

# ENSIGN KANIENTAH

Risian

Female

Starfleet

## Biography

Although it is a long-standing Federation member and fairly close to Earth, Risa doesn't see many of its people enter Starfleet. The gregarious culture of the planet and aversion to conflict prevents many Risians from even considering enrolling in the Academy.

This wasn't the case for Kanientah. She dreamed of joining Starfleet from when she was a little girl and she showed such an aptitude at piloting in the Academy that she had her pick of assignments after graduation. She's still uneasy about anything violent ships but she has a reputation as an exemplary officer who has connections throughout the ship.



Image by STAvatars.net

Even while maintaining a full work rotation, Kanientah hosts regular game nights in her quarters. She invites eclectic groups but has a real knack for finding crew members who would never normally socialize but actually have a lot in common. At her events (which feature everything from the Earth game *Go* to the Cardassian game of *Kotra*) the conversation is riveting and the food (which Kanientah programs herself) is amazing. Though there is no strict rule against talking about work at the game nights, few find the need to as the atmosphere and dynamics are so engaging.

When on duty, Kanientah is just as resourceful. She has fast reflexes and a natural sense of movement when piloting the ship. When a quick escape is needed, Kanientah proves she earned her commission.

### Kanientah as a Civilian

While it's possible to have Kanientah as a civilian character, something is lost in removing her from the rigors of Starfleet. Still, most Risians are civilians and using Kanientah as a passenger or a social fixture like Guinan can be a good source of social relief, gossip, and outside perspective for the Player Characters.

Kanientah can also serve as a contact somewhere else, especially a space station in a sector of space that the players' ship frequents. With her ability to introduce people and facilitate conversation, Kanientah might know a lot about what's going on locally when the characters need some answers.

## 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:** Risian

**Stress:** II    **Resistance:** 0

### VALUES:

- **Reaching Your Destination Should Involve a Worthwhile Trip**
- **Sometimes You Have to Accept the Loss** (Major NPC)

### 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)
- **Escalation Phaser type-2** (Ranged, 4♣, 1H, Charge)

### ATTRIBUTES

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

### SPECIAL ABILITIES

- **Precise Evasion** (Talent, p. 137)
- **Peaceful Existence:** Kanientah comes from a peaceful society. Whenever a Risian attempts a Task to dissuade another individual or group from resorting to conflict, they reduce the Difficulty of that Task by 1.
- **Open and Insightful:** Kanientah follows the Risian model for being open with her feelings and discussing problems. Whenever a Risian assists another character using Insight or Reason they may re-roll a single d20 in their dice pool. In addition, if the lead character succeeds in the Task using Insight or Reason, they gain 1 bonus Momentum.

### DISCIPLINES

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

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

### FOCUSES:

- **Starship Maneuvers**
- **Socializing**
- **Navigation Systems** (Major NPC)
- **Culinary Skills** (Major NPC)