

AGENT T'HOKA

Vulcan

Female

Temporal Integrity Commission

Biography

The Temporal Integrity Commission is part of the Temporal Cold War of the 29th century, an organization which travels back in time to maintain the timeline from those who want to change it. Many agents from the Commission visit other timelines in order to lie low and watch for malfeasance from the likes of the Na'khul, but Agent T'hoka is more straightforward than that.

Simply put, she's the Commission's fixer: a capable warrior who travels to time periods in danger and puts an end to those responsible by whatever means necessary. She's a deadly fighter and incredibly smart, able to blend into her surroundings and use whatever and whoever is at her disposal.

She always tries not to disrupt the timeline herself, of course, acting like a surgeon to remove the problem and prevent ripples in time. In one case, though, she failed in her mission and the result was the destruction of Vulcan by bloodthirsty enemies. Luckily, other temporal agents were able to reverse this and extract her but the sight of Vulcan beings torn apart has stayed with her and she is particularly zealous in stopping events of that nature.



Image from "Underworld: Blood War."

T'hoka in the Kelvin Timeline

Agent T'hoka's concern over the destruction of Vulcan is a not-so-subtle reference to the first of the *Star Trek* reboot movies. If you were to set a game in the Kelvin Timeline, though, she could have failed in her efforts to reverse that damage to the timeline. In this case, T'hoka might easily turn into a rogue agent, stalking the quadrant and killing anyone involved in that event to avenge her homeworld.

This version of T'hoka works somewhat like Spock's half-brother Sybok, an unhinged Vulcan who is obsessed with achieving a particular goal. Rogue Agent T'hoka could make an excellent villain behind a series of violent incidents, a surprise twist for crews assuming that Klingons or Romulans were behind the whole thing. Play up her stone-cold killer vibe to really cement her in your players' memories.

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: Vulcan, Time Traveler

VALUES:

- **Entropy Can Be Overcome**
- **Vulcan Will Endure** (Major NPC)

ATTRIBUTES

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

DISCIPLINES

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

For the Major NPC add +1 to Engineering and Medicine.

FOCUSES:

- **Temporal Mechanics**
- **Perception**
- **Disguise** (Major NPC)
- **Negotiation** (Major NPC)

Stress: 14 Resistance: 0

ATTACKS:

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

SPECIAL ABILITIES

- **Constantly Watching** (Talent, p. 136)
- **Dauntless** (Talent, p. 136)
- **Nerve Pinch** (Talent p. 110)
- **Future Knowledge:** Traveling through time, Thoka can't count on the normal technological resources of a Federation officer. Instead, she has trained herself to keep large stores of information in her head. When she has time to focus her mind beforehand, she may spend 2 Threat (Immediate) in order to gain an additional Focus for the remainder of the session. However, acting on future knowledge is dangerous and Tasks using this Focus have a Complication range of 1 more than normal.
- **Temporal Guidance:** Coming from the future, T'hoka has insight into coming dangers. When she assists someone in a Task related to preventing a change to the timeline she may always use her Science Discipline and the character she is assisting may re-roll one d20.
- **Warrior Throughout Time:** When making an attack against a target which has traveled forward or backwards in time, Agent T'hoka may roll an additional 2♣ when rolling damage.