

ARKARIAN MERCENARY

Notable NPC

CONTINUING
MISSION
5TH

ATTRIBUTES

CONTROL 11

FITNESS 09

PRESENCE 07

DARING 10

INSIGHT 07

REASON 09

DEPARTMENTS

COMMAND 01

ENGINEERING 02

MEDICINE 00

CONN 01

SECURITY 03

SCIENCE 02



STATS

TRAITS: Arkarian, Mercenary

VALUE: Deceit is necessary for profit

PROTECTION: 0

ATTACKS

Unarmed Strike: Melee, Stun 2, Size 1H

Disruptor Rifle: Ranged, Deadly 5, Size 2H,
Accurate, Intense

FOCUSES

- Heist
- Hostage-Taking

SPECIAL RULES

- **INFILTRATION PROFICIENCY:** When performing a task to conceal an item or an action, the first bonus d20 is free for the Arkarian Mercenary.
- **TACTICAL GUIDANCE:** Whenever the Arkarian Mercenary assists another NPC using Security, they may re-roll their d20.

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Personal Threat

BOSLIC FREIGHTER OFFICER

Notable NPC



ATTRIBUTES

CONTROL 11

FITNESS 08

PRESENCE 10

DARING 10

INSIGHT 08

REASON 07

DEPARTMENTS

COMMAND 02

ENGINEERING 01

MEDICINE 00

CONN 03

SECURITY 02

SCIENCE 01



STATS

TRAITS: Boslic, Freight Officer

VALUE: Delays are unacceptable

PROTECTION: 0

ATTACKS

Unarmed Strike: Melee, Stun 2, Size 1H

Disruptor Pistol: Ranged, Deadly 4, Size 1H, Intense

FOCUSES

- Smuggling
- Barter

SPECIAL RULES

- **CONSTANTLY WATCHING:** Core, p.149.
- **DEVIOS AND UNTRUSTWORTHY:** If Yridians are involved, things may get treacherous. When a Yridian Free Agent enters the scene, immediately add 3 Threat. This effect may only apply once regardless of how many other Yridian Free Agents are encountered during the mission.

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Personal Threat

CAITIAN ROGUE

Notable NPC

CONTINUING
MISSION
STAR

ATTRIBUTES

CONTROL 10

FITNESS 08

PRESENCE 09

DARING 09

INSIGHT 10

REASON 08

DEPARTMENTS

COMMAND 02

ENGINEERING 01

MEDICINE 00

CONN 03

SECURITY 02

SCIENCE 01



STATS

TRAITS: Caitian, Rogue

VALUE: Being sly is an instinct

PROTECTION: 0

ATTACKS

Unarmed Strike: Melee, Stun 2, Size 1H

Phaser Type-1: Ranged, Stun/Deadly 3, Size 1H, Hidden 1, Charge

Dagger: Melee, Deadly 2, Size 1H, Hidden 1

FOCUSES

- Cheat
- The Underbelly of Society

SPECIAL RULES

- **PREHENSILE TAIL (MULTI-LIMBED):** Core, p.352.
- **FELINE GRACE:** When piloting or when engaged in a physical activity involving balance or climbing, the first bonus d20 is free for the Caitian Rogue.

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Personal Threat

CARDASSION OPPRESSOR

Notable NPC

CONTINUING
MISSION
STAR

ATTRIBUTES

CONTROL 11

FITNESS 08

PRESENCE 10

DARING 09

INSIGHT 07

REASON 09

DEPARTMENTS

COMMAND 01

ENGINEERING 02

MEDICINE 01

CONN 02

SECURITY 03

SCIENCE 00



STATS

TRAITS: Cardassian, Soldier

VALUE: Never relinquish power

PROTECTION: 1

ATTACKS

Unarmed Strike: Melee, Stun 2, Size 1H

Disruptor Pistol: Ranged, Deadly 4, Size 1H, Intense

Escalation 1 Disruptor Rifle: Ranged, Deadly 5, Size 2H, Accurate, Intense

FOCUSES

- Interrogation
- Ranged Energy Weapons

SPECIAL RULES

- **HEALTHY SUSPICIONS:** Core, p.104.
- **FIRE AT WILL:** Core, p.161.
- **LOYAL:** Core, p.358.

