

MAILYS SAULT

Augmented Human

Female

Biography

Mailys grew up on Andoria, the daughter of two career-driven diplomats working for the Federation Diplomatic Corps. They were a powerful combination of distant and demanding, something which drove a young Mailys to push herself to prove that she was up to their standards. When she was a teenager, she learned that part of their demanding attitude was that they had paid an extraordinary amount of bribes to have their daughter's DNA augmented. The stress of living with this secret ate at her parents and it meant that Mailys felt the need to prove that she was worth this sacrifice.

When Mailys was fifteen, her family's home was the target of a terrorist attack. An Andorian separatist group, the *Treishya*, planted a bomb that seriously injured Mailys's mother and caused her father to take an extended leave of absence due to stress. The incident had an opposite effect on Mailys: she felt a growing resentment reach a breaking point and felt furious at the Andorians for trying to push out her parents after all their efforts. The Federation was founded by four species but to Mailys it was clear that humans had done all the hard work and continued to build the Federation's interests through the decades. What started off as a philosophical and political zeal quickly evolved into full-blown racism and Mailys began to plan for revenge.

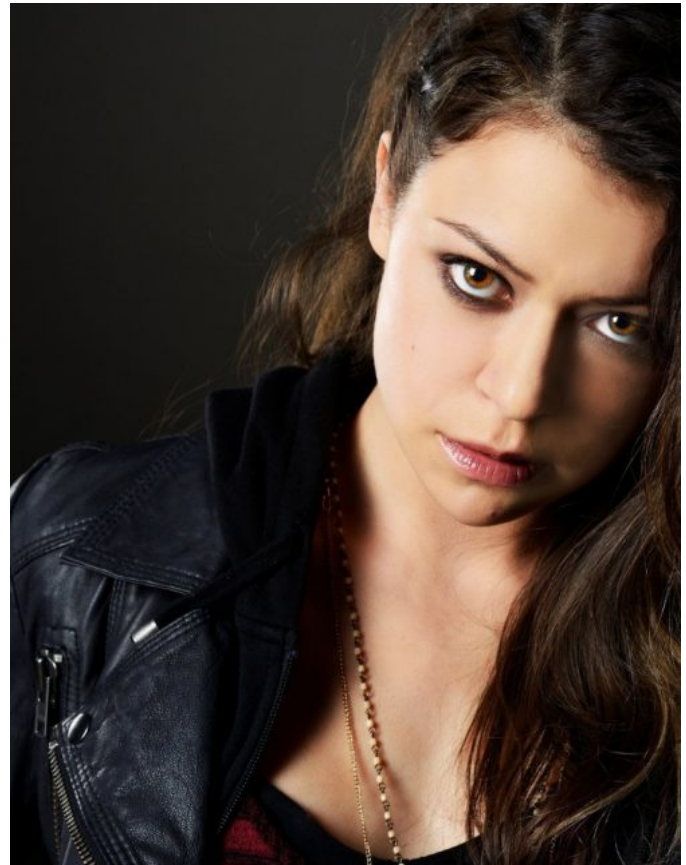


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Mailys for the 23rd Century

Not too much needs to change to use Mailys in the time of the original *Enterprise*. Andoria is still a strong part of the Federation, the *Treisha* is still operating, and human augments are still illegal. Playing Mailys is a different experience in that heady ear, however. Don't worry about the careful plots and complex webs of deceit and violence. Look to Khan for inspiration and make Mailys Sault into a maniacal genius, half supervillain and half gangster. Her plans should likewise be clever but blunt, working their way to a surprising conclusion and then (assuming she's foiled) starting over again on the next "Big Plan." Looking to the new Harry Mudd in *Star Trek: Discovery* is another great example of a smart but grandiose villain appropriate to the 23rd century.

It was a year later when Isharite Fever broke out in a southern Andorian city. Dozens died before quarantine protocols could be instigated and authorities were confused how a disease thought eradicated could so quickly and powerfully spring back up. They were further confused when they realized that the original outbreak site was a *Treishya* safehouse.

The truth was, of course, that Mailys Sault had purposefully infected the *Treishya* separatists at the safehouse (the same one where the attack on her family's home was planned) and then watched from afar as they passed the disease to their associates before dying of painful hemorrhages. The fact that six unassociated Andorians died in the outbreak didn't particularly trouble her: all of Andoria was ungrateful for the sacrifice that humans made every day for the Federation and she was tired of her people being taken for granted. Since that day, Mailys has targeted non-human populations across the Federation from Tellarites and Vulcans to Klingons and Cardassians. She is a high value target for Starfleet Intelligence but they have yet to learn much beyond her name, not even her augmented status.

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: Human Augment

Stress: 14 **Resistance:** 0

VALUES:

- **The Federation Is a Human Endeavor**
- **No Solution Should Be Outlawed** (Major NPC)

ATTACKS:

- **Unarmed Strike** (Melee, 4♣ Knockdown, 1H, Non-lethal)
- **Escalation Knife** (Ranged, 4♣, 1H, Deadly, Hidden1)
- **Phaser type-II** (Ranged, 6♣, 1H, Charge, Hidden)
- **Escalation Phaser type-II** (Ranged, 7♣, 1H, Charge)

ATTRIBUTES

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

SPECIAL ABILITIES

- **Durable:** Mailys's genetic make-up allows her to shrug off minor wounds. The first time in a scene when she is reduced to 0 Stress, she does not gain an Injury. Additionally, after taking an Injury she can perform a single Minor Action on her turn (but not a Task).
- **Healing Blood:** Augments' blood has restorative properties for other humanoids. If a creature is injected with Mailys's blood during a Task to remove Injury, any dice can in the Task be re-rolled once.
- **Sniper's Calm:** When Mailys attempts a Ranted attack and purchases one or more additional dice with Threat, she may re-roll any number of d20s.

DISCIPLINES

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

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

FOCUSES:

- **Sabotage**
- **Security Systems**
- **Federation Law** (Major NPC)
- **Debate** (Major NPC)