

SAM LAVELLE

Sam Lavelle served aboard the *Enterprise-D* as an Ensign (Conn Officer) during the alpha shift. In 2370, he was promoted to Lieutenant (junior grade) and assigned to Ops as a night duty officer. He is ambitious, and may be pursuing new opportunities aboard other ships. He plays poker with his fellow officers, and his grandfather was Canadian.

Traits: Human

Attributes

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

Disciplines

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

Focuses: Gambling, Helm Operations, Astronavigation, Long-Range Sensors, Damage Analysis, Small Craft

Values: Promotion. Promotion. Promotion.

I Could Use The Training

Get Some Sleep So I Can Be Sharp Tomorrow

We Can At Least Tell Each Other What We Know

Determination: (Start with 1) **Stress:** 15 **Resistance:** 0

Attacks:

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

Equipment: Combadge, phaser type-1, tricorder

Talents

Untapped Potential: Whenever you succeed at a Task for which you bought one or more additional dice with either Momentum or Threat, you may roll 1▲. You receive bonus Momentum equal to the roll of the ▲, and add one point of Threat if an Effect is rolled.

Resolute: You increase your Stress by 3.

Fly-By: When you use the Swift Task Momentum Spend, you do not increase the Difficulty of the second Task if one of the Tasks you attempt is to pilot a vessel or vehicle.

Pack Tactics: Whenever you assist another character during combat, the character you assisted gains one bonus Momentum if they succeed.

