

# THOLIAN CAPTAIN

## [MAJOR NPC]

Commanding Tholian starships and leading away missions, Tholian Captains are comparable to their Starfleet counterparts in terms of skill, dedication, and loyalty. They are dedicated to the expansion and defense of the Tholian Assembly, guarding its borders from the strange soft-bodied aliens that inhabit much of the galaxy.

**TRAITS:** Tholian

**VALUES:**

- We All Serve the Tholian Queen
- First One In, Last One Out
- Six Legs Good, Two Legs Bad

## ATTRIBUTES

CONTROL 08

FITNESS 10

PRESENCE 10

DARING 09

INSIGHT 09

REASON 10

## DEPARTMENTS

COMMAND 04

SECURITY 02

SCIENCE 03

CONN 02

ENGINEERING 03

MEDICINE 02

**FOCUSES:** Crystal Resonance, Fleet Tactics, Interstellar Law  
Tholian Politics

**STRESS:** 12

**Resistance:** 2 (Crystalline exoskeleton)

**ATTACKS:**

- Unarmed Strike (Melee, 3♣, Piercing 1, Size 1H)
- Radiation Burst (Ranged 5♣, Vicious 1, Size 1H)

**SPECIAL RULES:**

● **Commanding Officer:** When taking the Assist or Direct task, the Tholian Captain re-rolls any Complications rolled by them or their subordinate on that task.

● **Menacing**

● **Relentless:** As a Minor Action, the Tholian Captain can bolster themselves. They roll 5♣, and regain Stress equal to the result. They can use only do so once per mission.

● **Tough** (Talent)

