

# CAPT. EDWARD JELICO

Captain Edward Jellico 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
9	9	8	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

**Determination:** (Start with 1)      **Stress:** 12      **Resistance:** 0

## Attacks:

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

**Equipment:** Combadge, phaser type-2, tricorder

## Talents

**Veteran:** Whenever you spend a point of Determination, roll 1▲. If an Effect is rolled, immediately regain that spent point of Determination.

**Dauntless:** When you attempt a Task to resist being intimidated or threatened, you may add a bonus d20 to your dice pool.

**Interrogation:** When you succeed at a Task to coerce someone to reveal information in a social conflict, you will gain one bonus Momentum, which may only be spent on the Obtain Information Momentum Spend.

**Bold (Command):** Whenever you attempt a Task with Command, and you buy one or more d20s by adding to Threat, you may re-roll a single d20.

