

MICHAEL EDDINGTON

Lieutenant Commander Michael Eddington is a Starfleet Security officer assigned as Chief of Starfleet Security aboard Deep Space Nine in 2371. He works closely with Constable Odo on station security. However, he is secretly a member of the Maquis, and would one day lead them.

Traits: Human

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
9	10	8	10	10	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

Determination: (Start with 1) **Stress:** 16 **Resistance:** 0

Attacks:

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

Equipment: Combadge, phaser type-2, tricorder

Talents

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

Quick To Action: During the first round of any combat, you and your allies may ignore the normal cost to Retain the Initiative.

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.

