

# THOT ZIR SEDL

**Breen**

**Male**

**Breen Confederacy**

## Biography

The Breen Hegemony maintains a united front in all cases, but there are those within the government that have very different opinions about the direction the Confederacy should take. Officially, Zir Sedl (who has the effective rank of thot) is a liaison to the United Federation of Planets who addresses political grievances and questions even though the two powers have no official relations.

Above all, Thot Sedl is pragmatic. He can see the shifting politics of the quadrant and feels certain that isolation is no longer an option. Those like Thot Gor are determined to wage war and force a space for the Breen Hegemony to exist, but Sedl has read reports of conflicts beyond the Hegemony's borders. The Federation fought off the Borg, the Klingon Empire fought the Romulans, and factions like the Tholians and Talarions represent threats that are as secretive as the Breen themselves. Allying with a powerful faction is not ideal but it might be the difference between independence and enslavement.

Zir Sedl has forged partners within the Federation that he trusts to hear him out if it came to that. Of course, his allies within the Breen Confederacy are even fewer so throwing his lot in with Starfleet would certainly be a last resort.

More likely, Thot Sedl would play a long game of orchestrating positive interactions between his government and alien governments to demonstrate that an alliance could be viable. This is not the idealistic efforts of a naive beginner, though: every interaction is calculated to build trust with the other side as well. If the situation were to shift so that alliance was no longer in the Confederacy's interest, Thot Sedl would be just as willing to use his connections to betray the Federation.

### Zir Sedl as Liaison to Someone Else

It's entirely possible that Zir Sedl could conclude that someone else would make a better ally for the Breen Confederacy. He might be the loudest voice pushing for alliance with the Dominion, for instance, or he could be the Breen liaison to anyone from the Cardassian Union to the Klingon Empire. In a campaign where the Federation needs to make strong alliance with its neighbors, Sedl could be a destabilizing force convincing potential allies to work with the Breen instead of the Federation. Just change his Focuses to whatever areas of knowledge are appropriate for this repurposed version.



Image from Star Trek Online.

## 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:** Breen, Commander, Diplomat

### VALUES:

- **Supremacy Is Not the Same As Bullying**
- **Every Secret Is Dangerous** (Major NPC)

### ATTRIBUTES

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

### DISCIPLINES

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

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

### FOCUSES:

- **The United Federation of Planets**
- **Politics**
- **Negotiation** (Major NPC)
- **Federation History** (Major NPC)

**Stress:** 10    **Resistance:** 1 (Armor)

### ATTACKS:

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

- **Unarmed Strike** (Melee, 2♣ Knockdown, 1H, Non-lethal)
- **Compression Pistol** (Ranged, 4♣, 1H, Debilitating, Hidden 1)
- **Escalation Phaser type-II** (Ranged, 5♣, 1H, Accurate, Debilitating)

### SPECIAL ABILITIES

- **Defuse the Tension** (Talent, p. 136)
- **Cold Reading:** When Zir Sedl succeeds on a Task during Social Conflict, he generates one bonus Threat which must be used for the *Obtain Information* spend for gaining knowledge about the other side of the conflict. If the Social Conflict involves an Extended Task, the character gains the *Scrutinize 1* benefit when rolling Challenge Dice.
- **Cool and Collected:** When Thot Sedl attempts a Task to resist intimidation or hide his intentions, he may re-roll one d20.
- **Plan of Action:** When an ally succeeds at a Task that benefited from an Advantage created by Zir Sedl, the ally generates two bonus Threat that must be spent immediately. The Advantage created by Zir Sedl must refer to a plan or strategy.