

BREEN VEL'SH

[NOTABLE NPC]

Acting as captains of smaller Breen ships or XO's of capital ships, Vel'sh are experience officers.

TRAITS: Breen, Military Officer

VALUES: Serve the Confederacy

ATTRIBUTES

CONTROL 10

FITNESS 10

PRESENCE 07

DARING 09

INSIGHT 07

REASON 09

DEPARTMENTS

COMMAND 01

SECURITY 02

SCIENCE 00

CONN 01

ENGINEERING 02

MEDICINE 01

FOCUSES: Military Tactics, Security Systems, Small Unit Coordination

STRESS: 11

ATTACKS:

- Unarmed Strike (Melee, 3♣, Knockdown, Size 1H, Non-lethal)
- Dagger (Melee 3♣, Vicious 1, Size 1H, Deadly, Hidden 1)
- Polaron Disruptor Pistol (Range Long, 5♣, Vicious 1, Size 1H)

SPECIAL RULES:

- Cryonic Grenade:** (Ranged Long, 4♣, Area, Size 1 H, Escalation 1) This grenade causes a freezing cloud to cling to the target and ground. Creatures damaged by this grenade are considered grappled (*Star Trek Adventures Core Rulebook* p.175).
- Immune to Cold**
- Vulnerable Strike:** When the Vel'sh hits a grappled creature, they deal an extra 2♣ damage.