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Personal Threat

GORN ENFORCER

Notable NPC

CONTINUING
MISSION
51A

ATTRIBUTES

CONTROL 10

FITNESS 10

PRESENCE 07

DARING 09

INSIGHT 07

REASON 09

DEPARTMENTS

COMMAND 01

ENGINEERING 02

MEDICINE 01

CONN 01

SECURITY 02

SCIENCE 00



STATS

TRAITS: Gorn, Mercenary

VALUE: Latum buys loyalty

PROTECTION: 1 (Scales)

ATTACKS

Unarmed Strike: Melee, Stun 2, Size 1H

Blade: Melee, Deadly 3, Size 1H

Disruptor Pistol: Ranged, Deadly 4, Size 1H,
Intense

FOCUSES

- Handheld Disruptors
- Intimidation
- Self-Control

SPECIAL RULES

- **FAST RECOVERY:** Core, p.350.
- **RESILIENT:** Core, p.352.

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Personal Threat

ILLYRIAN COLONIST

Notable NPC

CONTINUING
MISSION
STAR

ATTRIBUTES

CONTROL 08

FITNESS 10

PRESENCE 09

DARING 07

INSIGHT 09

REASON 11

DEPARTMENTS

COMMAND 02

ENGINEERING 01

MEDICINE 03

CONN 01

SECURITY 00

SCIENCE 02



STATS

TRAITS: Illyrian, Genetically-Engineered
VALUE: Adapt our bodies, not the planet
PROTECTION: 0

ATTACKS

Unarmed Strike: Melee, Stun 2, Size 1H
Phaser Type-1: Ranged, Stun/Deadly 3, Size 1H, Hidden 1, Charge
Escalation 1 Phaser Type-2: Ranged, Stun/Deadly 4, Size 1H, Charge

FOCUSES

- Genetic Engineering
- Diplomacy

SPECIAL RULES

- **ILLYRIAN IMMUNE SYSTEM:** When resisting disease, and buying additional d20s with Threat, the Illyrian Colonist may re-roll a single d20.
- **AUGMENTED STRENGTH:** When performing a feat of strength, the first bonus d20 is free for the Illyrian Colonist.
- **IMMUNE TO ATMOSPHERE:** An Illyrian Colonist is genetically engineered to withstand the atmosphere of the planet where they have settled.

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Personal Threat

KLINGON AGITATOR

Notable NPC

CONTINUING
MISSION
51A

ATTRIBUTES

CONTROL 09

FITNESS 10

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REASON 07

DEPARTMENTS

COMMAND 01

ENGINEERING 01

MEDICINE 01

CONN 02

SECURITY 03

SCIENCE 00



STATS

TRAITS: Klingon, Warrior

VALUE: Stir things up!

PROTECTION: 1

ATTACKS

Unarmed Strike: Melee, Stun 2, Size 1H

Disruptor Pistol: Ranged, Deadly 4, Size 1H, Intense

Escalation 1 Bat'leth: Melee, Deadly 3, Size 2H

FOCUSES

- Brawling
- Inciting Violence

SPECIAL RULES

- **BRAK'LUL:** Core, p.108.
- **WARRIOR'S SPIRIT:** Core, p.153.
- **MENACING 1:** Core, p.352.

