

CAPT. EDWARD JELICO

(Major NPC)

Captain Edward Jelico is a strict commanding officer, expecting formality on the bridge and subordinates to obey his directives with speed and efficiency. Starfleet values his experience with the Cardassians, be it his skills in diplomacy with them, or his familiarity with their military strategy. His favorite phrase is "Get it done."

Traits: Human

Attributes

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

Disciplines

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

Focuses: Cardassian Politics, Negotiation, Sports, Small Craft, Intimidation, Strategy/Tactics

Values: I Prefer A Certain Formality On The Bridge
Let's Be Candid
Be The Wolf That's Still Standing At The End
I Want This Ship Ready For Action

Stress: 13 **Resistance:** 0

Attacks:

- Unarmed Strike (Melee, 5A, Nonlethal, 1H)
- Phaser Type-2 (Ranged, 7A, Charge, 1H)

Equipment: Combadge, phaser type-2, tricorder

Special Rules

Veteran (Talent, page 118)

Dauntless (Talent, page 136)

Loaded For Bear: Once per mission, by adding 2 to Threat in one Scene, then starting in the next immediate Scene Jelico may temporarily switch the stats of two Systems aboard his ship or space station. This change lasts until the end of the mission and cannot be switched back otherwise.

Get It Done: Once per mission, by adding 2 to Threat in one Scene, then starting in the next immediate Scene Jelico may temporarily switch the stats of two Departments aboard his ship or space station. This change lasts until the end of the mission and cannot be switched back otherwise.

