

SELA

(Major NPC)

Commander Sela is the daughter of an alternate timeline's Tasha Yar and her Romulan captor, a general. She has often plotted against the Federation and the Klingon Empire.

Traits: Romulan, Human

Attributes

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

Disciplines

Command	Conn	Security	Engineering	Science	Medicine
5	1	4	2	2	2

Focuses: Diplomacy, Intelligence, Leadership, Programming, Strategy

Values: Everything that was human in me died with my mother. All that's left is Romulan.

Humans have a way of showing up when you least expect them.

I hate Vulcans. I hate the logic, I hate the arrogance.

Your dream of reunification is not dead. It will simply take a different form.

Stress: 15 **Resistance:** 0

Attacks:

- Unarmed Strike (Melee, 5▲, Nonlethal, Knockdown, 1H)
- Dagger (Melee, 5▲, Vicious 1, Deadly, Hidden 1, 1H)
- Disruptor Pistol (Ranged, 7▲ Vicious 1, 1H)
- *Escalation:* Disruptor Rifle (Ranged, 7▲ Vicious 2, Accurate, 1H)

Special Rules

Guile and Cunning: When attempting to remain hidden or unnoticed, Sela may spend one Threat to increase the Difficulty of enemy Tasks to detect her by one.

Ruthless and Determined: Sela may spend 2 Threat to gain the effects of a point of Determination, rather than the normal 3.

Supervising Operative: Whenever one of Sela's subordinates attempts a Task to resist persuasion, intimidation, or interrogation, Sela may spend two Threat to allow that Romulan to roll as if they had the benefit of her assistance using **Control + Command**, even if she is not present in the scene herself.

Wary: Whenever Sela attempts a Task to notice or detect an enemy or hazard, Sela may re-roll one d20.



*Homebrew version
by Gerdie Grossberg*