

SEEKS-NEW-PLACES

Pranir

Male

Qenar Family

Biography

The Pranir are an intriguing species encountered in the region beyond the Cordon Nebulae. They are a four-limbed, bird-like species with a serpentine lower half, but more importantly they are a space-faring species without warp drive. Normally warp capability is the benchmark by which Starfleet approves First Contact procedures but with the Pranir they were forced to make an exception. The Pranir have regular contact with many different species in the Sargon Region, in fact they are avid traders, and so they are the exception to the rule.

With their reputation as traders, few of the species beyond the Cordon Nebulae think twice about another Pranir visitor. Of course, the Pranir are interested in prosperity as well by whatever means are necessary. They are determined as a whole not to be subjugated as they once were under the Santari and individuals like Seeks-New-Places are the ones that ensure that security. Though he is knowledgeable about trading and deals, this is mostly just as cover as Seeks-New-Places deals mostly in information. Gathering intelligence on new specie and farflung trading sites, Seeks-New-Places passes this back to Qenar Family, one of the six main Families that rule the Pranir.

Seeks-New-Places is the best spy that Qenar Family has and one of the best spies among the entire Pranir. He enjoys his work, setting up elaborate networks in stunningly short amounts of time, and then using information to leverage more information from targets. He's not a malicious person and genuinely wants peaceful



Image from *Stellaris* by Paradox Interactive

Seeks-New-Places as a Double Agent

Rather than only being a spy for one of the leading Families of the Pranir, you might utilize Seeks-New-Places after he's had frequent contact with Starfleet. In this scenario he could be astonished by the technologies he sees and flipped by Starfleet Intelligence into being a double-agent. Despite the drama of this title, Seeks-New-Places would have similar motivations: he wants the Pranir to be in a powerful position but this time as the agents of the Federation. If you want to get really creative, consider what Seeks-New-Places would be like working for the Ferengi Trade Alliance. This would be a far more selfish version and one that has a mercenary vision of the future where the Ferengi and Pranir bleed the Sargon Region dry.

relationships with other species. However, there's no question in his mind that the relationship should be tilted towards the Pranir and that they will prevail in the end. They did it before with the Santari, after all, so why not now?

As someone on the front lines of cultural exchange, Seeks-New-Places sees great change coming to the region beyond the Cordon Nebulae. He continues to complete his assignment as he has for years but if the elders of Qenar Family refuse to hear him out then he might take matters into his own hands.

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: Pranir, Spy

Stress: 12 **Resistance:** 0

VALUES:

- **The Greatest Commodity is Information**
- **My People Deserve So Much More** (Major NPC)

ATTACKS:

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

- **Unarmed Strike** (Melee, 4♣ Knockdown, 1H, Non-lethal)
- **Phaser type-I** (Ranged, 5♣, 1H, Charge, Hidden 1)
- **Escalation Phaser type-II** (Ranged, 6♣, 1H, Charge)

ATTRIBUTES

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

SPECIAL ABILITIES

DISCIPLINES

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

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

- **Constantly Watching** (Talent, p. 136)
- **Pranir Dexterity:** Pranir have four arms which allow them to multitask amazingly. When Seeks-New-Places attempts a Task involving Control he generates one less Complication (to a minimum of zero).
- **Heritage of Trade:** When Seeks-New-Places attempts or opposes a Task that involves business or trade, he may add a bonus d20 to his dice pool.
- **Cultural Adapting:** Seeks-New-Places is adept at integrating into whatever culture he finds himself in. When he attempts a Task to learn or navigate an alien culture and purchases one or more additional dice, he may reroll any number of d20s.
- **Information Gathering:** When attempting a Task involving gathering information through rumor or searching a database, Seeks-New-Places can learn more than most. If he purchases one or more additional dice for the Task he gains one additional Threat per die purchased. These Threats must be used for the Obtain Information spend.

FOCUSES:

- **Deception**
- **Computer Systems**
- **Infiltration** (Major NPC)
- **Negotiation** (Major NPC)