

CAPTAIN VESENA

Denobulan

Female

Starfleet

Biography

Vesena has been at Starfleet Academy since... Well since as long as anyone can remember. Though she looks young, the Denobulan professor is over a century and a half old and has educated generations of Starfleet officers. Those who know something about Starfleet Academy have likened her to the Queen of the Academy. (The King, of course, would be the groundskeeper Boothby).

Among her students she often fulfilled the classic image of a Denobulan mother: a big heart with enough attention for everyone and overwhelming expectations. In her classes on tactics, military theory, and command during conflict, Vesena would ask a lot of her students but was known to be available at any hour of any day for questions, support, and discussion. Since she had the Denobulan ability to function without sleep for most of the year, she had many projects and constant discussion groups that students fought over to participate in.

All of this helps explained why many were shocked ten years ago when Professor Vesena announced her resignation from Starfleet Academy and a return to regular service. She pulled strings to secure a position at Deep Space 5 (not the command position, despite her effective rank as captain) and accepted the position of chief military strategist with respect to the Borg threat. She arrived there just before the



Image by Independence Fleet

Vesena for the 23rd Century

Obviously the biggest change to make for Vesena in a campaign set during the original series, is her obsession with the Borg. You can switch this for a few different options (ideas are listed below) and keep her character as an academic-turned-tactician. The other change is to consider her age since joining Starfleet 150 years ago would mean that she joined at the very start of the Federation. If you appreciate that then go for it, otherwise make her a little younger.

- **Romulans:** The hidden threat of the Romulans means that any observation and planning will be done by fringe officers or a top secret mission. This is exactly the right fit for Vesena.
- **Orions:** At some point between the original series and *The Next Generation* the Orions go from pirates and marauders into a widespread crime syndicate. Maybe Vesena sees that shift coming and is hoping to do something about it.
- **First Federation:** The mysterious First Federation nearly pushed Starfleet into war when the *Enterprise* blundered into their space. The series never really returns to it but you can easily have Vesena watching it and weighing the threat of their warships.

Battle of Wolf 359 and commanded fleet maneuvers during the conflict with a blanket endorsement from the admiralty. The battle was a disaster but many survivors think that it would have been a complete slaughter without her.

The trouble now is that Vesena is an excellent strategist and a terrible politician. A long-standing animosity with Admiral Nechayev (some say originating in the admiral's time at the Academy) came to a head after the Wolf 359 and Vesena has been discredited and sidelined in the years since. Now she watches through various deep-space arrays and quietly runs wargames with her cadre at DS5. What she sees is very troubling and Vesena has begun reaching out to sympathetic ears to let them know she considers another invasion to be imminent. Captain Vesena isn't sure what it will take to make people listen again but she's willing to keep trying until she finds it.

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: Denobulan

Stress: 12 **Resistance:** 0

VALUES:

- **Students Are My Children**
- **Duty Can Be Taught** (Major NPC)

ATTACKS:

For Major NPC, add 1♣ to each damage.

- **Unarmed Strike** (Melee, 3♣ Knockdown, 1H, Non-lethal)
- **Phaser type-I** (Ranged, 4♣, 1H, Charge, Hidden)
- **Escalation Phaser type-II** (Ranged, 5♣, 1H, Charge)

ATTRIBUTES

Control	10	Daring	9
Fitness	9	Insight	10
Presence	11	Reason	11

DISCIPLINES

Command	03	Conn	01
Security	02	Engineering	01
Science	01	Medicine	01

For Major NPC add +1 to Security, Engineering, Science, and Medicine. This also adds +1 to Stress.

SPECIAL ABILITIES

FOCUSES:

- **Teaching**
- **Fleet Tactics**
- **Combatting the Borg** (Major NPC)
- **Starfleet Procedures** (Major NPC)

- **Expert On the Borg:** When Captain Vesena attempts a task related to studying the Borg or recalling information about them and she spends Momentum to buy a bonus d20, she may reroll one of the dice.
- **Fleet Tactics:** Vesena is used to coordinating fleets from a command center and can issue orders to ships in a battle the same way a captain issues orders on a bridge. She can use the Create Advantage, Direct, and Rally actions (described on p. 222) to benefit the crews of allied ships. If individual characters on the ship are being considered (such as the case with the PCs' ship) she can use these benefits for actions by the Helm and Tactical Systems positions.
- **Parent Figure** (Talent, p. 106)