

# THOMAS RIKER

Thomas Riker is the result of a transporter accident that duplicated William Riker, the version that was stranded on Nervalva IV. After eight years alone, this Riker was rescued, only to find himself in the shadow of the Riker aboard the *Enterprise-D*. He found a purpose in the Maquis, and seeks to blaze his own path of glory apart from his other self.

**Traits:** Human

## Attributes

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

## Disciplines

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

**Focuses:** Anbo-Jyutsu, Field Repair, Computers, Survival, Bluffing, Starship Tactics

**Values:** I'd Like To Be With Deanna Again  
Forward We Look And Forward We Go  
Set Myself Apart From Will Riker  
There's Nothing Going To Stand In The Way Of My Getting What I Want

**Determination:** (Start with 1)      **Stress:** 18      **Resistance:** 0

## Attacks:

- Unarmed Strike (Melee, 5A, Nonlethal, 1H)
- Phaser Type-1 (Ranged, 6A, Charge, Hidden, 1H)
- Phaser Type-2 (Ranged, 6A, Charge, , 1H) - if impersonating Will Riker

**Equipment:** Combadge (if in Starfleet), tricorder (if in Starfleet), phaser type-1 (normally), phaser type-2 (if impersonating Will Riker)

## Talents

**Resolute:** You increase your maximum Stress by 3.

**Tough:** Whenever you *Avoid An Injury*, the cost is reduced by 1, to a minimum of 1.

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

**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.

