

LIRA ZENTEL

Ktarian

Federation

Biography

Lira Zentel is fascinated by alien cultures and has made it her life's work to study and explore as many worlds as she can, particularly prewarp civilizations. She's also made it her life's work to make a fortune selling artifacts from these worlds. At one point she was a cadet at Starfleet Academy specializing in xenanthropology but she was dismissed in her second year after staff discovered an underground gambling game that she was organizing.



Image from the U.S.S. *Pendragon* fan site

Heading off on her own, Lira Zentel joined several xenanthropological expeditions throughout Federation space, quietly making a nice profit selling items on the black market. None of the expedition leaders knew about these deals (or at least none did anything about it) so her reputation continued to grow until an incident in the Tranos Sector involving a prewarp civilizations high temple and exposure to transporter technology. Though civilians aren't subject to the Prime Directive, the Starfleet vessel in orbit was and Zentel was brought up on charges of violating a Starfleet cordon of a planet. The fines set her back a bit and the charges prevented an easy path to her next job so instead Lira Zentel set off into the unmapped regions of the Sargon Region.

In this open expanse of worlds, Zentel has become one of the leading experts on the cultures in this region of space and one of the few civilians to spend extended periods past the Cordon Nebulas. She has brought back amazing treasures to sell to Federation collectors and scholars and is more than willing to discuss their provenance, though she's somewhat more cagey about how she obtained them. Because the region beyond is not Federation space she is technically not breaking specific laws but it's certainly a grey area that Zentel seems to relish in testing.

Lira Zentel in the Gamma Quadrant

If you aren't using the Sargon Region in your game you might instead use the unscrupulous Lira Zentel in the Gamma Quadrant. Obviously the situation in the Gamma Quadrant is more fraught than in the Sargon Region and it's possible that Zentel would be caught up in growing tensions between the Federation and the Dominion. She might also be offered valuables to act as an informant to the Vorta servants of the Dominion, something that could prove quite tricky. With her history it's safe to say that Lira Zentel does not feel particularly warm and fuzzy about Starfleet but would she be willing to sell out the Federation for a bribe? I mean, that's not a "no" precisely... How big are we talking anyways?

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: Ktarian, Anthropologist

VALUES:

- **It's Worth More Back Home Than In This Place**
- **Violence Is Just Bad Practice** (Major NPC)

ATTRIBUTES

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

DISCIPLINES

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

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

FOCUSES:

- **Xenoanthropology**
- **Smuggling**
- **The Sargon Region** (Major NPC)
- **Criminals** (Major NPC)

Stress: 11 Resistance: 0

ATTACKS:

- **Unarmed Strike** (Melee, 2♣ Knockdown, 1H, Non-lethal)
- **Phaser type-I** (Ranged, 3♣, 1H, Charge, Hidden 1)
- **Escalation Phaser type-II** (Ranged, 4♣, 1H, Charge)

SPECIAL ABILITIES

- **Intense Scrutiny** (Talent, p. 138)
- **Disguise Expert:** Lira Zentel is adept at disguising herself to move unnoticed in alien civilizations. When she attempts a Task to maintain a disguise, she ignores any Difficulty increase from being unfamiliar with the culture. If the Task is against prewarp aliens she also adds a bonus d20.
- **Smuggling Pilot:** When Lira Zentel succeeds on a Maneuver, Impulse, Warp, or Evasive Action Task while at the helm of a starship, she may spend 1 Threat to Create an Advantage related to evading sensors (normally this would cost 2 Threat).
- **Relic Assessor:** Whenever Lira Zentel succeeds at a Science Task to study an alien artifact, she gains one bonus Threat, which may only be used on the Obtain Information Spend, or to pay part of the cost of the Create Advantage Spend related to the artifact or the culture that produced it.