

# 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▲, Hidden, 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).

