

STAR TREK ADVENTURES - Non-Player Characters

Romulan Commander Sela [Major NPC]

Commander Sela is the daughter of an alternate timeline's Tasha Yar and her Romulan captor, a general. She has often plotted against the Federation and the Klingon Empire.

TRAITS: Human, Romulan, temporal paradox

VALUES:

- Everything that was human in me died with my mother. All that's left is Romulan.
- Humans have a way of showing up when you least expect them.
- I hate Vulcans. I hate the logic, I hate the arrogance.
- Your dream of reunification is not dead. It will simply take a different form.

ATTRIBUTES

CONTROL	09	FITNESS	07	PRESENCE	10
DARING	08	INSIGHT	10	REASON	11

DISCIPLINES

COMMAND	05	SECURITY	04	SCIENCE	02
CONN	01	ENGINEERING	02	MEDICINE	02

FOCUSES: Diplomacy, Intelligence, Leadership, Programming, Strategy

SPECIAL RULES:

- **Guile and Cunning:** When attempting to remain hidden or unnoticed, Sela may spend one Threat to increase the Difficulty of enemy Tasks to detect her by one.
- **Ruthless and Determined:** Sela may spend 2 Threat to gain the effects of a point of Determination, rather than the normal 3.
- **Supervising Operative:** Whenever one of Sela's subordinates attempts a Task to resist persuasion, intimidation, or interrogation, she may spend two Threat to allow that Romulan to roll as if they had the benefit of her assistance using Control + Command, even if she is not present in the scene herself.
- **Wary:** Whenever Sela attempts a Task to notice or detect an enemy or hazard, she may re-roll one d20.

STRESS: 13

RESISTANCE: 0



ATTACKS:

- **Unarmed Strike**
(Melee, 5▲, Non-lethal, Knockdown, 1H)
- **Dagger**
(Melee, 5▲, Vicious 1, Deadly, Hidden 1, 1H)
- **Disruptor Pistol**
(Ranged, 7▲ Vicious 1, 1H)
- **Escalation:** Disruptor Rifle
(Ranged, 8▲ Vicious 2, Accurate, 2H)