

REPTILIAN COMMANDER

[MAJOR NPC]

Only the most dedicated and determined Reptilians rise to the rank of commander, having to continually prove themselves worthy of leadership. As the Reptilians were naturally belligerent, a strong will is required to maintain order and enforce discipline. Because displaying weakness meant losing their command, Reptilian commanders had little respect for species who value compassion or diplomacy.

TRAITS: Xindi-Reptillian, Commanding Officer

VALUES:

- Act First or Die First
- Maintain Order at all Costs
- Anything For My People
- Reptilians are the Supreme Xindi

ATTRIBUTES

CONTROL 10 FITNESS 10 PRESENCE 11

DARING 10 INSIGHT 10 REASON 08

DEPARTMENTS

COMMAND 04 SECURITY 04 SCIENCE 02

CONN 03 ENGINEERING 02 MEDICINE 01

FOCUSES: Composure, Interrogation, Small Arms, Xindi-History

STRESS: 14

ATTACKS:

- Unarmed Strike (Melee, 5♣, Knockdown, Size 1H, Non-lethal)
- Blade (Melee 6♣, Vicious 1, Size 1H, Deadly)
- Disruptor Pistol (Range, 7♣, Vicious 1, Size 1H)

SPECIAL RULES:

- Aggressive Strikes:** When the commander attempt a Melee Attack, they generate 1 bonus Threat that can't be saved.
- Menacing:** When the Reptilian Commander enters a scene immediately add a point to the Threat pool.
- Staggering Blow:** When the commander succeeds on a Melee Attack, they can spend 1 Threat. If they do so, the difficulty of the next Task attempted by the attack's target increase by 1.
- Stun Resistance:** The commander has+ 1 Resistance against

Non-lethal attacks from energy weapons and may always Avoid an Injury from a Non-lethal attack with a cost of 1 Threat (Immediate), even if they have already Avoided an Injury during the scene.

- Suicide Gland:** Reptilian officers are surgically implanted with a gland that kills rather than allow the soldier to be captured. If the Reptilian begins their turn with an injury, they can choose to die.

