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## ► BIOGRAPHY

*“Senator Neerok appears to be a relatively unimportant player in the Romulan Senate, though he may have important connections. A private individual, origins obscure.”*

This is the bulk of Starfleet Intelligence’s general report on the senator. However, this is merely the public persona that Neerok projects. In reality, he has been closely involved in every major concern by the Star Empire in the past forty years.

Growing up in a cold and mountainous part of Romulus, Neerok seemed destined to follow his parents into the life of a craftsman. He had more ambition, however, and entered the military as soon as he was able. Neerok rose through the ranks quickly before commanding the garrison on Hellaro Corva II, a Romulan colony with extensive alien ruins thought to be Iconian in origin. As the commanding officer when the discovery was made, Neerok managed not only to keep control of the situation but also to forge important ties that would last the rest of his career. Following the signing of the Treaty of Algernon in 2311, Neerok left the military and entered the Senate.

Throughout his time in the Senate, Neerok has taken the approach of waiting patiently until someone is desperate and then using whatever leverage is available. Preying on the ambition of military officials, Neerok secured the loyalty of several prominent officers and pulled strings to move them all into a fleet under his control.

When the Romulan military made plans to attack the Klingon colony on Narendra III, Neerok delayed the deployment of his senatorial fleet until a rival senator agreed to certain demands of his. When the rival attempted to call his bluff, Neerok showed him it was nothing of the sort and the fleet never arrived. After the battle, Neerok was left with a much stronger force than his rival.

Neerok maneuvered to isolate and reeducate a Federation defector in 2349 and from this man learned much of the current direction of the Federation. He was instrumental in the Romulan decision to end their isolation in 2364 and worked to blunt the plans of Proconsul Neral in 2368 when an attempt was made to covertly invade Vulcan using Vulcan transports. The result was the downfall of Neral politically and the advancement of Neerok’s faction within the Senate. In 2371, Neerok’s chief political rival is Senator Vreenak, an outspoken politician who favors an alliance with the Dominion.

All of Neerok’s political aspirations and maneuvers, though, are calculated and hidden. He works through proxies to spread a network of informants throughout the quadrants under the guise of friendship. He is acknowledged to be an expert on Federation politics and hopes to turn the Federation into a puppet regime under the thumb of the Romulan Senate. He keeps his connections close and projects an earnest and forthright face, all while ruthlessly scheming.

## NEEROK AFTER THE DOMINION WAR

Senator Neerok’s position after the Dominion War depends on his decisions during the conflict. If he tipped his hand and revealed his real intentions regarding Starfleet during the war, he is probably weakened and desperate to reclaim his previous influence. He may still have spies still in the ranks of Starfleet and could attempt a desperate gambit.

On the other hand, the outcome of the Dominion War could play right into Neerok’s hands. The Federation and the Star Empire have never been closer and Neerok’s proxies can claim a lot of responsibility for the joint victory. Most major powers in the Alpha and Beta Quadrants are heavily battered but Neerok likely still has a senatorial fleet that’s relatively whole. All that being said, if there is any political crisis (a coup, for example) Neerok might be a strange but viable ally for Starfleet.

## NEEROK AFTER THE HOBUS SUPERNOVA

In the wake of the Hobus Supernova, Senator Neerok is watching his life's work crumbling. He has constantly maneuvered to see the Romulan Star Empire gain a stronger position against the Federation, even (or perhaps especially) when they are allies. However he saw his way through the Dominion War, the destruction of Romulus means that all of Neerok's networks are gone and his informants are scattered across the quadrant. He might have still come out on top if the Senate was not also broken, and as a consequence his screen to hide behind was lost. Still, Neerok is a survivor and he has started to rebuild something of his old position. Finding himself on one of the establishing Romulan colonies, Neerok has set himself up as the spider in a web of newly forming loyalties. He has figureheads leading publicly, of course, but it is Neerok with the influence and stratagem to grow this world. He wants to see the Federation brought low alongside his own people, but first he must break a more volatile opponent: the vigilantes of the Fenris Rangers.

## SENATOR NEEROK

### MAJOR NPC

**TRAITS:** Romulan, Senator, Schemer

**VALUES:**

- Loyalty is currency
- Friends are easier to spy on
- Strike from the shadows
- Use any and all leverage

**FOCUSES:** Deception, Politics, The Federation, Pulling Strings

**PERSONAL THREAT:** 10

**PROTECTION:** 0

### ATTRIBUTES

**CONTROL 12**

**FITNESS 08**

**PRESENCE 09**

**DARING 09**

**INSIGHT 10**

**REASON 11**

### DEPARTMENTS

**COMMAND 05**

**ENGINEERING 01**

**MEDICINE 02**

**CONN 02**

**SECURITY 03**

**SCIENCE 03**

### ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Disruptor Pistol:** Energy, Deadly 4, Size 1H, Intense

### TALENTS

- **GUILE AND CUNNING:** See page 153.
- **WARY:** See page 154.
- **HIDDEN MOTIVE:** When attempting to keep his true motivations hidden, Neerok may spend one Threat to increase the Difficulty of enemy Tasks to determine them by one.
- **POLITICAL FAVORS:** When Senator Neerok assists an ally in a Social Conflict Task and the Task is successful, he may immediately spend one Threat to Create a Trait or a Complication. Normally, this would cost two Threat.