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Personal Threat

KZINTI PRIVATEER

Notable NPC

CONTINUING
MISSION
51A

ATTRIBUTES

CONTROL 10

FITNESS 11

PRESENCE 08

DARING 10

INSIGHT 08

REASON 07

DEPARTMENTS

COMMAND 02

ENGINEERING 01

MEDICINE 01

CONN 02

SECURITY 03

SCIENCE 01



STATS

TRAITS: Kzinti, Warrior

VALUE: You cannot withstand our strength

PROTECTION: 0

ATTACKS

Unarmed Strike: Melee, Stun 2, Size 1H

Phaser Type-2: Ranged, Stun/Deadly 4, Size 1H, Charge

Escalation 1 Disruptor Rifle: Ranged, Deadly 5, Size 2H, Accurate, Intense

FOCUSES

- 'Scream And Leap' Attack
- Spacewalking

SPECIAL RULES

- **HYPER-AGILE:** Core, p.351.
- **APPLIED FORCE:** When making a melee attack, the first bonus d20 is free for the Kzinti Privateer.
- **TELEPATHY:** A few Kzinti are telepathic. Spend 2 Threat to give a Kzinti Privateer the Talent **Telepathy** (Core, p.156),

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Personal Threat

LETHEAN KILLER-FOR-HIRE

Notable NPC

CONTINUING
MISSION
STAR

ATTRIBUTES

CONTROL 09

FITNESS 10

PRESENCE 08

DARING 11

INSIGHT 10

REASON 07

DEPARTMENTS

COMMAND 03

ENGINEERING 01

MEDICINE 02

CONN 01

SECURITY 02

SCIENCE 00



STATS

TRAITS: Lethean, Telepath, Fearsome

VALUE: My skills...for a price

PROTECTION: 0

ATTACKS

Unarmed Strike: Melee, Stun 2, Size 1H

Dagger: Melee, Deadly 2, Size 1H, Hidden 1

Disruptor Pistol: Ranged, Deadly 4, Size 1H, Intense

Telepathic Attack: Melee, Deadly 6, Size 2H, Intense, Debilitating, Cumbersome

FOCUSES

- Telepathic Attack
- Intimidation
- Interrogation

SPECIAL RULES

- **MIND MELD:** Core, p.154.
- **LETHEAN TELEPATHIC ATTACK:** The Lethean may make a **Telepathic Attack** (above) if they succeed at an Opposed melee attack, and must spend 6 Threat to activate it. If a Main Character is at risk of death, they may ask the GM for a chance to fight for their life in a scenario that represents their mind. Add 6 Threat back to the pool. Other players play aspects of the victim's inner voices as themselves, and cannot use Momentum or add to the Threat pool. The GM may run a scenario like the DS9 episode 'Distant Voices', or create a new winning condition to survive the deadly telepathic assault.

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Personal Threat

NA'KHUL AGENT

Notable NPC

CONTINUING
MISSION
57A

ATTRIBUTES

CONTROL 10

FITNESS 08

PRESENCE 11

DARING 08

INSIGHT 07

REASON 10

DEPARTMENTS

COMMAND 01

ENGINEERING 03

MEDICINE 01

CONN 00

SECURITY 02

SCIENCE 02



STATS

TRAITS: Na'khul, Secret Operative

VALUE: We extend our will across time

PROTECTION: 0

ATTACKS

Unarmed Strike: Melee, Stun 2, Size 1H

Plasma Pistol: Ranged, Deadly 3, Size 1H

Escalation 1 Plasma Rifle: Ranged, Deadly 4, Size 2H, Accurate

FOCUSES

- Temporal Cold War
- Stealth
- Energy Weapons

SPECIAL RULES

- **MENACING 2:** Core, p.352.
- **TECHNOLOGICAL DISGUISE:** The Na'khul Agent uses advanced technology to mask their bio-signs. When active, they have the trait **Technological Disguise**. It is only possible to see through their disguise with an **Advanced Scanner** trait in play or if the **Technological Disguise** trait is countered.

