

LT. REGINALD BARCLAY

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

Determination: (Start with 1) **Stress:** 10 **Resistance:** 0

Attacks:

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

Equipment: Combadge, phaser type-1, engineer's toolkit, tricorder

Talents

Computer Expertise: When you attempt a Task that involves the programming or study of a computer system, you may add a bonus d20 to your pool.

Testing A Theory: When you attempt a Task using Engineering or Science, you may roll one additional d20, so long as you succeeded at a previous Task covering the same scientific or technological field earlier in the same adventure.

Studious: Whenever you spend one or more Momentum to Obtain Information, you may ask one additional question (in total, not per Momentum spent on Obtain Information).

Technical Expertise: Whenever you attempt a Task assisted by the ship's Computers or Sensors, you may re-roll one d20 (which may be the ship's die).

