

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*. By the 24th century, she had been promoted to Captain.

Traits: Vulcan

Attributes

| Control | Daring | Fitness | Insight | Presence | Reason |
|---------|--------|---------|---------|----------|--------|
| 10 | 9 | 10 | 9 | 8 | 10 |

Disciplines

| Command | Conn | Security | Engineering | Science | Medicine |
|---------|------|----------|-------------|---------|----------|
| 4 | 3 | 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-2 (Ranged, 5▲, Charge, 1H)
- Nerve Pinch (Melee, 5▲, Intense, Non-lethal, 1H)

Equipment: Combadge, phaser type-2, tricorder

Talents

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

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.

Studious: Whenever you spend one or more Momentum to Obtain Information, you may ask one additional question (in total, not per Momentum spent on Obtain Information).

