

GREER

Greer is the tactical officer of the *Enterprise NX-01*, the version that had been thrown back in time for more than a hundred years. He is a human descendant of the crew of the original NX-01.

Traits: Human

Attributes

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

Disciplines

Command	Conn	Security	Engineering	Science	Medicine
3	3	5	2	1	2

Focuses: Ship Engagement Tactics, Electro-Plasma Systems, Targeting Systems, Infiltration, Security Systems, Team Dynamics

Values: Our Technology Is Too Old
The Safety Of The Enterprise Is Mine To Ensure
Do What We Must To Stop The Xindi Weapon
Trust My Captain

Determination: (Start with 1) **Stress:** 19 **Resistance:** 0

Attacks:

- Unarmed Strike (Melee, 6A, Nonlethal, 1H)
- Phase Pistol (Ranged, 8A, 1H)

Equipment: Phase pistol, Tricorder, Communicator

Talents

Resolute: You increase your maximum Stress by 3.

Pack Tactics: Whenever you assist another character during combat, the character you assisted gains one bonus Momentum if they succeed.

Bold (Security): Whenever you attempt a Task to determine the source of a technical problem with your ship, add one bonus d20.

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

