

REESHA QEL VASTO

Uyrror

Female

Federation Diplomatic Corps

Biography

Reesha qel Vasto has been a member of the Federation Diplomatic Corps for only about a decade but she has already made a name for herself as a skilled mediator and ambassador. She has been on four First Contact missions, a record for someone of so junior a status, and participated at diplomatic summits with everyone from the Romulans to the Cardassians to the Tzenkethi. Her record is unblemished, except for a curiously out-of-character reprimand for insubordinate action two years ago.

When on a mission to Raurketh VI to help negotiate a mining dispute, qel Vasto had a very public argument with the mission's Andorian leader. The deeper story, however, is that the Uyrror's opposition actually pushed the leader into the best possible negotiating position. This is the way of the Uyrror: they are a subtle people with a very orderly view of the universe, though they prefer to operate behind the scenes and to manipulate others to achieve this order. Their homeworld of Uyrr III has over a dozen visible moons and is the source of the dominant religion which emphasizes cooperation and subtlety. The resource-rich, low gravity world was at peace for a century before contact with the Federation and the Uyrror feel their approach to life is by far the best philosophy.

Like others of her species, Reesha qel Vasto is an effective negotiator but she can be frustratingly manipulative. The Uyrror are a perfect example of the ends justifying the means and often other species' reaction to them depends on their interpretation of that adage. Of course, not every team that qel Vasto works with is willing to go along with manipulation and she understands this. Often, she just manipulates them to go along with the plan anyways.



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Uyrror Characters

Slightly shorter than Humans, the Uyrror are bald humanoids with a cranial ridge running up from their heavy brows. They have other complex ridges at their temples related to light reception and prominent ears (though their hearing is no better than Humans or Tellarites). They dress in complicated textures but with light designs to match the balmy climate of Uyrr III.

- **Attributes:** Control +1, Insight +1, Presence +1
- **Trait:** Uyrror. Coming from a planet with plenty of natural resources, the Uyrror have not known open warfare for some time. Instead, they're cultural focus is on diplomacy and negotiation and they are expert manipulators to get their way.

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: Uyrror

VALUES:

- The Federation is Principles, Not Borders
- Come At Things From New Angles (Major NPC)

ATTRIBUTES

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

DISCIPLINES

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

For Major NPC add +1 to every Discipline. This also adds +1 to Stress

FOCUSES:

- Diplomatic Protocol
- The Federation
- Politics (Major NPC)
- Negotiation (Major NPC)

Stress: 10 **Resistance:** 0

ATTACKS:

For Major NPC, add 1♣ to each damage.

- **Unarmed Strike** (Melee, 2♣ Knockdown, 1H, Non-lethal)
- **Phaser type-1** (Ranged, 3♣, 1H, Charge, Hidden)

SPECIAL ABILITIES

- **Collaboration** (Talent, p. 136) chosen for Command
- **Diffuse the Tension** (Talent, p. 136)
- **Studious** (Talent, p. 136)