

SONYA GOMEZ

Engineer Sonya Gomez served aboard the *U.S.S. Enterprise-D* as an Ensign, recruited by Geordi La Forge due to her expertise in antimatter. At times, her excitement causes her to speak too fast and move too fast. She feels she has to be the best to get where she is, and all she wants is to see things in the vastness of space that others have not seen before.

Traits: Human

Attributes

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

Disciplines

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

Focuses: Antimatter, Shield Systems, Warp Theory, Nacelle Systems, Small Talk, System Maintenance

Values: I Do Tend To Have A Bit Of A Motor Mouth

I Had To Be The Best Because Only The Best Get To Be Here

Whatever Is Out There, I Want To Be Among The First Humans To See

Why Not A Little Simple Courtesy (Even To Intelligent Circuitry)

Determination: (Start with 1)

Stress: 10

Resistance: 0

Attacks:

- Unarmed Strike (Melee, 3A, Nonlethal, 1H)
- Phaser Type-1 (Ranged, 4A, Charge, Hidden, 1H)

Equipment: Combadge, phaser type-1, tricorder, engineer's toolkit

Talents

Spirit Of Discovery: You may spend one Determination to add three points to the group Momentum pool. The normal conditions for spending Determination still apply.

I Know My Ship: Whenever you attempt a Task to determine the source of a technical problem with your ship, add one bonus d20.

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

Studious: Whenever you spend one or more Momentum to Obtain Information, you may ask one additional question (in total, not per Momentum spent on Obtain Information).

