

BERLINGHOFF RASMUSSEN

(Major NPC)

Professor Berlinghoff Rasmussen is an inventor and con-man from New Jersey in the twenty-second century. He stole a time pod from a twenty-sixth century historian, and has been travelling in time to steal inventions from the future that he can pass off as his own. He was stranded in the twenty-fourth century by Picard and crew, but he might have escaped and regained the use of the time pod, and is trying new ruses in other cultures and time periods.

Traits: Human

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
10	10	8	9	12	10

Disciplines

Command	Conn	Security	Engineering	Science	Medicine
4	2	3	4	2	1

Focuses: History, Time Travel, Deception, Thievery, Invention, Impersonation

Values: Thank You In Advance For Curbing Your Curiosity
Everyone Dies, It's Just A Question Of When
We Could Learn A Lot From Each Other
I Can't Help You

Stress: 11 **Resistance:** 0

Attacks:

- Unarmed Strike (Melee, 4▲, Nonlethal, Knockdown, 1H)
- Phaser Type-1 (Ranged, 5▲, Charge, Hidden, 1H)

Special Rules

Bold (Security): Whenever Rasmussen attempts a Security Task and buys one or more dice with Threat, he may re-roll a single d20.

After More Than A History Lesson: In an adventure where Rasmussen appears or will appear, increase the Complication Range for the players' side by 2 until Rasmussen's true purpose is discovered.

Pockets: Rasmussen may steal small items by spending 1 Threat. Stolen items gain the *Hidden 2* quality while on his person.

Holding Something Back: Whenever Rasmussen attempts a Persuasion Task that involves an Opposed Task, he gains an extra d20. Also, people (including empaths) have difficulty figuring out what he is thinking. Increase the Difficulty of any Tasks to understand Rasmussen's motives by 2.

