

NA'KHUL AGENT

Notable NPC

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



STRESS 10

RESISTANCE 0

FOCUSES

Temporal Cold War, Stealth, Energy Weapons

CONTROL 10

COMMAND 1

DARING 8

CONN 0

FITNESS 8

SECURITY 2

INSIGHT 7

ENGINEERING 3

PRESENCE 11

SCIENCE 2

REASON 10

MEDICINE 1

VALUES

We Extend Our Will Across Time

SPECIES STAT MOD

Control +1, Presence +1, Reason +1

TRAITS

Na'khul

ATTACKS (♦ = Escalation)

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

Plasma Pistol (Ranged, 5 ▲ Intense, 1H, Deadly)

♦ Plasma Rifle (Ranged, 6 ▲ Intense, 2H, Accurate, Deadly)

SPECIAL RULES

- ♦ **DISGUISE:** Na'khul Agents are able to use advanced technology to allow them to take on the appearance of another species. They have the Advantage 'Alien Appearance and Bio-Signs 2', making it difficult to detect their true species unless countered somehow. ▶
- ♦ **MENACING 2:** The Na'khul Agent's knowledge of the future and advanced technology makes them formidable and dangerous opponents. Add 2 to the Threat Pool when a Na'khul Agent appears. This is cumulative with each Agent. ▶

NA'KHUL TECHNICIAN

Minor NPC

Cannot Avoid an Injury [Core, p.311]



STRESS 8

RESISTANCE 0

FOCUSES

Time Travel Devices, Diagnostics, Bioweapons

CONTROL 10

COMMAND 0

DARING 7

CONN 1

FITNESS 8

SECURITY 0

INSIGHT 8

ENGINEERING 2

PRESENCE 8

SCIENCE 2

REASON 10

MEDICINE 1

VALUES

SPECIES STAT MOD

Control +1, Presence +1, Reason +1

TRAITS

Na'khul

ATTACKS (♦ = Escalation)

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

Plasma Pistol (Ranged, 3 ▲ Intense, 1H, Deadly)

♦ Plasma Rifle (Ranged, 4 ▲ Intense, 2H, Accurate, Deadly)

SPECIAL RULES

- ♦ **DISGUISE:** Na'khul Technician are able to use advanced technology to allow them to take on the appearance of another species. They have the Advantage 'Alien Appearance and Bio-Signs 2', making it difficult to detect their true species unless countered somehow. ▶
- ♦ **FUTURE TECH:** The Na'khul Technician is an expert in replicating devices from the future. At the start of a Scene, the Na'khul Technician may create a 'Future Tech' Advantage that applies to a single device in the Scene. ▶