

CMDR. ELIZABETH SHELBY

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
9	10	8	9	9	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

Determination: (Start with 1) **Stress:** 11 **Resistance:** 0

Attacks:

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

Equipment: Combadge, phaser type-2, tricorder

Talents

Bold (Security): Whenever you attempt a Task with Security and buy one or more d20 by adding to Threat, you may re-roll a single die in your pool.

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

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.

Advisor: Whenever you assist another character using your Command Discipline, the character being assisted may re-roll one d20.