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Personal Threat

ORAN'TAKU SPY

Notable NPC



ATTRIBUTES

CONTROL 08

FITNESS 09

PRESENCE 11

DARING 08

INSIGHT 10

REASON 08

DEPARTMENTS

COMMAND 02

ENGINEERING 00

MEDICINE 03

CONN 02

SECURITY 01

SCIENCE 01



STATS

TRAITS: Oran'taku, Deceptive, Telepathic

VALUE: Don't resist

PROTECTION: 0

ATTACKS

Unarmed Strike: Melee, Stun 2, Size 1H

Dagger: Melee, Deadly 2, Size 1H, Hidden 1

Neurocortex Disruption Touch: Melee, Stun 3, Size 1H, Intense, Debilitating

Escalation 1 Disruptor Pistol: Ranged, Deadly 4, Size 1H, Intense

FOCUSES

- Mesmerism
- Biometric Touch
- Espionage

SPECIAL RULES

- **NEUROCORTEX DISRUPTION:** When attacking with **Neurocortex Disruption Touch**, the Oran'taku Spy may use Medicine instead of Security and the Focus Biometric Touch.
- **ORAN'TAKU TELEPATHY:** The Oran'taku Spy has a version of **Mind Meld** (Core, p.154). It is used mainly to create traits such as **Mesmerized** (which could manifest as seduction or fascination); or **Temporary Memory Loss** (so that they won't remember being scanned by Biometric Touch). They may sense emotions as well.

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Personal Threat

ORION PIRATE

Notable NPC

CONTINUING
MISSION
51A

ATTRIBUTES

CONTROL 10

FITNESS 10

PRESENCE 09

DARING 10

INSIGHT 08

REASON 07

DEPARTMENTS

COMMAND 02

ENGINEERING 01

MEDICINE 01

CONN 02

SECURITY 03

SCIENCE 00



STATS

TRAITS: Orion, Pirate

VALUE: Not as wily as me

PROTECTION: 0

ATTACKS

Unarmed Strike: Melee, Stun 2, Size 1H

Blade: Melee, Deadly 3, Size 1H

Disruptor Pistol: Ranged, Deadly 4, Size 1H, Intense

FOCUSES

- Intimidation
- Orion Syndicate Operation

SPECIAL RULES

- **THREATENING PIRACY:** When performing a piracy action, including shipboard combat, and buying additional d20s with Threat, the Orion Pirate may re-roll a single d20.
- **THAT WASN'T ME:** Core, p.153.
- **PHEROMONES:** (Female) Core, p.153.

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Personal Threat

PHYLOSIAN SCIENTIST

Notable NPC

CONTINUING
MISSION
57A

ATTRIBUTES

CONTROL 09

FITNESS 08

PRESENCE 09

DARING 07

INSIGHT 10

REASON 11

DEPARTMENTS

COMMAND 01

ENGINEERING 02

MEDICINE 02

CONN 01

SECURITY 00

SCIENCE 03



STATS

TRAITS: Phylosian, Scientist

VALUE: Peace and beauty above all

PROTECTION: 0

ATTACKS

Unarmed Strike: Melee, Stun 2, Size 1H

Escalation 1 Phaser Type-1: Ranged, Stun/
Deadly 3, Size 1H, Hidden 1, Charge

FOCUSES

- Biological Sciences
- Toxicology

SPECIAL RULES

- **MULTI-LIMBED:** Core, p.352.
- **OMNIDIRECTIONAL VISION:** When attempting to detect anything visually, the first bonus d20 is free for the Phylosian Scientist.

