

CAPTAIN IMAAL PRASUM

Trill

Male

Starfleet

Biography

Strategic operations officers are assigned to important regions with a lot of active starships in them. This certainly describes the Sargon Region and Starfleet as assigned Captain Prasum to coordinate fleet efforts in the region.

Prasum has a unique insight into the Sargon Region as a century ago, and two hosts past, a Prasum host was part of the initial exploration effort by Starfleet. This was before there were many Trill in Starfleet and this Prasum was actually part of the Trill Science Ministry. Now Imaal Prasum is a very different sort of host who has had a long and involved career as a fleet coordinator. He operated throughout Federation space including along the Romulan and Klingon borders. During the latter assignment he often came into contact with another joined Trill, the diplomat Curzon Dax, and the two famously did not see eye to eye. From what other officers could tell, Curzon thought that Imaal approached every situation with war on his mind while Imaal thought that Curzon forgave too easily and trusted too readily.

Regardless of this relationship, the two remained in contact and there are many officers throughout Starfleet with theories about what these two might have meant to each other. Now in the Sargon Region, being in the spotlight means that plenty of captains have opinions about Imaal Prasum. He is a straightforward man with plenty of strong opinions, not afraid to tell people something unpopular. On the other hand, he's charismatic and a skilled strategist. He may not be the easiest to work with, but crews in the Sargon Region and beyond are generally happy that he's directing things.



Photo from Star Trek Avatars

Prasum in the Dominion War

If you aren't including the Sargon Region in your campaign, Prasum works equally well in the Dominion War which is the next large-scale conflict that Starfleet is facing. In this situation he is an alternative to Admirals Ross and Nechayev who are actively communicating with the crew of *Deep Space Nine* to face the Dominion threat. Prasum instead could show up along the Cardassian Demilitarized Zone as the strategic coordinator there during the war. It's suggested that in this case you make an adjustment to his backstory to place him in the area during First Contact with the Cardassians. His connection with Curzon Dax is also especially interesting, for obvious reasons.

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, Prasum Symbiont, Tactician

VALUES:

- **You Can't Command From Behind a Desk**
- **The Long Game Is the Only Game That Matters** (Major NPC)

ATTRIBUTES

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

DISCIPLINES

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

For Major NPC add +1 to Security and Science. This adds +1 to Stress

FOCUSES:

- **Starship Tactics**
- **Fleet Command**
- **Starship Design** (Major NPC)
- **Astrometrics** (Major NPC)

Stress: 11 Resistance: 0

ATTACKS:

For Major NPC, increase the damage values by 1♣.

- **Unarmed Strike** (Melee, 3♣ Knockdown, 1H, Non-lethal)
- **Phaser type-I** (Ranged, 4♣, 1H, Charge, Hidden 1)
- **Escalation Phaser type-II** (Ranged, 5♣, 1H, Charge)

SPECIAL ABILITIES

- **Technical Expertise** (Talent, p. 136)
- **Joined:** Once per mission, the GM can declare that a former Prasum host has skills relevant to the matter at hand. For the remainder of the scene, Captain Prasum has one additional Focus.
- **Strategic Operations Officer:** Though only a captain, Imaal Prasum has authority over any Starfleet vessels in the Sargon Region. When attempting a Task to persuade or intimidate a commanding officer under that authority he reduces the Difficulty by 1, to a minimum of 0.
- **Call Out Targets:** When assisting another character making an attack (using the *Assist* Task or the *Direct* Task), the helped character generates one point of bonus Momentum if they succeed. This bonus Momentum cannot be saved to the group pool.
- **Decisive Leadership:** In a Conflict, when Captain Prasum performs the *Assist* Task and would then pay two Threat to keep the initiative, the cost to keep the initiative is reduced to 0.
- **Fleet Commander:** During a fleet action (see the *Command Division Supplement*, Chapter 3), Captain Prasum reduces the Difficulty of a Task to grant a bonus to his vessel or group by 1. Additionally, the vessel he is aboard is treated as having a Command Department of 4+ for fleet action purposes, regardless of the actual value.