

CALVIN HUDSON

(Major NPC)

Lieutenant Commander Calvin Hudson was Starfleet's first attaché to the Federation colonies in the Demilitarized Zone. However, in 2370, Hudson decided to side with the colonists, and joined the Maquis. He became a great leader among them.

Traits: Human

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
10	9	8	9	12	11

Disciplines

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

Focuses: Negotiation, Leadership, Starship Tactics, Bureaucracy, Debate, Shipboard Weapons

Values: I Can't Turn My Back On The Colonists
The Federation Gave Away Too Much To The Cardassians
On The Frontier, A Treaty Is Only A Piece Of Paper
We're In A War Here, And I Intend To Win It

Stress: 15 **Resistance:** 0

Attacks:

- Unarmed Strike (Melee, 5▲, Nonlethal, 1H)
- Phaser Type-2 (Ranged, 7▲, Charge, 1H)

Equipment: phaser type-2

Special Rules

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

Resolute: You are indomitable, and unwilling to succumb to adversity. You increase your maximum Stress by 3.

Follow My Lead: Once per scene, when you succeed at a Task during combat or another perilous situation, you may spend one Determination. If you do, choose a single ally. The next Task that ally attempts counts as having assistance from you, using your **Presence + Command**.

We'll Have To Even The Odds: Once per scene, when attacking, your ship may ignore the normal increase in Difficulty when choosing a specific System to target.

