

# COMMANDER JIR AZELIK

**Zakdorn**

**Male**

**Starfleet**

## Biography

The Judge Advocate General's Office (JAG) handles court martials, internal Starfleet investigations, and breaches of the central directives of Starfleet. When a particularly difficult case comes before the office, something not uncommon for Starfleet vessels, they send out a field agent to assess the situation.

The judge advocate general is supposed to be a neutral figure, someone who can be trusted to keep the standards of Starfleet and maintain the Uniform Code of Starfleet Justice (UCSJ) so that it remains a dependable set of checks and balances for the most powerful organization in the Federation. There are many different field agents who operate as part of the JAG office, but perhaps none is more respected (and more infamous) than Commander Jir Azelik.



Image from Star Trek Avatars

Most Zakdorns apply their species' natural propensity for tactics and planning to large-scale projects like fleet tactics or economics. Azelik applies it to smaller problems, but he is no less effective in his strategic thinking. When there is a question of criminality on a Starfleet vessel and the details are unclear, Commander Azelik can root out any discrepancies to get at the heart of the matter. Many high-profile cases have been solved by this officer, from a captain secretly blackmailing her first officer to a Utopia Planitia engineer falsely accused of trading secrets to the enemy. In both of these cases, for example, key portions of the matter were missing from records and other JAG officers had already decided would have to be settled with the office's best guess. By questioning and cross-examining the crew members involved, Azelik was able to untangle the lies and expose serious situations that could have cost lives in the long run.

When Starfleet officers reach the rank of commander, they almost invariably push for a position at Starfleet Command or for an assignment as executive officer on a starship or starbase. Jir Azelik has done the opposite. The Judge Advocate General would like nothing more than to have this impressive asset on Earth at the core of the office's matters, but Jir Azelik prefers to stay in the field. He accepts whatever commendations Starfleet Command wishes to give him (and there have been more than a few) but he joined the JAG office for the thrill of the hunt. If he were to give that up, he might as well resign from Starfleet entirely.

### Azelik in the 22<sup>nd</sup> Century

Using Jir Azelik in the time of the original series or *Star Trek: Discovery* doesn't involve big changes except for picking a new species, as Zakdorns haven't been encountered yet (they joined the Federation in the early 2300s). A bigger change is for campaigns set in the 22<sup>nd</sup> century, before the founding of the Federation. Without a Judge Advocate General for Starfleet, what is Azelik's role?

Actually, as JAG offices are part of armed forces throughout Earth in the 21<sup>st</sup> century there is likely a Judge Advocate General of Starfleet even before the Federation. The real question is what sort of policies he is enforcing: this is before a prime directive and other statutes of Starfleet have not been established. Still, a hard-nosed JAG officer might investigate any number of crimes that are obviously against the rules, from murder to negligence. As an added twist during this period, have Azelik show up to a dispute with an alien species but throw the Player Characters for a loop when he begins picking their story apart rather than supporting them immediately.

## 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:** Zakdorn, Investigator

**Stress:** II    **Resistance:** O

### VALUES:

- **No One Is Above the Law**
- **Everyone Comes Clean Eventually** (Major NPC)

### ATTRIBUTES

<b>Control</b>	<b>10</b>	<b>Daring</b>	<b>9</b>
<b>Fitness</b>	<b>9</b>	<b>Insight</b>	<b>12</b>
<b>Presence</b>	<b>10</b>	<b>Reason</b>	<b>11</b>

### DISCIPLINES

<b>Command</b>	<b>02</b>	<b>Conn</b>	<b>01</b>
<b>Security</b>	<b>02</b>	<b>Engineering</b>	<b>02</b>
<b>Science</b>	<b>01</b>	<b>Medicine</b>	<b>01</b>

For Major NPC add +1 to Security, Engineering, and Medicine and +2 to Science. This also adds +1 to Stress.

### FOCUSES:

- **Federation Law**
- **Interviewing**
- **Sensor Systems** (Major NPC)
- **Forensics** (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)

### SPECIAL ABILITIES

- **Studious** (Talent, p. 136)
- **A Mind for Design:** In command positions, the speed of Zakdorn tactical calculations enables them to give concise orders to their crew. During combat, Cmdr Azelik may use the Direct Task one additional time per scene and when he uses the Swift Task Momentum Spend to make an Assist or Direct Task the cost is reduced by 1.
- **Cold Reading:** Succeeding at a Task during Social Conflict generates one bonus Momentum which must be used for the Obtain Information Momentum Spend to gain knowledge about an individual. If the Conflict involves an Extended Task then Azelik gains Scrutinize 1 (see *STA* p. 91).