

LT. REGINALD BARCLAY

(Major NPC)

Lieutenant (jg) Reginald Endicott Barclay III is a systems diagnostic engineer whose career includes working aboard the *Enterprise-D* and at the Holo-Programming Center at Jupiter Station. He has dealt with his past holo-addiction as well as his fear of the transporter, but he is still a hypochondriac. Once made into a super-genius by the Cytherians, Barclay seems to retain an occasional flash of insight from that alteration.

Traits: Human

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
10	9	8	10	8	11

Disciplines

Command	Conn	Security	Engineering	Science	Medicine
1	3	2	5	4	1

Focuses: Holographic Imaging and Programming, Systems Diagnostics, Communications Technology, Acting, Fencing, Hoverball

Values: Most At Home On The Holodeck

I Feel More Comfortable Playing Somebody Else

Just Plain Old Barclay

I Should Check My Symptoms Against the Starfleet Medical Database

Stress: 10 **Resistance:** 0

Attacks:

- Unarmed Strike (Melee, 3▲, Nonlethal, 1H)
- Phaser Type-1 (Ranged, 4▲, Charge, Hidden 1, 1H)

Special Rules

Computer Expertise (Talent, page 137)

Testing A Theory (Talent, page 138)

The Nth Degree: Barclay occasionally has flashes of genius from his past neurological enhancement from the Cytherians. Once per mission, Barclay may declare a knowledge-based Focus that has a range of 1-5 for scoring two Successes, regardless of which Discipline is used.

Need Someone To Bounce Ideas Off: When Barclay is the Scientific Lead for a Scientific Method Gated Challenge, Barclay may use a holographic character to play the part of an Assistant. The holographic assistant uses the same Attribute, Discipline, and Focus as Barclay, as he is effectively bouncing ideas off himself.

