

STAR TREK: DISCOVERY CHARACTERS

CHANCELLOR L'RELL

ROLE:
GENERAL

[ADMIRAL, COMMAND DIVISION SOURCEBOOK, P. 38]

Every Great House that sat on the Klingon High Council saw an Empire that they wanted to dominate. They were much less concerned with the Klingons as a people than they were with their own version of what Klingons should be.

L'Rell would have preferred to remain as the power behind the throne, but even after T'Kuvma's sacrifice, the individual Houses were more interested in taking control of the Empire than expanding it. She saw that as a distraction.

She was far less concerned about individual Houses than she was about her people as a whole. It was telling that she preferred to be called "Mother" instead of "Chancellor," because she spent most of her time riding herd on a room full of squabbling kids. And she got things done, too, something that hadn't happened in a very long time.



TRAITS: Klingon, Leader of the House of T'Kuvma, House of Mo'Kai

VALUES:

- I am a bridge between two Houses.
- Leadership requires sacrifice.
- The Empire requires a new leader; I am that leader.
- You may call me "Mother!"

ATTRIBUTES

CONTROL 08

FITNESS 09

PRESENCE 10

DARING 10

INSIGHT 10

REASON 09

DISCIPLINES

COMMAND 04

SECURITY 04

SCIENCE 02

CONN 02

ENGINEERING 01

MEDICINE 03

FOCUSES:

Blades, Diplomacy, Espionage, Interrogation, Klingon Politics, Mental Discipline

GENERAL ROLE'S FOCUSES:

Federation-Klingon Relations, Infiltration, Klingon Religion

TALENTS:

- **Bold (Command):** Whenever L'Rell attempts a task with the Command discipline, and buys one or more d20s by adding to Threat, she may re-roll a single d20.
- **Brak'lul:** L'Rell's Resistance is increased by 2 against non-lethal attacks. In addition, whenever she is the target of a First Aid task, reduce the Difficulty of that task by 1, to a minimum of 1.
- **Decisive Leadership:** In a Conflict, whenever L'Rell performs the Assist Task and would then pay two Momentum to keep the initiative, the cost to keep the initiative is reduced to 0.

- **Interrogation:** When she succeeds at a task to coerce someone to reveal information in a social conflict, L'Rell gains 1 bonus Momentum, which may only be spent on the Obtain Information Momentum spend.

DETERMINATION: (Start with 1)

STRESS: 13

RESISTANCE: 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 5♣ Knockdown, Size 1H, Non-lethal)
- *D'k tahg* (Melee, 5♣, Vicious 1, Size 1H, Deadly, Hidden 1)
- **Escalation** *Bat'leth* (Melee, 7♣, Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 7♣, Vicious 1, Size 1H)

EQUIPMENT:

Armored clothing, *d'k tahg*