

## IKAARAN CREWMAN

Minor NPC

Cannot Avoid an Injury [Core, p.311]



**STRESS 7**      **RESISTANCE 0**

### FOCUSES

None

<b>CONTROL 9</b>	<b>COMMAND 2</b>
<b>DARING 7</b>	<b>CONN 2</b>
<b>FITNESS 7</b>	<b>SECURITY 0</b>
<b>INSIGHT 9</b>	<b>ENGINEERING 1</b>
<b>PRESENCE 10</b>	<b>SCIENCE 0</b>
<b>REASON 9</b>	<b>MEDICINE 1</b>

### VALUES

None

### SPECIES STAT MOD

Control +1, Insight +1, Presence +1

### TRAITS

Ikaaran

### ATTACKS ( ♦ = Escalation)

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

Phase Pistol (Ranged, 3 ▲, 1H)

### SPECIAL RULES

- ♦ **A WELCOMING NATURE:** -1 Difficulty on Social Tasks with alien species, where the Ikaaran does not use intimidation or deceit. ▶
- ♦ **KEEP OUR TECH WORKING:** When working with tech they are familiar with, one repair Task per mission by the Ikaaran Crewman is at -1 Difficulty (not cumulative). This applies only to the first Task attempted in an Extended Task. Up to a maximum of 3 Ikaaran Crewmen may use this ability in any one mission. ▶

## LOQUE'EQUE VIRUS VICTIM

Notable NPC

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



**STRESS 13**      **RESISTANCE 0**

### FOCUSES

Melee Combat, Climbing, Survival

<b>CONTROL 10</b>	<b>COMMAND 2</b>
<b>DARING 11</b>	<b>CONN 1</b>
<b>FITNESS 10</b>	<b>SECURITY 3</b>
<b>INSIGHT 9</b>	<b>ENGINEERING 1</b>
<b>PRESENCE 8</b>	<b>SCIENCE 0</b>
<b>REASON 5</b>	<b>MEDICINE 2</b>

### VALUES

Must Return to Urquat

### SPECIES STAT MOD

Daring +2, Fitness +1, Insight +1, Reason -2

### TRAITS

Loque'eque, Mutagenic Virus Carrier

The mutagenic virus acts within minutes. Vulcans are immune to it. Memories are replaced by genetic memory, and the only language spoken is Loque'eque.

### ATTACKS ( ♦ = Escalation)

Unarmed Strike (Melee, 4 ▲, Knockdown, 1H, Non-lethal)

Improvised Bludgeon (Melee, 6 ▲, Debilitating, 1H)

Hurled Item (Ranged, 5 ▲ Intense, 1H, Grenade)

### SPECIAL RULES

- ♦ **CONTAGIOUS:** Can spread the Loque'eque mutagenic virus through the air. See Loque'eque article at [continuingmissionsta.com](http://continuingmissionsta.com). ▶
- ♦ **AUGMENT ABILITY (FITNESS):** Each Task using Fitness gains 1 automatic success, but the Complication Range of the roll is increased by 2. ▶
- ♦ **MUTAGENIC MENACE:** When the mutagenic virus creates a new Loque'eque, add 1 Threat per Loque'eque created (to a maximum of 4 Threat per Scene.) ▶