

# LIEUTENANT ARJIN NALA

**Trill**

**Male**

**Starfleet**

## Biography

Starfleet has seen a number of different species come through its halls but Arjin is the first Trill to graduate. Or is it Nala? There's a lot that Arjin's crewmates don't understand about him or his people, but expanding horizons is exactly why he joined in the first place.

The Trill have been part of the Federation for decades but Arjin is the first Trill to enroll in Starfleet. The Trill government, especially the Trill Symbiosis Commission who considered sending a joined Trill into service with an alien organization to be the same as destroying the symbiont. If Arjin Nala died while in service to Starfleet (a not insignificant risk) the Nala Symbiont would be lost and all of its experiences with it. Still, there was no law to actually forbid Arjin from joining Starfleet and the Commission was forced to choose between breaking ties with Arjin and effectively losing the symbiont anyways or accepting his decision and giving their tacit approval.



Image by STAvatars.net

## Nala for the 24<sup>th</sup> Century

In the end, there's no way to change Arjin for the 24<sup>th</sup> century... But with Trills you don't need to. The Nala symbiont in 2371 is joined with a Trill named Mazra who possesses all the memories of the first Trill graduate from Starfleet Academy. She might be an officer on the players' ship or a Starfleet official called in for her expertise in 23<sup>rd</sup> century Federation ships.

The inclusion of Mazra Nala can offer a number of different opportunities in a campaign but the most exciting one might be a story split between the two eras. Players can play their usual 24<sup>th</sup> century characters with Mazra Nala providing her recollections, and then have cut scenes to the 23<sup>rd</sup> century with Arjin Nala alongside new characters or pregenerated characters for this one mission.

Another option is to feature Mazra Nala as an expert in the past, someone like Jadzia Dax who knew important figures in the past and can name-drop. More than just a colorful background element, this is a way to bring in past mission information that can lend context to a situation. In the case of a long-running group, Mazra might even know 23<sup>rd</sup> century PCs and can mention them to the delight of those characters' players.

The result is a prestigious Starfleet career so far, even in the five years since Arjin graduated from the Academy. As part of the security division, Arjin prefers to face down risks to his crew and put himself on the front lines. After hearing about the nature of Trills, some on board start to treat him as though he's fragile, offering to put him "and your symbiont" on less risky tasks. Danger and adventure is why Arjin joined Starfleet to begin with.

Symbionts join with hosts to experience life and he doesn't want to be treated any differently because of the joining; exactly the opposite in fact! All of the previous Nala hosts have lived their entire lives on the Trill homeworld, except for a brief trip to Vulcan by the previous host. That small glimpse into the greater galaxy convinced the symbiont that it needed to push farther and see what is out there.

## Statistics

Use the following statistics for a Notable or Major version of this character. The statistics note what changes are necessary for a Major NPC.

**TRAIT:** Trill, Nala Symbiont

**Stress:** 14    **Resistance:** 0

### VALUES:

- This Lifetime Will Be Different
- Conscience Trumps Duty (Major NPC)

### ATTACKS:

- **Unarmed Strike** (Melee, 4♣ Knockdown, 1H, Non-lethal)
- **Phaser type-I** (Ranged, 5♣, 1H, Charge, Hidden)
- **Escalation Phaser type-II** (Ranged, 6♣, 1H, Charge)

### ATTRIBUTES

<b>Control</b>	<b>10</b>	<b>Daring</b>	<b>11</b>
<b>Fitness</b>	<b>11</b>	<b>Insight</b>	<b>9</b>
<b>Presence</b>	<b>10</b>	<b>Reason</b>	<b>9</b>

### SPECIAL ABILITIES

- **Joined** (Talent, p. 109)
- **Untapped Potential** (Talent, p. 118)
- **Determined (Major NPC Only):** When Arjin fails a Task and uses a Momentum to buy one or more additional dice in the next round, he may also reroll one d20.

### DISCIPLINES

<b>Command</b>	<b>01</b>	<b>Conn</b>	<b>02</b>
<b>Security</b>	<b>03</b>	<b>Engineering</b>	<b>01</b>
<b>Science</b>	<b>01</b>	<b>Medicine</b>	<b>01</b>

For Major NPC add +1 to Engineering and Medicine, and +2 to Command.

### FOCUSES:

- **Combat Piloting**
- **Navigation**
- **Firing Phasers** (Major NPC)
- **Xenobiology** (Major NPC)