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Personal Threat

SHELIAK REPRESENTATIVE

Notable NPC

CONTINUING
MISSION
51A

ATTRIBUTES

CONTROL 08

FITNESS 10

PRESENCE 07

DARING 08

INSIGHT 09

REASON 12

DEPARTMENTS

COMMAND 02

ENGINEERING 02

MEDICINE 03

CONN 02

SECURITY 01

SCIENCE 01



STATS

TRAITS: Sheliak, Legal Expert

VALUE: We are the Membership

PROTECTION: 1 (R-3 lifeform physiology)

ATTACKS

Unarmed Strike: Melee, Stun 2, Size 1H

Mutagenic Cloud: Ranged, Deadly 4, Size 1H, Area, Debilitating

FOCUSES

- Biochemistry
- Law
- Negotiation

SPECIAL RULES

- **LAW FAMILIARITY:** Whenever the Sheliak Representative attempts to perform a task related to laws, regulations, or exacting performance, they may reduce the Difficulty by 2, to a minimum of 0.
- **BIOMOLECULAR SENSE:** When performing a task related to bioengineering or biochemistry, the first bonus d20 is free for the Sheliak Representative.

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Personal Threat

SULIBAN AUGMENT

Notable NPC

CONTINUING
MISSION
STAR

ATTRIBUTES

CONTROL 10

FITNESS 10

PRESENCE 08

DARING 10

INSIGHT 08

REASON 08

DEPARTMENTS

COMMAND 02

ENGINEERING 01

MEDICINE 02

CONN 01

SECURITY 03

SCIENCE 00



STATS

TRAITS: Suliban, Limited Shapeshifting

VALUE: No patience for natural selection

PROTECTION: 2 (Suliban flexibility)

ATTACKS

Unarmed Strike: Melee, Stun 2, Size 1H

Suliban Pistol: Ranged, Deadly 4, Size 1H, Piercing

Escalation 1 Suliban Rifle: Ranged, Deadly 5, Size 2H, Debilitating, Piercing

FOCUSES

- Infiltration
- Escape

SPECIAL RULES

- **GENETIC ADAPTABILITY:** When Medicine or Science Tasks are performed on a Suliban, ignore Complications.
- **MODIFICATIONS:** Choose 3 of these abilities.
 - **Impersonate:** Use *Control* + *Medicine*. Chose Difficulty from 1 to 3; that's the Difficulty to penetrate the disguise.
 - **Subcutaneous Pigment Sacs:** Minor Action to camouflage or reveal self. Difficulty of Tasks to see or target the Suliban is at +2.
 - **Measure Trust By Touch:** Use *Insight* + *Medicine* at Difficulty 1, opposed by *Presence* + *Command*.
 - **Bronchial Lobes** (Trait): Endure other atmospheres and vacuum
 - **Compound Eyes** (Trait): Detect things even ship sensors miss.

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Personal Threat

TALARIAN SOLDIER

Notable NPC

CONTINUING
MISSION
STAR

ATTRIBUTES

CONTROL 10

FITNESS 09

PRESENCE 09

DARING 11

INSIGHT 07

REASON 08

DEPARTMENTS

COMMAND 03

ENGINEERING 01

MEDICINE 00

CONN 02

SECURITY 02

SCIENCE 01



STATS

TRAITS: Talarian, Soldier

VALUE: The weak die quickly

PROTECTION: 1 (Uniform)

ATTACKS

Unarmed Strike: Melee, Stun 2, Size 1H

Disruptor Pistol: Ranged, Deadly 4, Size 1H, Intense

Escalation 1 Disruptor Rifle: Ranged, Deadly 5, Size 2H, Accurate, Intense

FOCUSES

- Energy Fields
- Spatial Anomalies

SPECIAL RULES

- **QUICK TO ACTION:** Core, p.162.
- **SHARING VICTORY:** When a Talarian succeeds in a Task, the next Talarian in the initiative order, if performing a Task, may re-roll a d20 in their pool at no cost.

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Personal Threat

THOLIAN COMMANDER

Notable NPC

CONTINUING
MISSION
57A

ATTRIBUTES

CONTROL 11

FITNESS 10

PRESENCE 07

DARING 10

INSIGHT 08

REASON 08

DEPARTMENTS

COMMAND 01

ENGINEERING 03

MEDICINE 00

CONN 01

SECURITY 02

SCIENCE 02



STATS

TRAITS: Tholian, Commander

VALUES: Six legs good, two legs bad;
We all serve the Tholian Queen

PROTECTION: 2 (Crystalline Exoskeleton)

ATTACKS

Unarmed Strike: Melee, Stun 2, Size 1H

Radiation Burst: Ranged, Deadly 3, Size 1H,
Debilitating

FOCUSES

- Energy Fields
- Spatial Anomalies

SPECIAL RULES

- **IMMUNE TO HEAT:** Core, p.351.
- **MULTI-LIMBED:** Core, p.352.
- **RESILIENT:** Core, p.352.

