

MAILYS SAULT

Augmented Human

Female

Terran Empire

Biography

From a very young age, Maily Sault has been devoted to the Empire. She grew up on Andoria, the daughter of the planet's Terran overseers, and came to despise the Andorian people and all non-Terrans in the Empire. Her parents were ambitious and had impressive plans for their daughter. They pulled strings to enter a genetic augmentation program run by the Imperial Senate. While the program was ultimately a failure, Maily was one of the few children who survived the treatment.

Armed with a zealous patriotism and superior abilities, Maily entered the Imperial Inquisition where she quickly shot up through the ranks. In short order she became the Inquisition's top field agent, no small feat for someone so young. She uses her appearance, in fact, to get others to underestimate her. Many enemies of the Terran Empire have been lulled into mistaking her for a Terran in trouble or a pretty, innocent face, only to wake up with her knife blade at their throat. Maily is both strong and intelligent, possessing

impressive physical prowess and genius-level intelligence. She memorizes codes, faces, and foreign languages with ease and trains every day to keep in peak fighting condition.

Inquisitor Sault has an impressive record when it comes to completing missions, capturing enemies and uncovering traitors that other Inquisitors tracked for years without success. This

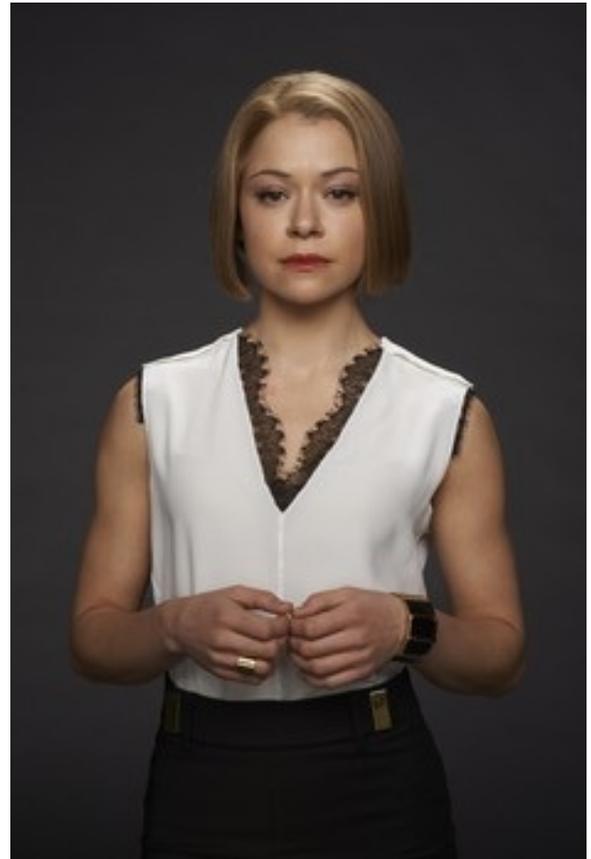


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Maily as a Rebel

Whether used in the 24th century or the 23rd, Maily Sault makes for a powerful and frightening figure. She might be an ally or she might be a rival with some bone to pick: either way, the crew is likely to be nervous around her. This is all increased if Maily Sault is not a loyal Imperial Inquisitor but actually a traitor. Her public persona might be exactly as written here, including her hatred of aliens. Secretly, though, she came to sympathize with the Andorian people while growing up on their homeworld and she joined the Inquisition to work from the inside for change. As the Empire collapses in the face of enemies (or as Emperor Spock's reforms take hold) Maily Sault might see her chance to do something dramatic and change the policies of the Empire for good.

has made her a celebrated member of the Inquisition but it also makes her a target for those underneath her. Mailys has shown that she has a keen eye for spotting plots aimed at her but there have been a number of near misses. Other Inquisitors, like the *Stargazer's* Deanna Troi, have turned to powerful patrons in similar situations but Mailys Sault avoids all ties and relies only on her abilities.

Recently, Mailys has started to experience intense migraines that last for hours at a time. She has been self-medicating with increasing doses but is starting to guess that the condition has something to do with the imperfect augmentation technology that her parents signed her up for *in utero*. The migraines are bad enough but they might also be just the start of something more serious. She is certain that there is a solution out there and is putting her impressive tracking skills towards finding it in between assignments.

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: Human Augment, Inquisitor

Stress: 14 **Resistance:** 0

VALUES:

- **Aliens are Ruled For Their Own Good**
- **I Will Stop at Nothing** (Major NPC)

ATTACKS:

- **Unarmed Strike** (Melee, 4♣ Knockdown, 1H, Non-lethal)
- **Escalation Knife** (Ranged, 4♣, 1H, Deadly, Hidden1)
- **Phaser type-II** (Ranged, 6♣, 1H, Charge, Hidden)
- **Escalation Phaser type-II** (Ranged, 7♣, 1H, Charge)

ATTRIBUTES

Control	10	Daring	10
Fitness	11	Insight	10
Presence	9	Reason	11

DISCIPLINES

Command	02	Conn	01
Security	03	Engineering	01
Science	01	Medicine	01

For Major NPC add +1 to Command, Conn, Engineering, Science, and Medicine.

FOCUSES:

- **Interrogation**
- **Tracking**
- **Deception** (Major NPC)
- **Insight** (Major NPC)

SPECIAL ABILITIES

- **Durable:** Mailys's genetic make-up allows her to shrug off minor wounds. The first time in a scene when she is reduced to 0 Stress, she does not gain an Injury. Additionally, after taking an Injury she can perform a single Minor Action on her turn (but not a Task).
- **Healing Blood:** Augments' blood has restorative properties for other humanoids. If a creature is injected with Mailys's blood during a Task to remove Injury, any dice can in the Task be re-rolled once.
- **Sniper's Calm:** When Mailys attempts a Ranted attack and purchases one or more additional dice with Threat, she may re-roll any number of d20s.