

# LIEUTENANT CR'ARA

**Caitian**

**Male**

**Starfleet**

## Biography

The Caitians have been members of the Federation for centuries and many Caitians serve throughout Starfleet as trusted and decorated officers. Lt. Cr'ara is one of those officers but there is one big difference. Cr'ara has a dark secret that could threaten the everyone around him.

When he was younger, Cr'ara was more rebellious and fell in with an extremist movement on his homeworld of Hochlor IV. Calling themselves the Essentialists these revolutionaries felt that the foreign policies of the Federation were dangerous and would soon lead to disaster and possibly the destruction of the Federation. The group held some demonstrations and even tried to press the local security forces to take more powerful action. Nothing came of it, though, and Cr'ara was among many young members to leave the group in frustration. He entered Starfleet to at least be on the front lines of defending the Federation but always wished the Essentialist movement could have worked.



Image from stavatars.net

### Cr'ara as Dominion Agent

Lt. Cr'ara can be repurposed for nearly any shadowy agency you want. He could be a secret member of the Maquis like Michael Eddington or he could be a secret agent of Section 31 sent to report on the front line's business of Starfleet, just as Malcolm Reed was aboard the *NX-01*. You could invent your own conspiracy as well or make Cr'ara the head of the New Essentialists after Fullerton is arrested following the events of the *DS9* episode "Let He Who Is Without Sin..." Perhaps the most interesting modification, though, is to make Cr'ara completely a traitor and loyal to something other than the Federation.

In this version, Cr'ara is part of the Essentialists as a youth and grows disillusioned just the same. However, he begins to feel that the Federation is a failed experiment during his first assignments and is contemplating leaving Starfleet when the Dominion is contacted. Here Cr'ara sees everything he's been craving: a multi-species civilization with peaceful worlds enforced by a strong military. On his next scheduled leave he travels to *Deep Space Nine* and secretly books passage in the Gamma Quadrant where he contacts representatives of the Dominion. It takes some convincing but several months later he returned to his post and waits for instructions from his Dominion handlers.

Decades later, Cr'ara was contacted by a man named Pascal Fullerton. After Cr'ara had left the movement, Fullerton took over leadership and reformed them into the New Essentialists. Since the early days, the Federation had been through multiple crises that had led many citizens to join the New Essentialists and to convince them that immediate action was required. Invasion by the Borg, the long and difficult Cardassian War, and now the Dominion. Fullerton had big plans for the New Essentialists and wanted to convince Cr'ara to rejoin. He took very little convincing.

Now, Cr'ara still serves in Starfleet and has consciously not changed his routine or outward views. He sends bits of information to Fullerton when he finds something worth sharing but mostly he is waiting. One day Pascal Fullerton will have a plan that will show the entire Federation that the New Essentialists are right. When that happens, Lt. Cr'ara of Starfleet knows that he will have an important role and go down in the history books.

## 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:** Caitian

**Stress:** 14    **Resistance:** 0

### VALUES:

- **The Federation Needs to Be Strong**
- **History Will Prove Me Right** (Major NPC)

### ATTACKS:

For Major NPC, add 1♣ to each damage.

- **Unarmed Strike** (Melee, 4♣ Knockdown, 1H, Non-lethal)
- **Phaser type-II** (Ranged, 6♣, 1H, Charge)
- **Escalation Phaser rifle** (Ranged, 7♣, 2H, Accurate, Charge)

### ATTRIBUTES

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

### SPECIAL ABILITIES

- **Cat-Like Reflexes:** During the first round of combat, if Cr'ara has not acted, he can take a Minor Action on another turn by spending one Threat (immediate).
- **Keen Hearing:** Whenever Cr'ara attempts to hear faint sounds, listen in on conversations, distinguish tones, recognize voices, notice patterns or background noises in recordings, or other tasks that involve his sense of hearing he gains a bonus d20.
- **Deep Cover:** When Cr'ara attempts to lie, conceal his actions, or keep his motivations secret and he buys one or more d20s, he may re-roll his dice pool.

### DISCIPLINES

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

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

### FOCUSES:

- **Hand-to-Hand Fighting**
- **Espionage**
- **Security Systems** (Major NPC)
- **Starfleet Procedure** (Major NPC)