

# LT. GEORGE PRIMMIN

Lieutenant George Primmin was assigned by Starfleet Security to Deep Space 9 in 2369 to work alongside Constable Odo. Although he initially clashed with Odo, he earned the Constable's respect with his investigative skills. He is fairly proficient with computers and other systems. By 2371 he had been re-assigned, but his experience as senior staff aboard DS9 and serving under Sisko will serve him well elsewhere.

**Traits:** Human

## Attributes

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

## Disciplines

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

**Focuses:** System Diagnostics, Security Protocols, Transporter Systems, Computers, Logistics, Internal Sensors

**Values:** Criminals Hold True To Form

No Hard Feelings

I Took A Cue From You

It's Not The Way They Taught Us At The Academy

**Determination:** (Start with 1)      **Stress:** 13      **Resistance:** 0

## Attacks:

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

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

## Talents

**Cautious (Security):** Whenever you attempt a Task with Security, and you buy one or more d20s by spending Momentum, you may re-roll a single d20.

**Intense Scrutiny:** Whenever you succeed at an Engineering or Science Task as part of an Extended Task, you score 1 additional Work for every Effect rolled.

**Collaboration (Security):** Whenever an ally attempts a Task using Security, you may spend one Momentum (Immediate) to allow them to use your score in Security, and one of your Focuses.

**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).

