

LIEUTENANT COMMANDER T'LAR

Vulcan

Female

Starfleet

Biography

Since the founding of the Federation, the Vulcan people have been the acknowledged authority when it comes to diplomatic issues. Their academy, the Vulcan Diplomatic Institute, is where the most decorated envoys in Starfleet study. T'Lar's father, Salas, was one such celebrated officer and she grew up with the firm plan of following in his footsteps. When she was older, he took her along on some of his diplomatic trips. While Human parents would bring their families to spend time with them, there was no such sentimentality on these trips. T'Lar was there to learn and observe her father as he dictated messages and read through briefs. He would quiz her on the details of the situation to make sure she understood and gave her involved readings to absorb while he was in meetings.



When her father was called in to mediate a dispute between a Tellarite colony and a pre-warp civilization contacted accidentally, T'Lar energetically applied herself to the situation. She read all she could about the pre-warp species and had long discussions with her father in the evenings about the complexities of the Prime Directive. When the newly-contacted species used a primitive explosive device to kill the Tellarite delegation and her father along with it, T'Lar did not shed any tears. She was Vulcan. Instead, she determined that her diplomatic focus would be first contact situations to ensure that every new species contacted could be dealt with in a firm but empathetic way. There would be no more senseless violence.

Since then, Lt Cmdr T'Lar has been involved with countless first contact situations. She was part of the Starfleet delegation that negotiated a lasting peace treaty with the Acamarians. As her first mission in the position of lead investigator, T'Lar successfully observed and contacted the Hrammi a month after their first successful warp engine test. In a particularly trying situation, she was even one of several senior diplomats who opened formal relations between the Federation and the Ferengi Trade Alliance.

Currently, Lt Cmdr T'Lar has volunteered to be among those diplomats negotiating with the Dominion. It is her opinion that the situation has been mishandled by the crew of *Deep Space Nine* and that conflict is not nearly so certain as everyone seems to think. T'Lar is one of the leading experts on the Dominion in Starfleet and any further developments with this civilization will certainly see her in a central role.

T'Lar in the 23rd Century

Most of Lt Commander T'Lar's backstory works for the time of the original series, although you have to come up with something to replace the Dominion. The Romulan Star Empire could work (though it's complicated for several obvious reasons) as could the Gorns, the Organians, and the Excalbians. Any of these species could be a danger to the Federation and relations with them could be thorny enough to require a specialist.

A slightly edgier version of T'Lar could be involved in the cold war between the Klingon Empire and the Federation. Species in the Beta Quadrant who have not been contacted could be won over by the aggressive Klingons and the Federation Diplomatic Corps acts as a front in that war. Lt Commander T'Lar contacts these worlds to represent the Federation, sometimes running into Klingon envoys when she does. If the opportunity presents itself, she also gathers whatever secrets she can to provide to Starfleet Intelligence. This is hardly her training, though, and if it goes south she could use help from an intrepid crew.

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: Vulcan, Diplomat

Stress: 10 **Resistance:** 0

VALUES:

- **Every Culture Can Be Successfully Contacted**
- **I Will Not Let Violence Happen** (Major NPC)

ATTACKS:

- **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	II	Daring	9
Fitness	8	Insight	12
Presence	II	Reason	10

SPECIAL ABILITIES

- **Defuse the Tension** (Talent, p. 136)
- **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 on the other side of the interaction. If the Social Conflict involves an Extended Task, the character gains the *Scrutinize 1* benefit (see *STA* p. 91) when rolling Challenge Dice.
- **Plan of Action (Major NPC Only):** When an ally successes at a Task that was made possible or had reduced Difficulty because of an Advantage created by the character, if that Advantage represented a plan or strategy, they generate two bonus Momentum. Bonus Momentum cannot be saved into the group pool.

DISCIPLINES

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

For Major NPC add +1 to Command, Conn, Engineering, and Medicine and +2 to Science.

FOCUSES:

- **First Contact**
- **Anthropology**
- **Xenobiology** (Major NPC)
- **Primitive Technology** (Major NPC)