

## ARKARIAN ASSOCIATE [MINOR NPC]

Arkarians are from the planet Arkaria, which hosts the Remmler Array and is controlled by Starfleet's Arkaria Base. The Arkarians are moving towards an egalitarian society, and are abandoning the notion of noble lineages. However, some have become associates to terrorists and mercenaries, acting as infiltrators or goons.

**TRAITS:** Arkarian. Arkarians resemble humans, but have ridges on their foreheads. They come from a world with interesting weather and temperatures slightly above what is comfortable for humans. Many enjoy the sports of riding and running marathons.

### ATTRIBUTES

|                   |                   |                    |
|-------------------|-------------------|--------------------|
| <b>CONTROL</b> 09 | <b>FITNESS</b> 10 | <b>PRESENCE</b> 08 |
| <b>DARING</b> 10  | <b>INSIGHT</b> 07 | <b>REASON</b> 07   |

### DISCIPLINES

|                   |                       |                    |
|-------------------|-----------------------|--------------------|
| <b>COMMAND</b> 02 | <b>SECURITY</b> 02    | <b>SCIENCE</b> 00  |
| <b>CONN</b> 01    | <b>ENGINEERING</b> 01 | <b>MEDICINE</b> 00 |

**STRESS:** 12

**RESISTANCE:** 0

### ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- **Escalation** Disruptor Rifle (Ranged, 6▲ Vicious 1, Size 2H, Accurate)

### SPECIAL RULES:

- **Infiltration Expertise:** Whenever the Arkarian associate attempts to conceal an item or an action, or to maintain a false identity, they may add one bonus d20.

**ARKARIAN ATTRIBUTES:** +1 Control, +1 Daring, +1 Fitness



## ARKARIAN MERCENARY [NOTABLE NPC]

The Arkarian mercenary may be found in many dangerous criminal ventures, working with fellow Arkarians or other species. They specialize in heists and hostage-taking.

**TRAITS:** Arkarian

**VALUE:** Deceit Is Necessary For Profit

### ATTRIBUTES

|                   |                   |                    |
|-------------------|-------------------|--------------------|
| <b>CONTROL</b> 11 | <b>FITNESS</b> 09 | <b>PRESENCE</b> 07 |
| <b>DARING</b> 10  | <b>INSIGHT</b> 07 | <b>REASON</b> 09   |

### DISCIPLINES

|                   |                       |                    |
|-------------------|-----------------------|--------------------|
| <b>COMMAND</b> 01 | <b>SECURITY</b> 03    | <b>SCIENCE</b> 02  |
| <b>CONN</b> 01    | <b>ENGINEERING</b> 02 | <b>MEDICINE</b> 00 |

**FOCUSES:** Heist, Hostage-Taking

**STRESS:** 12

**RESISTANCE:** 0

### ATTACKS:

- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Non-lethal)
- Disruptor Rifle (Ranged, 7▲ Vicious 1, Size 2H, Accurate)

### SPECIAL RULES:

- **Infiltration Expertise:** Whenever the Arkarian mercenary attempts to conceal an item or an action, or to maintain a false identity, they may add one bonus d20.
- **Tactical Assistance:** Whenever the Arkarian mercenary assists another NPC with the Security Discipline, they may re-roll their d20.

