

SANTARI COHORT SOLDIER [MINOR NPC]

Santari Cohort Soldiers are the rank and file of the Santari space fleet. They are displaced Humans from ancient Rome, moved by a Q-like being called Santarus, and have retained much of the Roman culture. They do not use warp drive, but instead employ Hyperdrives. They abhor cybernetics.

TRAITS: Santari (Human)

ATTRIBUTES

CONTROL	10	FITNESS	09	PRESENCE	08
DARING	10	INSIGHT	07	REASON	07

DISCIPLINES

COMMAND	00	SECURITY	02	SCIENCE	01
CONN	02	ENGINEERING	01	MEDICINE	00

STRESS: 11

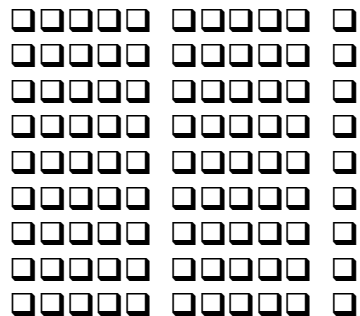
RESISTANCE: 1 (Body Armor)

ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Tsaran Laser Pistol (Ranged, 5▲, Size 1H)

SPECIAL RULES:

- **Santari Cohort Training:** The Santari Cohort Soldier has been trained to battle side-by-side. A Santari Cohort Soldier in the same zone as another Santari Cohort Soldier may Keep The Initiative for 0 Threat. This does not apply to ship combat.
- **Bold (Security):** As the Talent.



SANTARI CENTURION [NOTABLE NPC]

The Santari Centurion are the military leaders of the Santari fleet forces.

TRAITS: Santari (Human)

ATTRIBUTES

CONTROL	11	FITNESS	08	PRESENCE	09
DARING	09	INSIGHT	09	REASON	08

DISCIPLINES

COMMAND	03	SECURITY	02	SCIENCE	00
CONN	01	ENGINEERING	02	MEDICINE	01

FOCUSES: Composure, Leadership, Strategy/Tactics

STRESS: 10

RESISTANCE: 1 (Body Armor)

ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Tsaran Laser Rifle (Ranged, 6▲, Size 2H)

SPECIAL RULES:

- **Battle Formations:** The Santari Centurion has trained his soldiers to use battle formations on the battlefield. Area attacks that hit Santari under a Centurion's command may affect at most one other Santari at Close range.
- **Vengeance:** The Santari Centurion may add Vicious 1 to any attacks against someone who has injured another Santari during this combat.

