

# THOLIAN SCOUT

## [MINOR NPC]

Clad in heavy encounter suits to protect them from the inhospitably cold atmospheres, Tholian Scouts investigate worlds other sentient species find comfortable. They evaluate planets for their usefulness to the Assembly, looking for unique minerals or chemical compounds.

**TRAITS:** Tholian, Environment Suit

## ATTRIBUTES

CONTROL 09

FITNESS 09

PRESENCE 07

DARING 08

INSIGHT 08

REASON 07

## DEPARTMENTS

COMMAND 00

SECURITY 02

SCIENCE 01

CONN 02

ENGINEERING 01

MEDICINE 00

**FOCUSES:** Inhospitable Terrain, Mineralogy, Xenobiology

**STRESS:** 11

**Resistance:** 4 (Crystalline exoskeleton, EV suit)

### ATTACKS:

■ Unarmed Strike (Melee, 3♣, Piercing 1, Size 1H)

■ Wrist-mounted Disruptor (Ranged 4♣, Vicious 1, Size 1H)

### SPECIAL RULES:

■ **Geologist:** When examining minerals or rocky terrain, the Tholian scout rolls a bonus d20.

