

STAR TREK: DISCOVERY CHARACTERS

CAPTAIN PHILIPPA GEORGIU

COMMANDING OFFICER

“ She didn’t become one of the most celebrated and decorated starship captains in Starfleet for nothing. She was sharper than a keris, Philippa Georgiou was. She knew Starfleet regulations inside and out, both the letter of the law, and more importantly, the spirit as well. She knew how to use them – or ignore them – to her best advantage. A lot of junior officers learned that the hard way, as did more than a couple of admirals who called her out on something.

She was noted for her courage and her knowledge of strategy, but she was at heart an explorer. She was at her finest when she was on the leading edge of an expedition into unknown space. Captain Georgiou was dedicated to peace; no one meant “We come in peace” as much as she did.

I don’t think anyone tried as hard as she did to avert the Klingon War, and when she fell at the Battle of the Binary Stars, it was devastating.

I’m still not sure that what happened after they rescued her wasn’t worse, but that’s another discussion entirely.

”

TRAITS: Human

VALUES:

- Any Problem May Have More Than One Solution
- Even In Great Loss There Is Hope
- “I Come In Peace” Doesn’t Mean I Won’t Fight
- Life Is A Learning Experience

ATTRIBUTES

CONTROL 10

FITNESS 09

PRESENCE 10

DARING 08

INSIGHT 09

REASON 10

DISCIPLINES

COMMAND 04

SECURITY 03

SCIENCE 03

CONN 03

ENGINEERING 02

MEDICINE 01

FOCUSES:

Astronomy, Composure, Diplomacy, Inspiration, Starfleet Protocols, Strategy/Tactics

TALENTS:

- **Advisor:** Whenever you assist another character using your Command Discipline, the character being assisted may re-roll one d20.
- **Defuse the Tension:** Whenever you attempt a Task to persuade someone not to resort to violence, you may add a bonus d20 to your dice pool.
- **Spirit of Discovery:** You may spend one Determination to add three points to the Momentum pool. The normal conditions for spending Determination still apply.
- **Veteran:** Whenever you spend a point of Determination, roll 1A. If an Effect is rolled, immediately regain that spent point of Determination.

DETERMINATION: (Start with 1) □□□

STRESS: □□□□□□□□□□□□

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 4A Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 6A, Size 1H, Charge)

EQUIPMENT:

Communicator, phaser type-2

