

DR. SELAR

Doctor Selar is a highly regarded Vulcan doctor. When she served aboard the *Enterprise-D*, she held the rank of Lieutenant, and was trusted to serve in place of the Chief Medical Officer if the CMO became incapacitated.

Traits: Vulcan

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
11	7	8	10	8	12

Disciplines

Command	Conn	Security	Engineering	Science	Medicine
3	2	1	1	4	5

Focuses: Pathology, Biospectral Analysis, Surgery, Observation, Autopsy, Cybernetics

Values: Check Twice To Make Certain
I Do Not Wish To Interrupt
Have Complete Confidence In Me
That's Only An Estimate



Determination: (Start with 1) **Stress:** 9 **Resistance:** 0

Attacks:

- Unarmed Strike (Melee, 2▲, Nonlethal, 1H)
- Phaser Type-1 (Ranged, 3▲, Charge, Hidden, 1H)
- Nerve Pinch (Melee, 6▲, Intense, Non-lethal, 1H)

Equipment: Combadge, phaser type-1, medical tricorder, medkit

Talents

Nerve Pinch: Counts as a melee weapon with 1▲, Size 1H, and Intense and Non-lethal qualities. You may use Medicine instead of Security when attempting a nerve pinch Attack, and may increase damage by the Medicine Discipline instead of Security.

Mind-Meld: Always requires a Task with Difficulty of at least 1, and can be opposed by an unwilling participant. See page 110 of the Core Rulebook.

Doctor's Orders: When you attempt a Task to coordinate others, or to coerce someone into taking or refraining from a specific course of action, you may use your Medicine Discipline instead of Command.

Triage: When you attempt a Task to identify specific injuries or illnesses, or to determine the severity of a patient's condition, you may spend one Momentum (Repeatable) to diagnose one additional patient.