

# ENSIGN CHARLINE MATHERS

Human

Female

Starfleet

## Biography

Six months out of Starfleet Academy, Ensign Mathers is still full of the wonder and excitement that all new recruits have. She is ready to see new life and new civilizations and to find out what wonders the cosmos might hold.

Charline Mathers didn't always feel this way, however. As a girl, her family lived on a remote colony far away from the nearest Starfleet outpost. When an alien obelisk appeared in the system the colonists were on their own and many went insane from the psychic attacks that the object projected. As a very young girl, Mathers was deeply affected by this and for a long time it kept her from venturing off of her homeworld.

Eventually, though, she decided to leave to visit a nearby system and it was here that she was bowled over by the beauty of space and the majesty of starships traversing it. In a matter of months, Charline Mathers' outlook changed completely and she became determined to enter Starfleet. Several years later she graduated with a doctorate in astrophysics and a thirst to see the universe.

Lately, though, she's been feeling some of her old fears creeping back in. While she still feels comfortable on her ship and with her crewmates, Charline has started to feel a pervasive uneasiness. Many mornings she has woken up in fear, the details of her dreams slipping away but the feeling of being pursued remains. She often thinks back to her parents in those moments, to the last time she saw them as they



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## Charline Mathers as Willing Accomplice

The psychic connection hinted at here doesn't have to be a mysterious thing that is slowly creeping up on Charline Mathers. She was affected by the psychic attack of the alien object as a child so this could be a long-dormant plan that is now coming to fruition. In this case, Mathers' sudden change of heart about space travel has nothing to do with what she saw on her first trip. In fact it started before that when she had a sudden dream that switched on psychic control buried in her subconscious. This version of Mathers is purposefully working with the alien intelligence that attacked her homeworld decades ago and she has worked her way through Starfleet and onto the Player Characters' ship for unknown purposes. What the aliens' agenda might be and whether there are other "sleeper agents" out there is up to the GM.

collapsed under the attack of the alien obelisk on her homeworld. Now that she is a Starfleet officer, Mathers uses those feelings to push herself to perform her job better but she may soon be overwhelmed if they keep getting stronger.

## Statistics

Use the following statistics for a Notable or Major version of this character. The statistics note what changes are necessary for a Major NPC.

**TRAIT:** Human, Psychic Bond

**Stress:** 14    **Resistance:** 0

### VALUES:

- **Starfleet Pushes the Boundaries of Knowledge**
- **Uncertain Dreams** (Major NPC)

### ATTACKS:

- **Unarmed Strike** (Melee, 2♣ Knockdown, 1H, Non-lethal)
- **Phaser type-I** (Ranged, 3♣, 1H, Charge, Hidden)
- **Escalation Phaser type-II** (Ranged, 4♣, 1H, Charge)

### ATTRIBUTES

Control	11	Daring	9
Fitness	10	Insight	11
Presence	9	Reason	12

### SPECIAL ABILITIES

- **Cautious:** When Mathers attempts a Task with Science and she buys one or more d20s by spending Momentum, she may re-roll a single d20.
- **Collaboration:** Whenever an ally attempts a Science Task, Mathers may spend one Momentum to allow them to use her Science score and one of her Focuses.
- **Untapped Potential:** Though inexperienced, Mathers has true determination. Whenever she succeeds at a Task for which she bought one or more additional dice, she may roll 1♣. She gains bonus Momentum equal to the roll of the ♣ and adds one point of Threat for each Effect rolled.
- **Testing a Theory (Major NPC):** When Mathers attempts a Task using Engineering or Science and she has succeeded on a previous Task covering the same scientific or technological field earlier in the same adventure, she may roll one additional d20.

### DISCIPLINES

Command	01	Conn	01
Security	01	Engineering	01
Science	03	Medicine	02

For Major NPC add +1 to Conn, Engineering, Science, and Medicine.

### FOCUSES:

- **Astrophysics**
- **Spatial Phenomenon**
- **Stellar Cartography** (Major NPC)
- **Computer Systems** (Major NPC)