

CAPTAIN HEYTA

Xindi-Primate

Female

Starfleet

Biography

Despite a long association with the Federation, the joint species of Xindus have only become members in the last half-century. Representatives were quick to join Starfleet and Heyta's grandmother was the first Xindi-Primate to enter the Academy. Her father followed suit and when it was Heyta's turn she had a long legacy to live up to and a desire to distinguish herself from her family members.

She's certainly managed to do that, becoming the first Xindi-Primate to captain a starship. As the commanding officer of the *U.S.S. Archer* (the name of which Heyta is secretly conflicted about), Captain Heyta has pushed for missions along the Cardassian border. She sees in the Dominion the same machinations that almost doomed her people so long ago and she is determined to be on the front lines when the war starts. If any diplomats try to convince her that war is not a forgone conclusion, she quietly scoffs.

The unity of the Xindi species is an inspiration for Heyta of the manner in which the various species of the Federation cooperate. However, the politicking and long debates that sometimes weigh down the Federation reminds her of her people as well and the indecision that has often held them back. She has a reputation for bold decisions and big talk, a reputation that has both benefited her and hurt her career in the past. With war on the horizon, these tendencies are only likely to grow.

With her family legacy, however, Heyta has many allies in Starfleet Command. Other bold captains like Captain Viromm of the *U.S.S. Vishpala* might constantly run up against Starfleet brass who want to knock them down for rash behavior. Heyta's father and grandmother, however, have enough pull that they can get her out of any real repercussions as long as she stays within a strict interpretation of regulations. A few admirals have already chewed her out after she took strong action on a mission, but both times they backed down once they were back at Starfleet Command. Eventually, though, her political capital will run out or she'll stick her neck out too far and she'll be brought up on serious charges.

Or a war will start and everyone will be too busy to worry about it.



Image created using *Star Trek Online* by Cryptic Studios

Heyta in the 22nd Century

If using Heyta during the era of *Star Trek: Enterprise*, she obviously becomes the captain of a Xindi vessel instead of a Starfleet one. The other big change is that her boldness turns the other direction: as a dauntless Starfleet captain determined not to give ground to the Dominion she is a ready ally for Player Characters, but as a Xindi captain determined not to give ground she is an enemy.

Even your campaign takes place after the conflict between Earth and the Xindi has run its course, especially after the Founding of the Federation, Heyta is among the Xindi faction that wants to maintain their isolation and keep other species from taking what sparse resources the various Xindi species are forced to share.

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: Xindi-Primate

Stress: II **Resistance:** 0

VALUES:

- **Effective Negotiations Are Only Done From a Position of Power**
- **I Fight So That You Don't Have To** (Major NPC)

ATTACKS:

For Major NPC, add 1♣ to each damage.

- **Unarmed Strike** (Melee, 3♣ Knockdown, 1H, Non-lethal)
- **Phaser type-1** (Ranged, 4♣, 1H, Charge, Hidden)
- **Escalation Phaser type-2** (Ranged, 5♣, 1H, Charge)

ATTRIBUTES

Control	9	Daring	II
Fitness	9	Insight	IO
Presence	II	Reason	IO

SPECIAL ABILITIES

- **Dauntless** (Talent, p. 136)
- **A Mind for Design:** Xindi-Primates are natural engineers and scientists. When Heyta is following the Scientific Method, she may suggest an additional Focus which she does not possess, as "The Good Way." Every Task she attempts in an Extended Task related to the Scientific Method automatically gains the Piercing 1 effect.
- **Audacious Commander:** When attempting a command Tasks, and spending one or more points of Threat to buy additional dice, Heyta may re-roll a single d20.

DISCIPLINES

Command	03	Conn	0I
Security	02	Engineering	0I
Science	0I	Medicine	0I

For Major NPC add +1 to Conn, Security, Engineering, and Science. This also adds +1 to Stress.

FOCUSES:

- **Intimidation**
- **Away Teams**
- **Evasive Maneuvers** (Major NPC)
- **Military History** (Major NPC)