

# LETHEAN KILLER-FOR-HIRE

Notable NPC

Avoid an Injury once per Scene only (2 Momentum/Threat) [Core, p.311]



STRESS 12 RESISTANCE 0

### FOCUSES

- Telepathic Attack, Intimidation, Interrogation
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CONTROL 9	COMMAND 3
DARING 11	CONN 1
FITNESS 10	SECURITY 2
INSIGHT 10	ENGINEERING 1
PRESENCE 8	SCIENCE 0
REASON 7	MEDICINE 2

### VALUES

My Skills...For A Price

### SPECIES STAT MOD

Control +1, Daring +1, Insight +1

### TRAITS

Lethan

If a Main Character is attacked by Lethan telepathy and cannot pay Momentum/Determination to Avoid an Injury, they may ask the GM for the chance to fight for their life in a scenario that represents their mind. This adds 6 Threat back to the pool. Other players play aspects of the victim's inner voices as themselves, and cannot use Momentum or add to the Threat pool. The GM may run a scenario like in the DS9 episode 'Distant Voices', or create a new winning condition to survive the deadly telepathic assault.

### ATTACKS ( ♦ = Escalation)

Unarmed Strike (Melee, 3 ▲, Knockdown, 1H, Non-lethal)

♦ Dagger (Melee, 4 ▲ Vicious 1, 1H, Deadly, Hidden 1)

Disruptor Pistol (Ranged, 5 ▲ Vicious 1, 1H)

Telepathic Attack (Melee, 6 ▲, Vicious 1, Intense,

Deadly, Debilitating, Cumbersome, 2H)

### SPECIAL RULES

♦ LETHEAN TELEPATHY: Talent Telepath (see page 105 of the Core Rulebook), but only at Reach range. In addition, may make a lethal telepathic attack as follows:

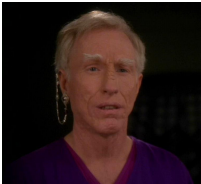
- 1) succeed at an Opposed melee attack, within Reach of intended target.
- 2) See Telepathic Attack under weapons.
- 3) Once the melee attack succeeds, spend 6 points of Threat to activate the telepathic attack.
- 4) See notes above concerning how Main Characters may try to avert death. ♦

♦ FEARSOME ASPECT: When trying to intimidate someone, the Lethan may reroll the dice pool. ♦

# BAJORAN RANJEN

Notable NPC

Avoid an Injury once per Scene only (2 Momentum/Threat) [Core, p.311]



STRESS 7 RESISTANCE 0

### FOCUSES

- Bajoran Religion, Oratory, Meditation
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CONTROL 9	COMMAND 3
DARING 9	CONN 2
FITNESS 7	SECURITY 0
INSIGHT 11	ENGINEERING 1
PRESENCE 9	SCIENCE 1
REASON 9	MEDICINE 2

### VALUES

Seek Guidance From the Prophets

### SPECIES STAT MOD

Control +1, Daring +1, Insight +1

### TRAITS

Bajoran

A Ranjen is a monk in the Bajoran faith who is ranked below a Vedek but above a Prylar.

### ATTACKS ( ♦ = Escalation)

Unarmed Strike (Melee, 3 ▲, Knockdown, 1H, Non-lethal)

### SPECIAL RULES

♦ IT IS THE WILL OF THE PROPHETS: The Bajoran Ranjen may reroll all d20s for a single Task once per Scene, but must reroll all dice and accept the results. ♦

♦ SENSE THE PAGH: If the Bajoran Ranjen is allowed to squeeze someone's ear to sense their pagh, that person may choose a Task they perform in the adventure with a Difficulty of 0 to gain 1 bonus Momentum that cannot be saved in the group Momentum pool. The Bajoran Ranjen may only grant this boon once per mission. ♦