

HEYTA

Xindi-Primate

Female

Xindi Remnant

Biography

Life in the Terran Empire is difficult for non-Humans. The Vulcans, Tellarites, and Andorians are made to know every day, through small slights and outright mistreatment, that they are subjugated people. Still, this is preferable to the genocide faced by many other species encountered by the Empire including the Xindi. Already scattered by the time they made first contact with the Terrans, the various Xindi races were tricked into believing that the Empire could be defeated. They sent a doomsday weapon to Earth in an attempt to destroy the heart of the Terran Empire, something they believed would convince the Terrans that it was too costly to engage the Xindi.



Image created using *Star Trek Online* by Cryptic Studios

They were very wrong.

Rather than dissuade the Terran Empire, the attack galvanized them to create warships and set them on a course for Xindi. The first true interstellar war that the Imperial Navy engaged in brought the Xindi to their needs and destroyed almost all of them. Those who survived fled further into the Beta Quadrant, desperate and broken. They came into contact with the Romulan Star Empire and were brought into the Empire as an enslaved, though protected, people. Like the Remans, Xindi occupied specific functions in Romulan society and became sought after by Romulan officials for their aptitude with engineering, personal insight, or violence.

A century has past and some Xindi are thinking of revenge. Heyta grew up on stories from her grandmother, a veteran of the Earth War, and she burns with hatred of the vicious Terrans. With a band of like-minded Xindi from various species she stole an old Romulan bird-of-prey and headed for the Terran Empire. The enemy she found bore little resemblance to her grandmother's stories, though they still displayed arrogance and xenophobia on a sickening scale. The Terrans are backed up against Earth by a combined alliance of Cardassians and Klingons, losing territory and prone to infighting.

Even if she didn't command a ship with a cloaking device, Heyta could have destroyed many Imperial resources as they tried to keep the enemy at bay. With her stolen bird-of-prey, however, the Xindi-Primate is dealing horrible losses to the

Empire and causing plenty of confusion as admirals and captains try to figure out who this “ghost ship” is working for. Her first officer Gorek (one of only a few thousand Xindi-Reptillians still living) pushes for even more daring raids on the Terrans. Though initially cautious, Heyta is swayed by the crew’s victories as much as Gorek’s words. The day may soon come when she orders a strike on Earth itself and tries to accomplish what the Xindi of old never could.

Heyta in the 22nd Century

If you want to explore the Xindi War in the Mirror Universe, Heyta makes for a great recurring enemy. She is smart and resourceful and absolutely driven in her hatred of Terrans. She would not have a cloak-capable bird-of-prey in this scenario but she would have allies and might even be one of the leading military experts that the Xindi have.

If Imperial Navy officers try to come to a ceasefire, Heyta will definitely be someone working against them. For an added twist, she could pose as a Xindi interested in peace and work from the inside to sabotage it.

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:

- **Tyrants Only Respect a Position of Power**
- **I Fight to Avenge My People** (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**
- **Terrorist Tactics**
- **Evasive Maneuvers** (Major NPC)
- **Xindi History** (Major NPC)