

HALDRIN POLEIRA

Zakdorn

Male

Zakdorn Defense Institute

Biography

The Zakdorn Defense Institute (ZDI) is a premier advisory institute designed to assist in advancing the mission critical goals of Starfleet and the Federation. Through their high-level educational training summits and symposiums, they are able to reach across all offices and departments in a fair and balanced manner. As a paramilitary advisory board, they are privy to several military and state secrets and information, as the Zakdorn need all relevant information to make accurate predictions and to advise. Their summits on military strategy and analysis are well attended, and ZDI advisors are invited to speak at many different functions.



From the Stellaris wiki.

Haldrin Poleira is an analytical advisor to the ZDI, specializing in Group Thought. By taking centuries of military history and psychology, he is able to accurately predict the outcome of many different scenarios. “People as a group,” he states, “can act in predictable ways. It is the mentality of the group, with the desire for harmony or conformity in the group, which results in the suppression of dissenting viewpoints, and isolating themselves from outside influences.”

Poleira is incredibly proud of his work, and doesn’t take criticism well. Like many Zakdorn, Poleira’s pride often gets in the way of his interactions with other people. Despite the fact that he has the ability to predict the outcomes of military engagements, he is not able to predict the outcome of simple conversation, for people individually act very different from groups. This can often lead to stressful situations in the workplace.

Most recently, Haldrin Poleira has been involved in high-level strategy meetings in the Federation to plan for expected hostilities with the Dominion. His opinion is well-respected and the Federation has temporarily relocated him to Starbase 310 along the Cardassian Demilitarized Zone to put him closer to the wormhole in case things turn serious. Poleira has begun to marginalize himself, however, with the idea that the Cardassians could decide to work with the Dominion instead of siding with the other Alpha Quadrant powers. There is little military intelligence to suggest something like this but Poleira is adamant that it makes the most sense given the military and cultural history of the Cardassian Union. Other advisors are beginning to laugh behind his back, something that is certain to provoke Poleira into ill-advised outbursts.

Zakdorn Defense Institute

The Zakdorn Defense Institute is one of the foremost experts on military engagement, and acts as a much-valued advisory board to the Federation and Starfleet. Their expertise in all manner of strategic and tactical advances allows for a more complete analysis. Their reputation means everything to them, but as Worf says in the TNG episode "Peak Performance" this reputation means nothing as no one has ever tested it.

This organization is not a military organization. They don't have ships, or soldiers. They are simply an advisory and educational institute. They want as many qualified tactical and strategic officers out there, and they have incredibly high standards for those officers. To be lauded by the ZDI, is to be considered legendary by everyone else.

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: Zakdorn, Strategist

Stress: II **Resistance:** O

VALUES:

- **No Single Ship or Crew Can Appreciate the Whole**
- **The Educated Can See What's In Front of The, the Talented Can See What's Hidden** (Major NPC)

ATTACKS:

Add +1A to each damage for Major NPC.

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

ATTRIBUTES

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

For Major NPC add +1 to Insight and Reason.

SPECIAL ABILITIES

- **Menacing**
- **Strategic Meeting:** During an extended Task to prepare strategy, a character assisted by Haldrin Poleira may gain either the Scrutinize 2 or Progression 1 benefits (p. 91) when they roll their Challenge Dice.
- **Fleet Commander:** Commanding a vessel during a fleet action (see the *Command Division Supplement* p. 100-102) reduces the Difficulty of a Task to grant a bonus to Poleira's vessel or group by 1, to a minimum of 1. Aboard a vessel during a fleet action, Haldrin Poleira may treat the vessel as having a Command Department of 4+, regardless of the actual value.
- **Solid Planner:** Any character or squad (see the *Red Alert* ruleset) benefitting from an Advantage created by Poleira as part of a combat strategy can Keep the Initiative by spending 1 Momentum instead of the usual 2.
- **Psychology:** When Poleira is debating with someone or studying their personal history, he gains 1 bonus Momentum on a successful Task which can only be spent on the *Obtain Information* Momentum spend.

DISCIPLINES

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

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

FOCUSES:

- **Fleet Tactics**
- **Troop Tactics**
- **Psychology** (Major NPC)
- **Military History** (Major NPC)