

CMDR. REIL ANAPHIS

Bajoran

Male

Starfleet

Biography

Born on a Federation colony during the Federation-Cardassian War, Reil never went through the horrors of the Bajoran Occupation. He was a Federation citizen by virtue of his birth and he rejected his heritage, even going so far as to seek out surgery to make his nose look more human. He entered Starfleet and rose through the ranks to lieutenant commander aboard first the science vessel *U.S.S. al-Biruni* and then the *New Orleans-class U.S.S. Ignatius* on extended patrol along the coreward border of the Federation. It was aboard this ship that Reil's life changed forever.

Lt. Cmdr. Reil led an away team to the surface of the unexplored fifth planet in the Xaves system. They performed routine surveys of the mineral-rich surface to assess its use as a mining colony and supply post for the sector. When heavy winds and ionized dust prevented both transporters and the team's shuttles from returning them to their ship, they took shelter in a nearby cave complex to wait out the storm. As his crewmates settled in for the night around emergency heaters, Reil felt restless and pushed back deeper into the cave's depths. After a half hour of wandering he found a monolithic alien column, pulling out a tricorder to get some quick scans before letting everyone else know.

Within seconds, Reil saw the monolith light up with swirling lines of glowing crystal and then crack into grasping strands of fluid metal. He tried to run but the tendrils grabbed him and pulled him off his feet. Reil hit the ground hard and then

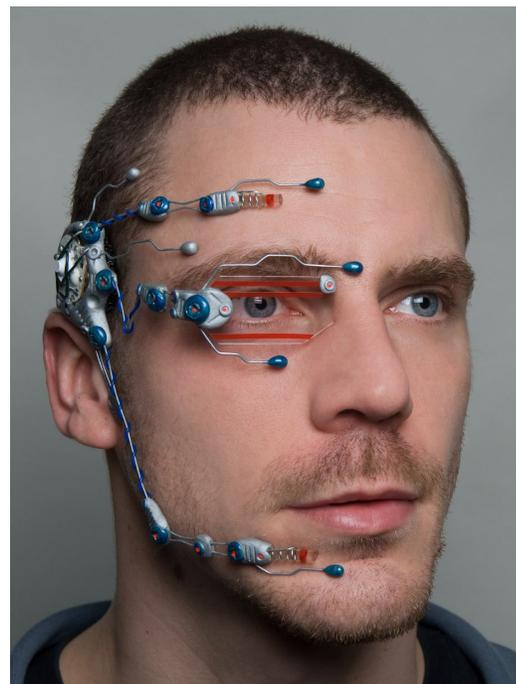


Image from DominicElvinDesign.

Reil for the 23rd Century

It would take some reworking to use Reil Anaphis in the time of Kirk and Spock... in fact, Bajorans don't show up for a long while so you can't use him at all. Instead, consider adjusting Reil's story to another species that can fit the sort of tradition-focused background you need for the character. Deltans have the sort of passion that characterizes many Bajorans while Efrosians have the sort of religious connection that Reil has rejected. The most interesting choice (though the one that might disrupt many campaigns) would be to recreate Reil as an El-Aurian who is masquerading as a human. However you adapt the character, remove the Strong Pagh Talent and replace it with something appropriate, as well as changing Reil's Values to something that reflects the new species' traditions.

everything went black. When he awoke, Lt. Cmdr. Reil found strange technologies implanted in his face and arms, changing how he saw the world and how his whole body felt. The monolith has been inert ever since and the *Ignatius's* doctor assured him that the alien cybernetics in his system weren't going to harm him at all. Reil, however, was never the same.

A brush with death and a view of something far more powerful made Reil consider his Bajoran roots more seriously. He took an extended leave of absence from Starfleet to return to Bajor, newly freed from the Cardassians, to learn all of those things he never learned as a child. He became a fervent follower of the Prophets and lived for two years in a remote Bajoran monastery.

He has since returned to service with a promotion to commander and a position as first officer aboard the *Akira-class U.S.S. Nonhelema* dispatched to the Shackleton Expanse beyond the Klingon and Romulan Empires. With his increased spatial and cognitive ability, he is one of the most skilled tacticians currently serving in the Expanse. Most of his compatriots are grateful to have his expertise in the Expanse but others worry about the alien technology in his body or his zealous new beliefs. Whether or not these fears are well-founded, the divisions they cause could spell trouble.

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: Bajoran, Cybernetic Implants

Stress: 13 **Resistance:** 0

VALUES:

- **Altered But Still Bajorans**
- **The Prophets See Inside** (Major NPC)

ATTACKS:

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

ATTRIBUTES

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

SPECIAL ABILITIES

- **Strong Pagh** (Talent p. 104)
- **Quick to Action** (Talent p. 137)
- **Multitasking:** When Reil uses the Swift Task option in combat (see *Star Trek Adventures* p. 178) it costs one Momentum less than normal. The increase in Difficulty is still the same and Extra Minor Actions is unaffected.

DISCIPLINES

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

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

FOCUSES:

- **Weapon Systems**
- **Computer Security**
- **Shield Systems** (Major NPC)
- **Ground Tactics** (Major NPC)