

ALEXANDER ROZHENKO

Alexander Rozhenko is the son of Worf and K'Ehleyr, and has both Klingon and Human heritage. He was raised by his grandparents, but went to live with Worf on the *Enterprise-D* for some time. In 2374, he enlisted with the Klingon Defense Force in an attempt to prove himself to his father. He's known for his clumsiness, but it has made him a good luck charm in the eyes of his fellow Klingon Officers. By 2375, he has become weapons officer of the *Ya'Vang*.

Traits: Klingon, Human

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
8	8	10	10	10	10

Disciplines

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

Focuses: Holoprogramming, Earth Culture, Thievery, History, Lying, Shipboard Tactical Systems

Values: I Am Here To Serve The Empire
You Have No Right To Interfere
All I Ask Is A Chance To Prove Myself
Look Upon Death And Always Remember

Determination: (Start with 1) **Stress:** 13 **Resistance:** 0

Attacks:

- Unarmed Strike (Melee, 4▲, Nonlethal, Knockdown, 1H)
- Klingon Disruptor (Ranged, 6▲ Vicious 1, 1H)
- *D'k tang* (Melee, 5▲ Vicious 1, Hidden 1, Deadly, 1H)

Equipment: Klingon disruptor, *d'k tang*, combadge

Talents

Constantly Watching: When you attempt a Task to detect danger or hidden enemies, reduce the Difficulty by 1.

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

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.

Tough: Whenever you *Avoid an Injury*, the cost is reduced by 1, to a minimum of 1. (Not quite *brak'lul*)

