

2

INSIGHT

SECURITY

7

1

PRESENCE

MEDICINE

9

1

REASON

SCIENCE

TRAITS:

- Romulan
- Romulan Naval Officer

VALUES:

- My Portion is Obedience.

FOCUSES:

- Leadership
- 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

LCARS 40084

WARBIRD COMMANDER

06-301971

4488 4572 8499 6815 8037 2478 6346 1534 3794
4592 7152 2703 3199 1328 9020 4338 7909 0800
0651 9668 3016 4265 8022 7825 8735 6389 8089
3126 0415 8053 1837 9006 1426 1325 2770 3954

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BETA QUADRANT SOURCEBOOK

SPECIAL RULES:

◀ Group Ambush

When the centurion makes an attack against an enemy who is unaware of their presence, they may spend 2 Threat to increase the severity of this and all other attacks made this round by them and their subordinates by 1.

◀ Intensive Training

Increase any department rating of 0 to 1.

◀ Use My Experience

One per scene, when the Warbird Commander 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 the Warbird Commander's **Presence + Command**.

◀ Wary

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

PRASAD



NOTABLE NPC

9

CONTROL

2

COMMAND

8

DARING

1

CONN

9

FITNESS

2

ENGINEERING

8

INSIGHT

3

SECURITY

10

PRESENCE

1

MEDICINE

10

REASON

0

SCIENCE

TRAITS:

- Orion
- Buccaneer
- Manumissionist

VALUES:

- No one should live a slave.

FOCUSES:

- Hand-to-Hand Combat
- Persuasion
- Threat Awareness

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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PRASAD

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:

◀ Cutting Wit

Prasad fights as much with words as with weapons. When making a melee attack against an enemy who can understand him, he may use Presence instead of Daring.

◀ Derring-Do

Prasad is nothing if not daring. When attempting a task using their Daring attribute, if they buy one or more d20s, they may re-roll one d20.

◀ Piratical Understanding

When attempting to bypass a lock or other security measure, the Orion may re-roll 1d20, and may ignore Complications rolled by spending 1 Threat per Complication.

SHRETSH



NOTABLE NPC

9

3

CONTROL

COMMAND

11

1

DARING

CONN

9

2

FITNESS

ENGINEERING

9

1

INSIGHT

SECURITY

9

2

PRESENCE

MEDICINE

7

0

REASON

SCIENCE

TRAITS:

- Orion
- Slaver Captain
- Vengeful

VALUES:

- I will destroy my enemies.

FOCUSES:

- Hand-to-Hand Combat
- Intimidation
- Sabotage

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

LCARS 40084

SHRETSH

06-301971

4488 4572 8499 6815 8037 2478 6346 1534 3794
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BETA QUADRANT SOURCEBOOK

SPECIAL RULES:

◀ Fuel the Flames

Shretsh has a significant propensity, even preference, for violence. When he attempts a Task to persuade or compel others with threats of violence, or to urge others to act violently, the first die he purchases is free.

◀ Obsessed

Whenever Shretsh attempts a Task to resist being intimidated or persuaded against a course of action and he buys one or more additional dice, he may reroll one d20.

◀ Piratical Understanding

When attempting to bypass a lock or other security measure, the Orion may re-roll 1d20, and may ignore Complications rolled by spending 1 Threat per Complication.

JAGADISH



NOTABLE NPC

11

CONTROL

2

COMMAND

8

DARING

1

CONN

7

FITNESS

2

ENGINEERING

10

INSIGHT

3

SECURITY

9

PRESENCE

1

MEDICINE

9

REASON

2

SCIENCE

TRAITS:

- Orion
- Old Scoundrel
- Drug Peddler

VALUES:

- The women have controlled us too long.

FOCUSES:

- Biochemistry
- Pharmacology
- Chemical Manufacturing

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

LCARS 40084

JAGADISH

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
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BETA QUADRANT SOURCEBOOK

SPECIAL RULES:

◀ Chemical Genius

Jagadish is one of the best biochemical engineers in the Quadrant. Whenever he attempts a Science Task related to one of his focuses, he may reduce the difficulty by 1, to a minimum of 0.

◀ Piratical Understanding

When attempting to bypass a lock or other security measure, the Orion may re-roll 1d20, and may ignore Complications rolled by spending 1 Threat per Complication.

