

YULANA OXILA; LIEUTENANT, INTELLIGENCE OFFICER

Yulana is a daughter of the prominent Betazoid House of Oxila. Her mother was one of several diplomats who helped form a trade agreement with the Ferengi. Her career in Starfleet started in as a starship medical officer. To this day she still has a habit of carrying a hypospray, just in case.

TRAITS: Betazoid, Telepath

VALUES:

Daughter of the House of Oxila

One must always be prepared

A healthy mind and body are important

Far from home, and I like it that way

ATTRIBUTES

Control	10	Fitness	08	Presence	11
Daring	08	Insight	10	Reason	09

DISCIPLINES

Command	03	Security	03	Science	03
Conn	02	Engineering	01	Medicine	04

FOCUSES: Composure, Demolitions, General Medicine, Leadership, Psychiatry, Xenobiology

TALENTS

Telepath: You can sense the surface thoughts and emotions of most living beings nearby, and can communicate telepathically with other empaths and telepaths, as well as those with whom you are extremely familiar. Surface thoughts are whatever a creature is thinking about at that precise moment. The character cannot choose not to sense the emotions or read the surface thoughts of those nearby, except for those who are resistant to telepathy. It will require effort and a Task to pick out the emotions or thoughts of a specific individual in a crowd, to search a creature's mind for specific thoughts or memories, or to block out the minds of those nearby. Unwilling targets may resist with an Opposed Task.

Studious: Whenever you spend one or more Momentum to Obtain Information, you may ask one additional question (in total, not per Momentum spent on Obtain Information).

First Response: Whenever you attempt the First Aid Task during combat, you gain a bonus d20. Further, you may always Succeed at a Cost, with each Complication you suffer adding +1 to the Difficulty of healing the patient's Injury subsequently.

Heart, Body and Mind: Whenever you Assist a character with the Recover Combat Task, you gain 1 bonus Momentum that can only be spent on the active character to recover Stress.

DETERMINATION: (Start with 1) OOO

STRESS: OOOOOOOOOOO

RESISTANCE: 0

ATTACKS

Unarmed Strike (Melee, Sec+4Λ, Knockdown, Size 1H, Non-Lethal)

Type-2 Phaser (Ranged, Sec+6Λ, Size 1H, Charge)

EQUIPMENT: Hypospray, Tricorder, Communicator

