

CMDR. ELIZABETH SHELBY

(Major NPC)

Commander Elizabeth Shelby is a Starfleet Tactical officer specializing in defenses against the Borg. Originally an Engineering Officer, Shelby's ambition soon had her aiming for Command, and during the Borg attack on Earth in 2366-7, she served as First Officer of the *Enterprise-D* under Riker. She spent some time at Starfleet Headquarters after the attack, to oversee the rebuilding of the fleet.

Traits: Human

Attributes

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

Disciplines

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

Focuses: The Borg, Tactical Analysis, Fleet Operations, Gambling, Shipboard Tactical Systems, Forensics

Values: Early Bird Gets The Worm
You're In My Way
I Know How To Get Things Done
Keep Them On Their Toes

Stress: 12 **Resistance:** 0

Attacks:

- Unarmed Strike (Melee, 4▲, Nonlethal, 1H)
- Phaser Type-2 (Ranged, 6▲, Charge, 1H)

Equipment: Combadge, phaser type-2, tricorder

Special Rules

Bold (Security) (Talent, page 135)

Collaboration (Security) (Talent, page 136)

Projections Suggest: When Shelby attempts a Create Advantage Task representing a plan or strategy, she may re-roll one d20 (which may be an assistant's or ship's die).

Call Your Bluff: Whenever someone attempts to deceive Shelby, if she has to roll an Opposed Task to resist the deception, she may add a bonus d20 to her dice pool.