◀ Rational

Jagadish has spent time developing his capacity for clear thought. Whenever he attempts a task using Reason, if he buys additional d20s, he may reroll one d20.

PARTHA



NOTABLE NPC

9

CONTROL

2

COMMAND

7

DARING

1

CONN

8

FITNESS

2

ENGINEERING

8

INSIGHT

1

SECURITY

10

PRESENCE

0

MEDICINE

9

REASON

3

SCIENCE

TRAITS:

- Orion
- Infiltrator
- Master Pirate

VALUES:

- No one can resist my charms.

FOCUSES:

- Computers
- Deception
- Seduction

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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PARTHA

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
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BETA QUADRANT SOURCEBOOK

SPECIAL RULES:

◀ Pheromones

When dealing with males of a species affected by these pheromones, Partha gains 2 bonus Momentum on all tasks to persuade or command them. However, female members of species affected often suffer headaches because of the pheromones, increasing the complication range of tasks to interact with them by 1.

◀ Piratical Understanding

When attempting to bypass a lock or other security measure, the Orion may re-roll 1d20, and may ignore Complications rolled by spending 1 Threat per Complication.

◀ Provocative

When attempting a task using Presence to influence, persuade, or coerce another character, Partha may spend 1 Threat to gain some small but useful insight or secret from her target, regardless of whether the task succeeds or fails.

◀ Technical Persuasion

Partha gathers information from a computer system as easily as she does from people. Whenever she attempts an Engineering or Science task to subvert or infiltrate a computer system, the first d20 she purchases is free.

KLINGON DIPLOMAT



NOTABLE NPC

7

3

CONTROL

COMMAND

10

2

DARING

CONN

9

1

FITNESS

ENGINEERING

9

2

INSIGHT

SECURITY

11

1

PRESENCE

MEDICINE

8

0

REASON

SCIENCE

TRAITS:

- ▶ Klingon
- ▶ Diplomat

VALUES:

- ▶ For the good of the Empire!

FOCUSES:

- ▶ Hand-to-Hand Combat
- ▶ Negotiation

PERSONAL THREAT: 3

PROTECTION: 0 [1vS]

ATTACKS:

- ▶ **Unarmed Strike:** Melee, Stun 2, Size 1H
- ▶ **D’k tahg dagger:** Melee, Deadly 2, Size 1H, Hidden 1

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KLINGON DIPLOMAT

06-301971

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BETA QUADRANT SOURCEBOOK

SPECIAL RULES:

◀ Brak'lul

+1 Protection vs Stun attacks.

◀ Cunning Negotiator

Whenever the Klingon Diplomat attempts a Persuade task, they may re-roll one d20.

◀ Warrior's Spirit

When you make a Melee Attack, or are targeted by a Melee Attack, and you buy one or more d20s by adding Threat, you may re-roll the dice pool for your task roll. Further, you own either a mek'leth (a blade) or a bat'leth (a heavy blade) at your discretion, which counts as standard issue for you.

HUMAN SMUGGLER

NOTABLE NPC

8

CONTROL

2

COMMAND

10

DARING

2

CONN

7

FITNESS

2

ENGINEERING

9

INSIGHT

3

SECURITY

10

PRESENCE

0

MEDICINE

9

REASON

1

SCIENCE

TRAITS:

- Human
- Independent Trader

VALUES:

- Anything for the right fee.

FOCUSES:

- Astronavigation
- Bartering
- Deception

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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HUMAN SMUGGLER

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:

◀ Slippery

The Human Smuggler is used to playing upon his essentially harmless nature to wriggle out of trouble. The Smuggler reduces the Difficulty of all Persuade tasks when trying to avoid official consequences or legal penalties by 1 (to a minimum of 0).

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M'KETH, SON OF NONE



NOTABLE NPC

8

CONTROL

3

COMMAND

11

DARING

2

CONN

10

FITNESS

1

ENGINEERING

9

INSIGHT

2

SECURITY

8

PRESENCE

1

MEDICINE

7

REASON

0

SCIENCE

TRAITS:

- ▶ Klingon
- ▶ Independent Raider
- ▶ Discommendation

VALUES:

- ▶ Burn it all!

