

STAR TREK: DISCOVERY CHARACTERS

PHILIPPA GEORGIU

SECURITY CONSULTANT

“ Before the Battle of the Binary Stars, she was kind of a legend, you know? People mentioned her in the same breath as guys like April and Decker and Garrovick. She had a reputation for being able to resolve situations without actually pulling the trigger.

And then the Klingons captured her, and everyone thought she was dead for close to a year. What does a year as a Klingon prisoner of war do to a person? I know it changed Georgiou. I'm not sure that it didn't break her entirely in the process.

Before the war, she was a warm, optimistic scientist who treasured peaceful solutions. After it...after she was rescued from that prison ship, she was cold. Hard. Quick to pull the trigger. Maybe that's what Starfleet needed, since it helped end the war, but I'm not sure that the fleet gained as much as it lost.

She retired from Starfleet right after the war, which didn't surprise me much. I'm told she owns a bar in some sleazy starport town somewhere, and does some security consulting on the side.

It's such a damn waste.

”

TRAITS: Human, Mirror Universe, Section 31

VALUES:

- A Wolf Among Sheep
- Born to Rule
- Even Misfits Have Their Place
- I Don't Negotiate

ATTRIBUTES

CONTROL 10

FITNESS 09

PRESENCE 11

DARING 09

INSIGHT 09

REASON 08

DISCIPLINES

COMMAND 05

SECURITY 04

SCIENCE 02

CONN 03

ENGINEERING 01

MEDICINE 01

FOCUSES:

Deception, Hand-to-Hand Combat, Politics, Security Procedures, Spycraft, Strategy/Tactics

TALENTS:

- **Advisor:** Whenever you assist another character using your Command Discipline, the character being assisted may re-roll one d20.
- **Dauntless:** Whenever you attempt a Task to resist being intimidated or threatened, you may add a bonus d20 to your dice pool.
- **Decisive Leadership:** In a Conflict, whenever you perform the Assist Task and would then pay two Momentum to keep the initiative, the cost to keep the initiative is reduced to 0.
- **Martial Artist:** Your Unarmed Strike attacks gain the Intense Damage Effect. If you also have the Mean Right Hook Talent, then both Damage Effects apply when Effects are rolled.

DETERMINATION: (Start with 1)

STRESS:

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 5A Intense, Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 7A, Size 1H, Charge)

EQUIPMENT:

Commbadge, phaser type-2

