

SAAVIK

Saavik was mentored by Spock at Starfleet Academy before being assigned to the *U.S.S. Enterprise* as navigator. After the Genesis Device incident, she was transferred to the *U.S.S. Grissom*.

Traits: Vulcan

Attributes

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

Disciplines

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

Focuses: Biology, Navigation, Starfleet Regulations, Stellar Phenomena, Bridge Operations, Vulcan Culture

Values: I Am Aware Of My Responsibilities
Humour Is A Difficult Concept
You Pay The Price For Your Impatience
Go By The Book

Determination: (Start with 1) **Stress:** 12 **Resistance:** 0

Attacks:

- Unarmed Strike (Melee, 3▲, Nonlethal, 1H)
- Phaser Type-1 (Ranged, 4▲, Charge, Hidden, 1H)
- Nerve Pinch (Melee, 5▲, Intense, Non-lethal, 1H)

Equipment: Combadge, phaser type-1, tricorder

Talents

Push The Limits: When you attempt a Conn Task that has increased in Difficulty due to environmental conditions or damage to the engines, reduce the Difficulty by 1, to a minimum of 1.

Precise Evasion: Whenever you succeed at the Evasive Action Task, you may spend two Momentum. If you do, the ship does not suffer the increased Difficulty for attacks normally caused by Evasive Action.

Testing A Theory: Whenever you attempt a Task using Engineering or Science, you may roll one additional d20, so long as you succeeded at a previous Task covering the same scientific or technological field earlier in the same adventure.

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

