

# SENATOR NEEROK

**Romulan**

**Male**

**Star Empire**

## Biography

Senator Neerok appears to be a relatively unimportant player in the Romulan Senate, though he may have important connections. A private individual, origins obscure.

This is the bulk of Starfleet Intelligence's general report on the senator. However, this is merely the public persona that Neerok projects. In reality, he has been closely involved in every major concern by the Star Empire in the past forty years.

Growing up in a cold and mountainous part of Romulus, Neerok seemed destined to follow his parents into the life of a craftsman. He had more ambition, however, and entered the military as soon as he was able. Neerok rose through the ranks quickly before commanding the garrison on Hellaro Corva II, a Romulan colony with extensive alien ruins thought to be Iconian in origin. As the commanding officer when the discovery was made, Neerok managed not only to keep control of the situation but also to forge important ties that would last the rest of his career. Following the signing of the Treaty of Algernon in 2311, Neerok left the military and entered the Senate.

Throughout his time in the Senate, Neerok has taken the approach of waiting patiently until someone is desperate and then using whatever leverage is available. Preying on the ambition of military officials, Neerok secured the loyalty of several prominent officers and pulled strings to move them all into a fleet under his control.



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## Neerok After the Dominion War

Senator Neerok's position after the Dominion War depends on his decisions during the conflict. If he tipped his hand and revealed his real intentions regarding Starfleet during the war, he is probably weakened and desperate to reclaim his previous influence. He may still have spies still in the ranks of Starfleet and could attempt a desperate gambit.

On the other hand, the outcome of the Dominion War could play right into Neerok's hands. The Federation and the Star Empire have never been closer and Neerok's proxies can claim a lot of responsibility for the joint victory. Most major powers in the Alpha and Beta Quadrants are heavily battered but Neerok likely still has a senatorial fleet that's relatively whole. All that being said, if there is any political crisis (a coup, for example) Neerok might be a strange but viable ally for Starfleet.

When the Romulan military made plans to attack the Klingon colony on Narendra III, Neerok delayed the deployment of his senatorial fleet until a rival senator agreed to certain demands of his. When the rival attempted to call his bluff, Neerok showed him it was nothing of the sort and the fleet never arrived. After the battle, Neerok was left with a much stronger force than his rival.

Neerok maneuvered to isolate and reeducate a Federation defector in 2349 and from this man learned much of the current direction of the Federation. He was instrumental in the Romulan decision to end their isolation in 2364 and worked to blunt the plans of Proconsul Neral in 2368 when an attempt was made to covertly invade Vulcan using Vulcan transports. The result was the downfall of Neral politically and the advancement of Neerok's faction within the Senate. In 2371, Neerok's chief political rival is Senator Vreenak, an outspoken politician who favors an alliance with the Dominion.

All of Neerok's political aspirations and maneuvers, though, are calculated and hidden. He works through proxies to spread a network of informants throughout the quadrants under the guise of friendship. He is acknowledged to be an expert on Federation politics and hopes to turn the Federation into a puppet regime under the thumb of the Romulan Senate. He keeps his connections close and projects an earnest and forthright face, all while ruthlessly scheming.

## 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:** Romulan

**Stress:** 12    **Resistance:** 0

### VALUES:

- **Loyalty is Currency**
- **Friends Are Easier to Spy On** (Major NPC)

### ATTACKS:

Increase damage by 1♣ for Major NPC.

- **Unarmed Strike** (Melee, 4♣ Knockdown, 1H, Non-lethal)
- **Disruptor Pistol** (Ranged, 6♣ Vicious 1, 1H)

### ATTRIBUTES

<b>Control</b>	<b>12</b>	<b>Daring</b>	<b>9</b>
<b>Fitness</b>	<b>9</b>	<b>Insight</b>	<b>10</b>
<b>Presence</b>	<b>9</b>	<b>Reason</b>	<b>11</b>

### SPECIAL ABILITIES

- **Hidden Motive:** When attempting to keep his true motivations hidden, Neerok may spend one Threat to increase the Difficulty of enemy Tasks to determine them by one.
- **Political Favors:** When Senator Neerok assists an ally in a Social Conflict Task and the Task is successful, he may immediately spend one Threat to Create Advantage or Create Problem. Normally, this would cost two Threat.
- **Ruthless and Determined:** Senator Neerok may spend 2 Threat to gain the effects of Determination, rather than the normal 3.

### DISCIPLINES

<b>Command</b>	<b>03</b>	<b>Conn</b>	<b>02</b>
<b>Security</b>	<b>02</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 Command, Security, Engineering, and Medicine, and +2 to Science. The increase in Security will increase Stress by +1.

### FOCUSES:

- **Ruthless**
- **The Federation**
- **Deception** (Major NPC)
- **Politics** (Major NPC)