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Personal Threat

XYRILLIAN EXPLORER

Notable NPC

CONTINUING
MISSION
51A

ATTRIBUTES

CONTROL 09

FITNESS 11

PRESENCE 08

DARING 08

INSIGHT 08

REASON 10

DEPARTMENTS

COMMAND 01

ENGINEERING 01

MEDICINE 02

CONN 03

SECURITY 00

SCIENCE 02



STATS

TRAITS: Xyrillian, Explorer

VALUE: Act now, ask forgiveness later

PROTECTION: 1 (scaly skin)

ATTACKS

Unarmed Strike: Melee, Stun 2, Size 1H

Phaser Type-1: Ranged, Stun/Deadly 3, Size 1H, Hidden 1, Charge

FOCUSES

- Holographic Engineering
- Life Support Systems
- Starship Operations

SPECIAL RULES

- **SPACEWALK:** Core, p.159.
- **XYRILLIAN TECHNOLOGY:** The Xyrillian Explorer has a telepathic granule game that permits person-to-person telepathy between a Xyrillian and another consenting person (Opportunity 1 cost per telepathic contact; as **Telepathy**, Core p.156, but only with the person playing the game, who does not need to be Xyrillian but must consent to the telepathic contact).

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Personal Threat

YRIDIAN FREE AGENT

Notable NPC

CONTINUING
MISSION
57A

ATTRIBUTES

CONTROL 08

FITNESS 07

PRESENCE 10

DARING 08

INSIGHT 11

REASON 10

DEPARTMENTS

COMMAND 03

ENGINEERING 02

MEDICINE 00

CONN 01

SECURITY 01

SCIENCE 02



STATS

TRAITS: Yridian, Free Agent

VALUE: Payment first

PROTECTION: 0

ATTACKS

Unarmed Strike: Melee, Stun 2, Size 1H

Dagger: Melee, Deadly 2, Size 1H, Hidden 1

Disruptor Pistol: Ranged, Deadly 4, Size 1H, Intense

FOCUSES

- Shady Dealings
- Information-Peddling

SPECIAL RULES

- **CONSTANTLY WATCHING:** Core, p.149.
- **DEVIOS AND UNTRUSTWORTHY:** If Yridians are involved, things may get treacherous. When a Yridian Free Agent enters the scene, immediately add 3 Threat. This effect may only apply once regardless of how many other Yridian Free Agents are encountered during the mission.

3

Personal Threat

ZIBALIAN COLLECTOR

Notable NPC

CONTINUING
MISSION
STAR

ATTRIBUTES

CONTROL 09

FITNESS 07

PRESENCE 10

DARING 08

INSIGHT 11

REASON 09

DEPARTMENTS

COMMAND 03

ENGINEERING 01

MEDICINE 00

CONN 02

SECURITY 02

SCIENCE 01



STATS

TRAITS: Zibalian, Collector

VALUE: I must have it

PROTECTION: 0

ATTACKS

Unarmed Strike: Melee, Stun 2, Size 1H

Disruptor Pistol: Ranged, Deadly 4, Size 1H, Intense

FOCUSES

- Bartering
- Appraisal

SPECIAL RULES

- **ACQUISITION:** Whenever the Zibalian Collector attempts to perform a Task related to acquiring a treasure (legally or illegally), they may reduce the Difficulty by 2, to a minimum of 0.
- **BARGAIN:** Core, p.156.

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Personal Threat