

LIEUTENANT COMMANDER CIRREK

Benzite

Male

Starfleet

Biography

Benzites have a well-deserved reputation for being careful and attentive researchers. Their predisposition to detailed work makes them excellent scientists and engineers, so seeing a Benzite in Operations gold is not out of the ordinary. However, their reputation for aloofness and condescension is more of a trend than a rule and cultural norms on Benzar are shifting as more and more Benzites move into the wider Federation culture. Lt. Commander Cirrek of the Starfleet Corps of Engineers is one such Benzite who is challenging people's assumptions about his species and making quite a name for himself.

Officially, Cirrek's title in the SCE is "Unknown Technology Specialist" but he usually introduces himself as an "alien tech whisperer." Cirrek is intrigued by technology of an unknown design, especially if it is of unknown origin as well. He has been sent throughout the Alpha and Beta Quadrants, tasked with leading up teams to look into artifacts recovered on remote worlds, derelict stations found in the space between stars, and strange drive signatures from recovered vessels. Crews that meet the Lt. Commander might expect a coldly calculating Benzite and are frequently surprised by the enthusiasm and excitement with which Cirrek approaches his job. He genuinely loves a puzzle and is most energized when he can solve that puzzle with like minds. It's not that he's "all business" but just that his business and fun surround the same topics!



Image from *Star Trek Online*

Cirrek in the 25th Century

In the version of the 25th century shown in *Star Trek Online*, Lt. Commander Cirrek is an especially good fit. With all of the conflicts raging across the Federation and its allies and the appearance of new threats like the Iconians, Hur'q, and Devidians. With all of these new challenges around, not to mention older threats like the Borg and Tholians, there are so many interesting bits of tech floating out there for the SCE to investigate.

In this game, it's perhaps best to play up Cirrek's cautious streak and have him be a voice of warning. For Player Character crews who want to strap Borg weaponry onto their ship, Cirrek is the one to tell them why that's a bad idea. More likely, though, the crew will find interesting relics that Starfleet Command wants them to investigate and improve upon (something seen in the Shackleton Expanse living campaign from Modiphius). In this case, they have an admiral on one side pushing things forward and Cirrek from the SCE advising caution and the players in the middle with one of those hard moral choices that *Star Trek* is known for.

There is one thing that worries Cirrek, though: the weaponization of alien technology. For an officer that likes puzzles, the thought of turning one of those puzzles into a means of destruction is disgusting. He understands that armaments are important for Starfleet's mission and is not a pacifist by any means, but he has too often seen flag officers look at a new piece of tech and have their first thought be "how could this kill?"

When investigating new technologies, Cirrek is methodical in his analysis and he expects the rest of Starfleet to be the same. He has raised ethical questions on a number of occasions when the admiralty steers a project in a direction he deems unsafe. While most of those are hidden in classified reports, enough are public record that Cirrek sometimes finds a "difficult" reputation precedes him.

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: Benzite

VALUES:

- **I Haven't Met a Puzzle I Didn't Want to Solve**
- **Technology Might Be Safe, But People Aren't** (Major NPC)

ATTRIBUTES

Control	10	Daring	9
Fitness	9	Insight	10
Presence	11	Reason	12

For the Major NPC add +1 to Control and Daring.

DISCIPLINES

Command	01	Conn	01
Security	01	Engineering	04
Science	04	Medicine	02

For the Major NPC add +1 to Command, Conn, Security, and Medicine. This adds +1 to Stress

FOCUSES:

- **Reverse Engineering**
- **Diagnostic Scans**
- **Energy Sources** (Major NPC)
- **Schematic Design** (Major NPC)

Stress: 15 **Resistance: 0**

ATTACKS:

For Major NPC, add 1♦ to each damage.

- **Unarmed Strike** (Melee, 2♦ Knockdown, Size 1H, Non-lethal)
- **Phaser type-I** (Ranged, 3♦, Size 1H, Charge)
- **Escalation Phaser type-II** (Ranged, 4♦, Size 1H, Charge)

SPECIAL ABILITIES

- **Collaboration** (Talent, p. 136)
- **All Fingers and Thumbs:** When a Benzite succeeds at a Task using a computer console (including a bridge station), they gain one bonus Momentum. This bonus Momentum cannot be saved into the group pool.
- **Meticulous Analysis:** When Cirrek scans unidentified phenomena or technology, he may immediately make a *Swift Task*, without the need to spend Momentum or an increase in Difficulty. This Task may only be used to attempt to analyze the preliminary data he has received using Reason + Science and a relevant Focus.
- **Miracle Worker:** Whenever Cirrek uses Engineering on an Extended Task, if he achieves a Breakthrough and rolls at least one Effect on a Challenge Die, he achieves a second Breakthrough.
- **Right Tool for the Right Job:** Whenever Cirrek uses an engineering tool with an Opportunity Cost, the tool grants an Advantage if it did not do so originally, or increases the Advantage it provides by one step.