

XINDI-INSECTOID

[NOTABLE NPC]

The short lives of Xindi-Insectoids leaves little time for individual exploration and introspection, so all hatchlings receive much the same education. With the absence of a hierarchy, all crew member on a ship are generalists: all crew are trained in multiple disciplines and able to make repairs or operate their vessel's weaponry.

TRAITS: Xindi-Insectoid

VALUES: Guard the Clutch and Preserve the Xindi

ATTRIBUTES

CONTROL 10

FITNESS 09

PRESENCE 07

DARING 09

INSIGHT 07

REASON 09

DEPARTMENTS

COMMAND 01

SECURITY 02

SCIENCE 02

CONN 01

ENGINEERING 03

MEDICINE 00

FOCUSES: Entomology, Energy Systems, Starship Engineering

STRESS: 11

ATTACKS:

■ Unarmed Strike (Melee, 3♣, Knockdown, Size 1H, Non-lethal)

■ Disruptor Pistol (Ranged, 5♣, Vicious 1, Size 1H)

SPECIAL RULES:

■ **Collaborative Construction:** When an ally of the Insectoid attempts a Task using Engineering, the Insectoid may spend 1 Threat (Immediate) to allow them to use its Engineering score and one of its Focuses.

■ **Protective Instinct:** Whenever the Insectoid attempts the Guard Task in combat, and confers the benefits to another Main Character, Notable NPC, or Major NPC, ignore the increase in Difficulty when attempting the Task.

