

# 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-Reptilian, 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.