FOCUSES:

- ▶ Hand-to-Hand Combat
- ▶ Starship Tactics

PERSONAL THREAT: 3

PROTECTION: 1 [2vS]

ATTACKS:

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

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M'KETH, SON OF NONE

06-301971

4488 4572 8499 6815 8037 2478 6346 1534 3794
4592 7152 2703 3199 1328 9020 4338 7909 0800
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BETA QUADRANT SOURCEBOOK

SPECIAL RULES:

◀ Brak'lul

+1 Protection vs Stun attacks.

◀ Tactical Genius

Once per scene, when M'Keth succeeds at a task to assess his opponents. He may spend 2 Threat to allow all others under his command to re-roll one d20 on their next Task.

◀ Warrior's Spirit

When you make a Melee Attack, or are targeted by a Melee Attack, and you buy one or more d20s by adding Threat, you may re-roll the dice pool for your task roll. Further, you own either a mek'leth (a blade) or a bat'leth (a heavy blade) at your discretion, which counts as standard issue for you.

DELPHINE SÉVERIN



NOTABLE NPC

9

CONTROL

3

COMMAND

10

DARING

2

CONN

11

FITNESS

1

ENGINEERING

8

INSIGHT

2

SECURITY

9

PRESENCE

1

MEDICINE

7

REASON

0

SCIENCE

TRAITS:

- ▶ Klingon
- ▶ Intelligence Operative
- ▶ Surgically Disguised as Human

VALUES:

- ▶ I must earn back my true face.

FOCUSES:

- ▶ Espionage
- ▶ Infiltration

PERSONAL THREAT: 3

PROTECTION: 0 [1vS]

ATTACKS:

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

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DELPHINE SÉVERIN

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
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SPECIAL RULES:

◀ Brak'lul

+1 Protection vs Stun attacks.

◀ Covert

Loor has been surgically altered to resemble a human female, and learned the appropriate dialect and a backstory (her “legend” in espionage terms) for her cover identity. She poses as Delphine Séverin, a French journalist. Whenever Loor is required to attempt a Task to maintain her cover identity, the first bonus d20 is free.

◀ Versatile Agent

Once per scene, Loor may spend 1 Threat to immediately gain one Focus for the remainder of the scene.

SENATOR MALAR



MAJOR NPC

10

CONTROL

5

COMMAND

9

DARING

3

CONN

8

FITNESS

2

ENGINEERING

10

INSIGHT

2

SECURITY

12

PRESENCE

2

MEDICINE

10

REASON

2

SCIENCE

TRAITS:

- Romulan
- Retired Military Officer
- Member of the Imperial Senate
- Permanent Limpr

VALUES:

- My people should be free.
- War is bought with blood
- Sacrifice makes us strong
- Outlanders are people too.

FOCUSES:

- Composure
- Deception
- Persuasion
- Paranoia
- Shipboard Tactics

PERSONAL THREAT:

8

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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SENATOR MALAR

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BETA QUADRANT SOURCEBOOK

SPECIAL RULES:

■ Ruthless and Determined

Senator Malar may spend 2 Threat (rather than the normal 3) to gain the effects of a point of Determination.

■ Reman Bodyguard

Senator Malar has a Reman bodyguard who is completely devoted to her wellbeing. If attacked while her bodyguard is within Reach range, she and Malar both gain Protection equal to the bodyguard's Security department.

■ Senatorial Presence

Whenever one of Malar's subordinates attempts a Task to resist persuasion, intimidation, or interrogation, Malar may spend 2 Threat to allow that Romulan to roll as if they had the benefit of her assistance (using Control + Command) even if she is not present in the scene herself.

■ Wary

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

SEEMA



MAJOR NPC

9

CONTROL

5

COMMAND

10

DARING

1

CONN

8

FITNESS

1

ENGINEERING

11

INSIGHT

3

SECURITY

12

PRESENCE

4

MEDICINE

9

REASON

2

SCIENCE

TRAITS:

- Orion
- Interrogator
- Pirate Queen

VALUES:

- Orion Puppet-Mistress
- I can make you tell me your deepest secrets
- The power behind the throne

FOCUSES:

- Cold Reading
- Interrogation
- Orion Politics
- Pharmacology
- Psychology
- Seduction

PERSONAL THREAT: 9

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

LCARS 40084

SEEMA

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
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BETA QUADRANT SOURCEBOOK

SPECIAL RULES:

◀ A Dagger Hidden in Silk

When interrogating someone, if Seema purchases one or more bonus d20s on a Persuasion task, she may re-roll 1d20.

