

DR. VELAZ MATIL

Deltan

Male

Federation Archaeology Council

Biography

The Federation Archaeology Council is an organization of archaeologists whose mission is to discover past civilizations on far flung planets. FAC outposts can be found almost anywhere in Federation space, and teams of archeologists work together to dig up the past.

Dr. Velaz Matil is one such archaeologist. A Deltan man, he has traveled across space, lecturing at different symposiums, and showing different exhibits. The Matil Technique, a technique for scanning iron and bronze age tools underground, is named for him and he often has people gush about it when they hear his last name. Many people find Matil to be exemplary, a character any archaeologist in the council should strive to emulate.



Image from stavatars.net

While appearing to be charismatic and sultry, there is an underlying streak of ambition lying underneath the surface. Matil can be cutthroat when the needs are great, and getting in his way of a potential discover can be... hazardous. Passion runs deep in him, but whether that passion is good or not remains to be seen. Most Deltans take an oath of celibacy before joining Starfleet, but Matil has taken no such oath, and is not above using his sexuality to get what he wants.

Federation Archaeology Council

The Federation Archaeology Council is an old and sometimes frumpy organization. Many of the men and women who are members are experts in their field, and although they love new discoveries, they are hesitant to embrace ideas that jeopardize long standing theories. Characters like Vash or Dr. Matil are great people to play around with, because they turn the idea of dowdy old scholars on their head.

The Federation Archaeology Council can take you to anywhere, and to anytime. The stories are flexible, and the situations can be numerous. Who doesn't love digging in the dirt and finding a potential new discovery?

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: Deltan, Archeologist, Sexy

Stress: II **Resistance:** 0

VALUES:

- **Do Whatever It Takes to Get the Truth**
- **No Sense in Not Having a Little Fun Along the Way** (Major NPC)

ATTACKS:

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

ATTRIBUTES

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

For Major NPC add +1 to Insight and Presence.

SPECIAL ABILITIES

- **Intense Scrutiny** (Talent, p. 138)
- **Bold (Science):** When Dr. Matil attempts a Science Task and buys one or more d20s with Threat, he may re-roll a single d20.
- **Potent Pheromones:** Whenever attempting a Task to negotiate, persuade, or seduce a humanoid creature that could be physically attracted to the Deltan in Close range, they add a bonus d20 to the roll.
- **Come Here Often?** Dr. Matil uses his Deltan pheromones to his advantage and can often get people to do things they normally wouldn't dream of. When he makes a roll to Create an Advantage having to do with his pheromones or good looks, he adds a bonus d20 to the roll.
- **Leap of Understanding:** Dr. Matil has been doing this a while and often he makes intuitive leaps that turn out to be correct. When he succeeds on a Science Task related to Archaeology or anthropology, he gains a bonus Momentum that must be used on the Obtain Information spend.

DISCIPLINES

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

For Major NPC add +1 to Conn and Science.

FOCUSES:

- **Archaeology**
- **Seduction**
- **Cultural Studies** (Major NPC)
- **Scanning** (Major NPC)