

COUNSELOR THEBENA

Denobulan

Female

Starfleet

Biography

Denobulans are known for their large, complicated families which is a social glue that holds their people together. With far more population than land area, Denobula would have been destroyed in war without the strong family connections of its inhabitants. So what happens to a Denobulan with no family?

Well, in the case of Counselor Thebena she builds a new one. Thebena grew up on a Federation colony world that was three-quarters Denobulans. She might not have been from the species' homeworld but it was near enough that she was exposed to nothing but Denobulan customs for nearly her entire life. Eventually she decided to travel to Earth to train as a psychologist and enrolled in Starfleet to serve as a ship's counselor. When the Borg cut a swath through Federation space, an offensive which included the Battle of Wolf 359, one of the worlds hit by the invaders was Thebena's homeworld. Many died including her entire extended, leaving only a few Denobulans with familial connections to Thebena and none whom she's met.

For all intents and purposes, Thebena's world is gone.



Image by thatgeekchick on deviantart

Thebena as a Villain

Surrogate families aren't always positive things. Using Thebena as a villain simply involves adding a secretive and invasive aspect to her family-building onboard. She plans events to bring the crew together but she also stays up all night (again, Denobulans don't sleep) in order to watch the crew at work. She feels strong emotional connections to people she barely knows and if that bond were ever rejected she might not handle it well.

Thebena can be used as a personable but strange counselor for a few missions and then in a dramatic twist she snaps and holds some of the crew captive until they "admit" their feelings of bonding with her. This hostage situation aboard the players' own ship could easily lead to paranoia, especially if Thebena has laid in contingency plans over the years in case something like this became "necessary." Suddenly this ship and this crew don't feel like home anymore and a turn like that could really throw them in a memorable way.

After an extended bereavement leave from active duty, Thebena returned to service and began to start a new life. She had always been a social member of her ship's crew but now she forged purposeful relationships everywhere. Since she is always awake, Thebena engages in recreational activities with all three shifts and she is always organizing social events for everyone. She is a consummate matchmaker and takes credit for several relationships onboard, as well as keeping an eye out for her next "triumph."

What happens to a Denobulan with no family? They find a new family among those closest and they show those people the same respect and support they would with family members. Counselor Thebena has enough understanding and expertise to comfort crew members who are struggling but she also takes pride in making the entire crew feel valued and appreciated.

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: Denobulan, Counselor

Stress: II **Resistance:** 0

VALUES:

- **More Than a Crew, It's a Family**
- **Loss Doesn't Define You** (Major NPC)

ATTACKS:

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

ATTRIBUTES

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

SPECIAL ABILITIES

- **Collaboration:** Whenever an ally attempts a Task using Insight, Thebena may spend one Momentum (Immediate) to allow them to use her Insight score in place of theirs and they can also use one of her Focuses.
- **A New Family:** Whenever Thebena gives assistance to someone else who has served on their ship for at least a month, that person may re-roll one d20.
- **Grief Counseling:** Whenever she is attempting to console someone who is distraught or get them to refocus on the task at hand, Thebena gains a bonus d20. If she succeeds, she may Create an Advantage to help with further treatment. This Advantage costs one Momentum instead of the usual two.

DISCIPLINES

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

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

FOCUSES:

- **Counseling**
- **Social Situations**
- **Reading People** (Major NPC)
- **Interspecies Issues** (Major NPC)