◀ Better Than You Know Yourself

Seema has honed her skill at reading others to an almost-psychic degree. Whenever she succeeds at a task using Insight to glean information from a subject, she may create a trait reflecting her new knowledge by spending 1 Threat.

◀ False Faced

When attempting a task to deceive someone, Seema reduces the difficulty by 1, to a minimum of 0.

◀ Provocative

When attempting a task using Presence to influence, persuade, or coerce another character, Partha may spend 1 Threat to gain some small but useful insight or secret from her target, regardless of whether the task succeeds or fails.

◀ She Has Ways...

When she attempts a task to seduce or interrogate someone, and the task uses her Presence or Daring, the first d20 she purchases is free.

AMAAR



MAJOR NPC

11

2

CONTROL

COMMAND

8

1

DARING

CONN

7

2

FITNESS

ENGINEERING

10

3

INSIGHT

SECURITY

9

1

PRESENCE

MEDICINE

9

2

REASON

SCIENCE

TRAITS:

- Orion
- The Puppet on the Throne
- Chemically Subjugated

VALUES:

- Many fight and plunder at my command...
- ...but I would do anything for Seema.

FOCUSES:

- Hand-to-Hand Combat
- Interrogation
- Torture

PERSONAL THREAT: 8

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

06-301971

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SPECIAL RULES:

Confidant

There are moments when Amaar's conscience, the little that remains, peeks through the hardened layers of conditioning. When this happens, he's easier to talk to, and it's easier to let slip secrets. When in this state, Amaar reduces all Difficulties to gain another's trust or extract a secret from them using Insight by 1 (to a minimum of zero).

Is It Safe?

Amaar is nearly as vicious at torture and interrogation as his mistress, and well-versed in the ways of pain. When attempting to intimidate someone, he may spend 1 Threat to also inflict a pain-related trait to them. When attempting a persuade Task against someone who has suffered one of these traits, Amaar may re-roll one d20.

Piratical Understanding

When attempting to bypass a lock or other security measure, Amaar may re-roll 1d20, and may ignore Complications rolled by spending 1 Threat per Complication.

Phermonal Thrall

Due to years of conditioning and exposure to Seema's pheromones, and careful manipulation by the puppet-mistress, Amaar rolls two d20s when assisting Seema on any task. Seema doubles the benefits of her Pheromones talent when persuading Amaar.

Terrifying Invective

Something in Amaar's mind is simply broken. When a prisoner resist's Seema's charms, he flies into a rage that is terrifying to behold. In such circumstances, Amaar adds +2 to the severity of Injuries inflicted by his melee attacks.

COMMANDER KARUK



MAJOR NPC

11

CONTROL

5

COMMAND

9

DARING

3

CONN

10

FITNESS

2

ENGINEERING

11

INSIGHT

3

SECURITY

9

PRESENCE

2

MEDICINE

9

REASON

1

SCIENCE

TRAITS:

- Klingon
- Klingon Defense Force Commander

VALUES:

- The alliance weakens us.
- Death before dishonor.
- Great men make history.
- Never trust Starfleet.

FOCUSES:

- Hand Disruptors
- Inspiration
- Resilience
- Starship Tactics
- Strategy
- Suspicion

PERSONAL THREAT: 10

PROTECTION: 1 [2vS]

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **D'k tahg dagger:** Melee, Deadly 2, Size 1H, Hidden 1
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense

LCARS 40084

COMMANDER KARUK

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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BETA QUADRANT SOURCEBOOK

SPECIAL RULES:

◀ Brak'lul

+1 Protection vs Stun attacks.

◀ Suspicious

In situations where Karuk is distrustful of his opponent, he may use his Insight instead of any other Attribute in Opposed Tasks against that opponent's actions.

◀ Warrior's Spirit

When you make a Melee Attack, or are targeted by a Melee Attack, and you buy one or more d20s by adding Threat, you may re-roll the dice pool for your task roll. Further, you own either a mek'leth (a blade) or a bat'leth (a heavy blade) at your discretion, which counts as standard issue for you.