

KARYN ARCHER

Karyn Archer is the first officer of the *Enterprise NX-01*, the version that had been thrown back in time for more than a hundred years. A descendant of Jonathan Archer and Esilia (an Ikaaran rescued from an anomaly field in the Delphic Expanse), she strives to live up to the name Archer.

Traits: Human, Ikaaran.

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
11	9	7	10	10	9

Disciplines

Command	Conn	Security	Engineering	Science	Medicine
4	5	3	2	1	1

Focuses: Helm Operations, Combat Maneuvers, Impulse Engines, Astronavigation, Empathy, Evasive Action

Values: These People Are Family
Enterprise, The Only Home I've Ever Known
Live Up To The Name, Archer
Build Alliances With Alien Cultures

Determination: (Start with 1) **Stress:** 10 **Resistance:** 0

Attacks:

- Unarmed Strike (Melee, 4▲, Nonlethal, 1H)
- Phase Pistol (Ranged, 6▲, 1H)

Equipment: Phase pistol, Tricorder, Communicator

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.

Fly-By: Whenever you use the Swift Task Momentum Spend, you do not increase the Difficulty of the second Task if one of the Tasks you attempt is to pilot a vessel or vehicle.

Spirit Of Discovery: You may spend one Determination to add 3 points to the group Momentum pool. The normal conditions for spending Determination still apply.

A Welcoming Nature: Ikaarans are welcoming by nature. -1 Difficulty on Social Tasks with alien species, where you do not use intimidation or deceit.

