

SPECIAL AGENT JULIAN VASQUEZ

Human

Male

Formerly Section 31

Biography

Section 31 is a boogeyman among Starfleet: an amoral agency within the vaunted Federation that shouldn't exist but which many are convinced actually does. The truth is far from being known but there are several classified reports of Starfleet captains encountering people who at least *claimed* to work for Section 31.

Julian Vasquez is exactly one of those people and he is more than willing to explain his position to those who will listen. He grew up as part of a Starfleet family and entered the Academy at a young age due to advanced test scores and strings being pulled. He had every indication of a bright future in Starfleet until his father was killed in battle against the Cardassians. This event rocked the young cadet who took a six-month leave of absence from the Academy, before returning and finishing with high marks.

It was during this leave, however, that Vasquez says he was recruited by Section 31. They promised a means to avenge his father, they promised purpose and a mission when he was feeling most lost. It was seductive and the young man fell straight into it. Now a decade later he feels very differently and wants out. He managed to give his handlers the slip and now is using every trick he knows to stay ahead of Section 31 as he lays low in Federation space.

Or at least, that's the story he's telling. It's a matter of public record that Julian



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Vasquez as Maquis Defector

If your campaign doesn't feature Section 31 or you want to take this character in a new direction, Julian Vasquez might instead be a defector (or possible defector) from the Maquis. Most of his skills and abilities stand, he's just used his espionage tactics to undermine the Cardassian Union instead of to further the goals of the Federation. His Values need adjusting, however, to reflect a belief that the colonies in the Demilitarized Zone need protection but that he no longer thinks the Maquis' way of doing things is defensible.

The biggest change, though, is Vasquez's future. As a defector from Section 31 he has valuable information that he can leverage into leniency once he is in protective custody. As a former member of the Maquis he's really just a criminal turning himself in. If the crew and Starfleet are to treat him any differently, Vasquez should have actionable information on some specific threat that he's willing to trade for his freedom. This makes him a great way to introduce a mission or story arc, and someone the Cardassians are likely chasing as well as the Maquis.

Vasquez took a leave of absence from Starfleet Academy following the death of his father in service to the Federation, but the rest of it might all be made up. Even if Vasquez was recruited to Section 31 during this period, this current change of heart may or may not be genuine. He's asking for help but it's up to the crew whether they'll give it or not.

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, Section 31, Defector

Stress: 13 **Resistance:** 0

VALUES:

- **Section 31 Is The Real Threat**
- **I'll Do What It Takes to Protect the Federation** (Major NPC)
- **I Need Redemption For the Things That Haunt Me** (Major NPC)

ATTRIBUTES

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

For Major NPC add +1 to Control and Insight.

DISCIPLINES

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

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

FOCUSES:

- **Deception**
- **Espionage**
- **Sabotage** (Major NPC)
- **Encryption** (Major NPC)

ATTACKS:

- **Unarmed Strike** (Melee, 5♣ Knockdown, 1H, Non-lethal)
- **Phaser type-II** (Ranged, 7♣, 1H, Charge)
- **Escalation Paralytic toxin** (See special rules)

SPECIAL ABILITIES

- **Threatening I** (3 for Major NPC)
- **Criminal Minds:** Whenever Special Agent Vasquez succeeds at a Task to interpret information about a target using Reason, he generates 1 bonus Momentum which may only be used for the *Obtain Information* Momentum spend.
- **Deadeye Marksman:** When Vasquez takes the *Aim* Minor Action they reduce the Difficulty of the next Attack by 1, in addition to the normal effect.
- **Guile and Cunning:** When attempting to remain hidden or unnoticed, Julian Vasquez may spend one Threat to increase the Difficulty of enemy Tasks to detect them by one.
- **Lethal Implant:** By spending 1 Threat per Main Character in the scene, Vasquez may activate a neural implant that kills him instantly. This was implanted to protect Section 31's secrets but now is a last-ditch option for the defector.

Paralytic Toxin

When he left Section 31 (or when he was sent out on his mission), Julian Vasquez took with him four injectors full of a paralyzing toxin. The injectors are single use melee weapons and have the Hidden 2 quality and must be injected in an artery (reducing the attacker's successes by one). With a successful attack they deal no Stress but immediately cause one Injury (which can be Avoided as normal) and render the target unconscious for the remainder of the scene. The target's pulse also becomes so faint that a Control + Medicine Task (Difficulty 3) is required to confirm they aren't dead.