## **THY'LEK SHRAN**

Thy'lek Shran (also known as Hravishran th'Zoarhi), is an officer of the Andorian Imperial Guard. He was commander of the warship *Kumari* from 2142 until its destruction. He is intensely obsessed with honor.

Trait: Andorian

## **Attributes**

Control	Daring	Fitness	Insight	Presence	Reason
9	12	11	8	8	8

**Disciplines** 

Command	Conn	Security	Engineering	Science	Medicine
4	2	5	2	1	2

**Focuses:** Strategy/Tactics, Interrogation, Close Combat, Fleet Maneuvers, Infiltration, Lead By Example

**Values:** No Great Victory Comes Without Sacrifice

Run From No One

**Respect Andorian Tradition** 

I Swore An Oath To The Imperial Guard

**Determination:** (Start with 1) **Stress:** 16 **Resistance:** 0

## Attacks:

- Unarmed Strike (Melee, 6Å, Nonlethal, 1H)
- Andorian Energy Pistol (Ranged, 8Å, 1H)
- U'shaan (Melee, 7▲ Vicious 1, 1H)
- Andorian Plasma Rifle (Ranged, 9▲ Intense, 2H, Accurate, Deadly)

**Equipment:** Andorian energy pistol, Andorian plasma rifle, Tricorder, Andorian communicator

## Talents

**Bold (Security):** Whenever you attempt a Security Task and you buy one or more d20s by adding to Threat, you may re-roll a single d20.

**Interrogation:** Whenever you succeed at a Task to coerce someone to reveal information in a social conflict, you will gain one bonus Momentum, which may only be spent on the Obtain Information Momentum Spend.

The Ushaan: When you make a melee Attack, or are targeted by a melee Attack, and buy one or more d20s by adding to Threat, you may re-roll the dice pool for the Task. Further, you own a *Ushaan-tor* (Melee, 2♠ Vicious 1, Size 1H).

**Proud And Honorable:** Whenever you attempt a Task to resist being coerced into breaking a promise, betraying your allies, or otherwise acting dishonorably, you reduce the Difficulty by 1.



Homebrew version by Tony