

MICHAEL EDDINGTON

(Major NPC)

Lieutenant Commander Michael Eddington was a Starfleet Security officer assigned as Chief of Starfleet Security aboard Deep Space Nine. However, he was secretly a member of the Maquis, and betrayed his former colleagues to help them. He is now rising quickly in leadership in the Maquis.

Traits: Human

Attributes

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

Disciplines

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

Focuses: Underworld Connections, Deception, Guerilla Tactics, Sabotage, Security Protocols, Small Craft

Values: Open Your Eyes
Fight For A Higher Cause
I Know When To Walk Away
Our Quarrel Is With the Cardassians, Not The Federation

Stress: 17 **Resistance:** 0

Attacks:

- Unarmed Strike (Melee, 6A, Nonlethal, 1H)
- Phaser Type-2 (Ranged, 8A, Charge, 1H)

Equipment: Phaser type-2 (Maquis pistol)

Special Rules

Technical Expertise: Whenever you attempt a Task assisted by the ship's Computers or Sensors, you may re-roll one d20 (which may be the ship's die).

Resolute: Increase your maximum Stress by 3.

Bold (Security): Whenever you attempt a Task with Security, and you buy one or more d20s by adding to Threat, you may re-roll a single d20.

Always One Step Ahead: Once per mission, you may Create an Advantage or Create a Problem (p.85) without requiring a Task or spending any resources. The Advantage reflects some preparation by you or the Maquis.

