

LIEUTENANT PALMER BECKETT

Human

Male

Starfleet

Biography

Palmer Beckett has made a career of near misses. He served aboard the *U.S.S. Shenzhou* for six months but left barely two weeks before that ship was destroyed at the Battle of the Binary stars. Following that he was chief security officer aboard the *U.S.S. Defiant* during the war with the Klingons, patrolling Sector 6 against Klingon aggression. During a battle Beckett was seriously injured and returned to Earth for physical therapy. It was a difficult transition but it meant that Beckett wasn't onboard when the *Defiant* responded to a distress call in the Tholian sector and disappeared.

This record has earned Lt. Beckett a reputation as a bad luck charm, and even he feels the pressure of those losses. Still, he is a Starfleet officer and he is determined to honor his uniform by serving in the line of fire when necessary. He is an expert at both ground and space combat, after all, so a safe position isn't really what he's looking for.

Deep down, though, Beckett's optimism comes from something darker. He has cheated death so many times that now he just wants to go out doing something important. He missed the chance to be a part of history on the *Shenzhou* and then again on the *Defiant*. Now he wants to cement his legacy with the borrowed time he has left and he might subconsciously get his next assigned ship into a deadly situation because of it.

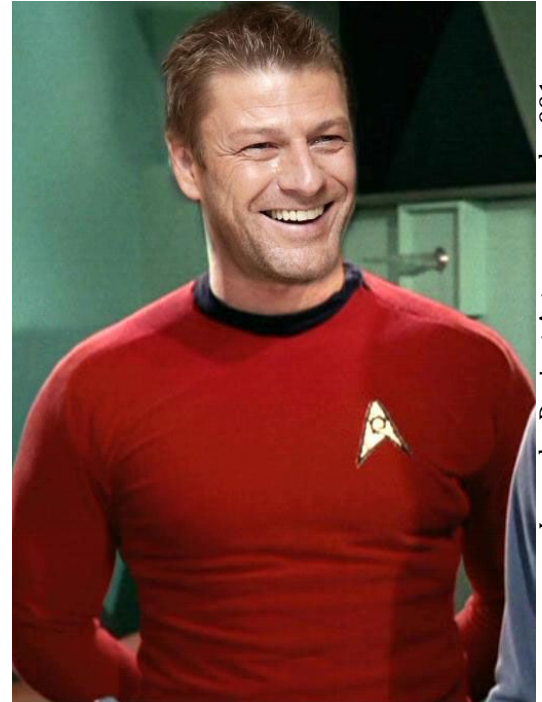


Image by Deviant Art user crazvdan991

Beckett for the 24th Century

The idea of this "redshirt" with a target on his back doesn't need to be in an era with actual redshirts. As a security officer in any era, this bad-luck omen will resonate with players. In the 24th century, Beckett's record will instead include service aboard the *U.S.S. Saratoga* with first officer Benjamin Sisko before it was destroyed at Wolf 359, then aboard the *U.S.S. Equinox* before it mysteriously disappeared at the same time as the *U.S.S. Voyager*.

Unlike in the 2270s, Lt. Beckett in the 2370s has a much greater chance of going out in a blaze of glory as he secretly hopes. With the Dominion War on the horizon there will be many chances at heroism and someone who feels they're already dead will have their choice of situations where they can heroically sacrifice themselves.

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

Stress: 14 **Resistance:** 0

VALUES:

- **This Uniform Means Something**
- **Do Not Fear a Valiant Death** (Major NPC)

ATTACKS:

For the Major NPC version, add +1♣ to all damage.

- **Unarmed Strike** (Melee, 4♣ Knockdown, 1H, Non-lethal)
- **Phaser type-I** (Ranged, 5♣, 1H, Charge, Hidden)
- **Escalation Phaser type-II** (Ranged, 6♣, 1H, Charge)

ATTRIBUTES

| | | | |
|----------|----|---------|----|
| Control | II | Daring | 12 |
| Fitness | II | Insight | 9 |
| Presence | 9 | Reason | 10 |

DISCIPLINES

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

For Major NPC add +1 to Command, Conn, Security, and Medicine. This adds +1 to Stress.

SPECIAL ABILITIES

- **Bold** (Talent, p. 135) for Security
- **Pack Tactics** (Talent, p. 137)
- **Death Wish:** Beckett can buy two additional d20s for 2 Momentum or Threat instead of 3. If he does so, he takes one point of Stress at the end of that turn.

FOCUSES:

- **Starship Weapons**
- **Hand Phasers**
- **Squad Tactics** (Major NPC)
- **Starship Protocols** (Major NPC)