

CAPT. RIXX

Captain Rixx is one of Starfleet's finest captains, and commands the *U.S.S. Thomas Paine* (a *New Orleans*-class starship). He is a historian and an expert in First Contact scenarios. Even for a Bolian his appearance is striking.

Traits: Bolian

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
10	8	9	11	8	10

Disciplines

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

Focuses: Astrometrics, Covert Operations, Threat Assessment, Hand Phasers, First Contact, History

Values: Watch Your Back

You Must Answer The Question

Be Starfleet's Finest

Exploit Their Weakness

Determination: (Start with 1) **Stress:** 12 **Resistance:** 0

Attacks:

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

Constantly Watching: When you attempt a Task to detect danger or hidden enemies, reduce the Difficulty by 1.

Veteran: Whenever you spend a point of Determination, roll 1▲. If an Effect is rolled, immediately regain that spent point of Determination.

Starship Expert: When you succeed at a Conn Task to identify a type of starship, or to try to understand an unknown form of Starship, you gain one bonus Momentum, which may only be used on the Obtain Information Momentum Spend, or part of the cost of the Create Advantage Momentum Spend (where the Advantage must represent some form of known or observed weakness in the ship being studied).

