JENNA D'SORA

Jenna D'Sora is a security systems specialist who served aboard the *Enterprise*-D. She specializes in torpedoes. She plays the flute in a woodwind quintet aboard the ship. She had a brief relationship with Data.

Traits: Human

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
11	9	8	9	9	10

Disciplines

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

Focuses: Music, Torpedoes, Security Protocols, Experimental Weaponry, Probes, Stellar Phenomena

Values: I Keep Falling For The Wrong Man
Aversion To Orderliness
What's Important Is That You're Trying
Sometimes People Blindly Make The Same Mistake Again And Again

Determination: (Start with 1)   **Stress:** 12   **Resistance:** 0

Attacks:

- Unarmed Strike (Melee, 5⚔, Nonlethal, Knockdown, 1H)
- Phaser Type-2 (Ranged, 7⚔, Charge, 1H)

Equipment: Combadge, Phaser Type-2, tricorder

Talents

Testing A Theory: When you attempt a Task using Engineering or Science, you may roll one additional d20, so long as you succeeded at a previous Task covering the same scientific or tecnological field earlier in the same adventure.

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.

Collaboration (Security): Whenever an ally attempts a Task using Security, you may spend one Momentum (Immediate) to allow them to use your score for that Discipline, and one of your Focuses.

Close Protection: When you make a successful Attack, you may spend one Momentum to protect a single ally within Close range. The next Attack against that ally before the start of your next turn increases in Difficulty by 1.