

TALARIAN WARRIOR

Minor NPC

Cannot Avoid an Injury [Core, p.311]



STRESS 12 **RESISTANCE 1**

FOCUSES

• None

CONTROL 10

DARING 9

FITNESS 10

INSIGHT 7

PRESENCE 7

REASON 8

COMMAND 0

CONN 2

SECURITY 2

ENGINEERING 1

SCIENCE 0

MEDICINE 1

VALUES

• None

SPECIES STAT MOD

Control +1, Daring +1, Fitness +1

TRAITS

• Talarian

Uniform provides 1 Resistance.

ATTACKS (♦ = Escalation)

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

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

♦ Disruptor Rifle (Ranged, 6 ▲ Vicious 1, 2H, Accurate)

SPECIAL RULES

• **ENDURE THE PAIN:** Reduce non-lethal damage against the Talarian by 2. This is unaffected by Piercing. ▶

• **SHARING VICTORY :** When a Talarian succeeds in a Task, the next Talarian in the initiative order, if performing a Task, may re-roll a d20 in their pool at no cost. ▶

TALARIAN OFFICER

Notable NPC

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



STRESS 11 **RESISTANCE 1**

FOCUSES

• Competitions and Challenges, Energy Weapons, Strategy/Tactics

CONTROL 10

DARING 11

FITNESS 9

INSIGHT 7

PRESENCE 9

REASON 8

COMMAND 3

CONN 2

SECURITY 2

ENGINEERING 1

SCIENCE 1

MEDICINE 0

VALUES

• The Weak Die Quickly

SPECIES STAT MOD

Control +1, Daring +1, Fitness +1

TRAITS

• Talarian

Uniform provides 1 Resistance.

ATTACKS (♦ = Escalation)

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

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

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SPECIAL RULES

• **ENDURE THE PAIN:** Reduce non-lethal damage against the Talarian by 2. This is unaffected by Piercing. ▶

• **SHARING VICTORY :** When a Talarian succeeds in a Task, the next Talarian in the initiative order, if performing a Task, may re-roll a d20 in their pool at no cost. ▶

• **GUERRILLA MANEUVERS:** The Talarian Officer may Create an Advantage once per adventure for free, representing a pre-arranged strategy, such as a rigged explosion or ambush. Such an explosion is treated as (Ranged, 5 ▲ Area). ▶