

# LIEUTENANT JIASO VELEM

**Trill**

**Female**

**Starfleet**

## Biography

Away missions are commonplace on Starfleet vessels and, while they're usually not without risk, the threat of outright violence is thankfully rare... depending on the ship, that is. Still, a security detachment is often dispatched and encouraged by Starfleet regulations. Crewmembers like Lt. Velem are the officers that specialize in this assignment.

When Jiaso Velem entered the Academy, this was not the sort of career that anyone in her family predicted for her. Members of Jiaso's family had served in Starfleet for generations, though usually in the Engineering

Department. A few of Jiaso's relatives, including both of her uncles who were joined as symbionts, ventured into tactical positions but all of these bridged the position by focusing on starship weapons and engagement tactics. The Velems are a family thoroughly at home on starships and many assumed it was genetic.

From the start, however, Jiaso Velem knew that she wanted to set foot on every planet she could find. She declared her major as security early on and studied away mission procedures to impress her professors and secure the posting she wanted. While she is capable at a tactical station, Lt. Velem is most qualified leading the tactical side of an away mission and she always treats the situation seriously. She is hardly a dour presence, though: Velem considers it her duty to protect the members of the away mission and not to get in their way. She's helpful and friendly, considering close bonds to be essential to quick action on the ground, and more than one crewmember has been surprised at the change in demeanor when Lt. Velem switches from her usual helpful self to an efficient combat veteran.



Image from stavatars.net

### Velem in the 23<sup>rd</sup> Century

Using Lt. Velem in the time period of the original series doesn't change her very much mechanically or personality-wise. The only real shift is her experiences: a ground tactics specialist during the *Enterprise's* original five-year mission almost certainly fought against Klingons in planetary combat on more than one occasion. This can deepen the edge that Jiaso exhibits, making her hardness below the surface that much more of a contrast to her normal demeanor. It could also lead to a deep prejudice, which makes for some interesting roleplaying. How do the players react when their friendly security officer says that Klingons "are little more than beasts and don't deserve to live?"

## 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:** Trill, Unjoined

**Stress:** 15    **Resistance:** 0

### VALUES:

- **Everyone Comes Back Safe**
- **There's No Such Thing As a Harmless Planet**(Major NPC)

### ATTRIBUTES

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

### DISCIPLINES

Command	03	Conn	02
Security	04	Engineering	02
Science	01	Medicine	01

For the Major NPC add +1 to Command.

### FOCUSES:

- **Away Team Procedures**
- **Martial Arts**
- **Security Systems** (Major NPC)
- **Tactical Awareness** (Major NPC)

### ATTACKS:

- **Unarmed Strike** (Melee, 5♣ Knockdown, Size 1H, Non-lethal)
- **Jekhla Blade** (Melee, 6♣ Vicious 2, Intense, Size 1H)
- **Phaser type-II** (Ranged, 7♣, Size 1H, Charge)
- **Escalation Phaser rifle** (Ranged, 8♣, Size 2H, Accurate, Charge)
- **Escalation Pulse grenades (3)** (Ranged, 8♣ Area, Size 1H, Charge, Grenade)

### SPECIAL ABILITIES

- **Constantly Watching** (Talent, p. 136)
- **Deadeye Marksman:** Lt. Velem spends time at the target range every day, working on her aim. When she takes the *Aim* Minor Action (p. 172), she reduces the Difficulty of her next Attack by 1 in addition to the normal effects of the *Aim* Minor Action.
- **Fire At Will:** Lt. Velem is capable of tracking multiple targets and making attacks against them with great effect. Whenever she makes a ranged weapon attack, and then uses the *Swift Task* Momentum spend to make a second ranged attack, she ignores the normal Difficulty increase from *Swift Task*.
- **Jekhla Master:** Lt. Velem trains regular with the *jekhla* blade, a traditional Trill dueling weapon about a meter long with a curved blade. Her attacks with this weapon gain the Intense Damage Effect and Vicious 2 (the weapon normally has only Vicious 1).