

COMMANDER VER'SAL

Na'khul

Male

Biography

The Na'khul were first encountered in the days before the founding of the Federation, and yet the time when they are most dangerous is still to come. The Na'khul people, living under a harsh dictatorship, are a time-traveling species from the 29th century with no regard for the safeguards in the Temporal Accords negotiated by the Federation and allied species. In a conflict which Human agents from the future called the Temporal Cold War, the Na'khul went to 20th century Earth in an attempt to rewrite humanity's history and control the destiny of the galaxy. They were defeated but each day brings the Federation closer to the eve of the Na'khul's rise to power.

An contrary to what many believe, the defeat of the Na'khul is not a predetermined



Image from *Star Trek Online* by Cryptic Studios.

thing. Time is not linear in the traditional sense and there are many Na'khul who hid and amassed power in an attempt to reverse the events that played out in one version of the timeline. Commander Ver'sal is one such Na'khul, a protégé of the Na'khul leader Vosk who led the last attempt to destroy the Federation. When Vosk was killed by Captain Archer and the crew of the *Enterprise NX-01*, Ver'sal gathered many of the forces loyal to the dead leader and hid in a remote corner of the Alpha Quadrant. He realized that a key mistake was showing themselves and he put himself and his crew into cryostasis to wait for an opportune time for their revenge.

Now Commander Ver'sal has found it. As the Federation lies on the brink of all-out war with the Dominion, Ver'sal and his followers have awoken and begin to sew the seeds of distrust among the allies of the Alpha and Beta Quadrants. Disguised as

members of other species, the Na'khul agents are trying to stop the alliance between the Federation, Klingons, and Romulans that defeats the Dominion in the timeline they came from. Instead, they want to see the Federation broken by the Dominion's fleets and the future of the Temporal Accords destroyed.

By waiting in stasis from the 20th century to the 24th they avoid the sort of temporal ripples that would alert the Federation of the 29th century that they are meddling in the past, hopefully buying enough time to complete their mission before their enemies from the future can stop them. Of course, there is still the Federation of this century to deal with and the species that make up the UFP are nothing if not persistent and frustrating.

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: Na'khul, Time Traveler

Stress: 12 **Resistance:** 0

VALUES:

- **A Small Action Now Can Have a Huge Impact On the Future**
- **Never Trust the Federation** (Major NPC)

ATTACKS:

- **Unarmed Strike** (Melee, 3♣ Knockdown, 1H, Non-lethal)
- **Plasma Pistol** (Ranged, 5♣, Vicious 2, Deadly, 1H)
- **Escalation Plasma Rifle** (Ranged, 6♣, Vicious 2, Accurate, Deadly, 2H)

ATTRIBUTES

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

SPECIAL ABILITIES

- **Bargain:** When arguing with someone during Social Conflict, Ver'sal may re-roll a d20 on his next *Persuade* or *Intimidate* Task. If the Social Conflict is an Extended Task, he gains the *Progression 1* (core rulebook p. 91) benefit.
- **Plan of Action:** When an ally succeeds at a Task that was made possible or had reduced Difficulty because of an Advantage created by Ver'sal, the ally generates two two bonus Threat. This Advantage must represent planning or forethought.
- **Ruthless and Determined:** Commander Ver'sal may spend 2 Threat to gain the effects of a point of Determination.
- **Supreme Authority:** Whenever a Na'khul under Ver'sal's command attempts a Task to resist persuasion or intimidation, Ver'sal may spend 1 Threat to allow that Na'khul to re-roll, even if Ver'sal is not present in that scene himself.

DISCIPLINES

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

FOCUSES:

- **Directing Subordinates**
- **Planning**
- **Starship Tactics** (Major NPC)
- **Intimidation** (Major NPC)