

# NAKOTTI

**Saurian**

**Male**

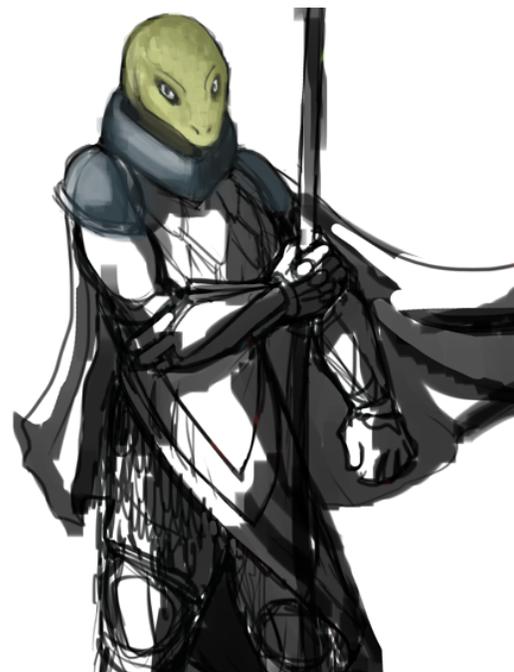
**Civilian**

## Biography

Saurian brandy is known throughout the Beta Quadrant, prized as a luxury drink and bought by colonists and Starfleet officers alike. Few ships in Starfleet don't have at least one bottle on hand for special occasions, even if that means celebrating after a hard-fought battle. The Saurians have been part of the Federation for some time but they still carry an exotic and strange air, especially from their most famous export.

The Saurian merchant Nakotti leverages this for all its worth to pass off all sorts of shady knick-knacks to the curious and naïve. He first came to the attention of Starfleet for selling "Saurian healing lizards" on several Federation worlds to "lick toxins and other degenerative substances from their owners." In reality the lizards are a common household pest on his homeworld and Nakotti relied on a portable sonic massager to make his targets feel better and clinch the sale.

Since then, Nakotti has sold "ancient reptilian totems," "Saurian fertility charms," membership to the "Ancient Order of the Amber Pendant," and (of course) fake Saurian brandy, all of which are pure inventions of his unscrupulous mind. Multiple arrest warrants exist for Nakotti but he has proven even better at lying low than he has at selling fake goods. He has a number of aliases as well so many Federation vessels have dealt with him as a local guide or merchant and not known who he was until after the transaction, if they ever realize.



## Nakotti in the 24<sup>th</sup> Century

While the sleazy merchant is something you'd expect more in the high-adventure feel of the original series, Nakotti works just as well in the 24<sup>th</sup> century. He could introduce a dangerous substance to the crew, carry illegal weapons to enemies of the Federation, or smuggle goods (or people) across the Neutral Zone. Perhaps his best use in a 24<sup>th</sup> century game, however, is as an information broker and a "grey hat" that the PCs sometimes work with and sometimes work against. Whether the Cardassians, the Dominion, the Tzenkethi, or someone else at odds with the Federation during this period, Nakotti can provide information to Starfleet through unorthodox channels and potentially give them details that could save lives. The players should be wary, though: he's just as eager to sell *their* secrets to the enemy.

## Statistics

Use the following statistics for a Notable or Major version of this character. The statistics note what changes are necessary for a Major NPC.

**TRAIT:** Saurian, Merchant

**Stress:** 10    **Resistance:** 0

### VALUES:

- **If No One Knows They've Been Cheated, What's the Harm?**
- **Sure I Can Get You That... For a Price** (Major NPC)

### ATTACKS:

- **Unarmed Strike** (Melee, 2♣ Knockdown, 1H, Non-lethal)
- **Phaser type-I** (Ranged, 3♣, 1H, Charge, Hidden)
- **Escalation Phaser type-II** (Ranged, 4♣, 1H, Charge)

### ATTRIBUTES

Control	12	Daring	11
Fitness	9	Insight	11
Presence	12	Reason	8

### SPECIAL ABILITIES

- **Resilient Frame:** A Saurian's scaly skin makes him particularly durable and hardy. Whenever Nakotti successfully Avoids an Injury, roll 1♣. If an Effect is rolled, he immediately regains the ability to Avoid Injury.
- **Bargain:** When negotiating an offer with someone during Social Conflict, Nakotti may re-roll a d20 on his next Persuade Task to convince that person. If the Social Conflict involves an Extended Task, he gains the Progression 1 benefit when he rolls his Challenge Dice.
- **Cold Reading:** While he prefers to enter situations with a lot of planning, Nakotti is also fast on his feet. Succeeding at a Task during Social Conflict generates one bonus Threat for Nakotti which must be used for the Obtain Information Threat Spend to gain knowledge about an individual on the other side of the interaction. If the Social Conflict involves an Extended Task, Nakotti gains the Scrutinize 1 benefit when rolling Challenge Dice.

### DISCIPLINES

Command	03	Conn	02
Security	01	Engineering	01
Science	01	Medicine	01

For Major NPC add +1 to Conn, Engineering, Security, and Science.

### FOCUSES:

- **Negotiations**
- **Brandy Production**
- **Deceiving** (Major NPC)
- **Smuggling** (Major NPC)