

SIRNA KOLRAMI

(Major NPC)

Sirna Kolrami is a Zakdorn master strategist for Starfleet, designing and overseeing battle simulations. He is a third level grand master at the game of Strategema. His personality is abrasive and condescending, likely a result of his pride and overconfidence in his abilities.

Traits: Zakdorn.

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
10	10	7	12	8	12

Disciplines

Command	Conn	Security	Engineering	Science	Medicine
4	4	5	1	1	1

Focuses: Strategema, Strategy/Tactics, Gambling, Wargame Simulations, Observation, Starship Recognition

Values: An Opponent Of Limited Dimensions Can Often Be Quite Diverting;
We Do Not Whine About The Inequities Of Life;
A Starship Captain Is Not Manufactured;
When One Is In The Superior Position, One Is Expected To Win

Stress: 12 **Resistance:** 0

Attacks:

- Unarmed strike (Melee, 6▲, Nonlethal)

Special Rules

Talents:

Extraordinary Reason 1

Master Strategist (Command Division Supplemental Rulebook

Talent) – When Sirna Kolrami attempts a Task to Create an Advantage related to strategy or tactics (not with spending Momentum), the Difficulty of his Task is reduced by one.

Unyielding Confidence – When Sirna Kolrami attempts a Task to intimidate or resist intimidation, he may add a bonus d20 to his dice pool.

Wargame Refits – Sirna Kolrami may make temporary Wargame Refits for ships and stations with a Federation trait. If given a non-combat Scene to prepare, he can guide the implement of these changes on as many ships and stations as is required for the battle simulation, which will last until the end of the mission (or until the crew is given another non-combat Scene to remove them):

- Add ship/station traits such as **Wargame Mode**
- Add any number of ship/station-based Complications

