

# ZANDRA TAITT

Ensign Zandra Taitt is a Science Officer who was assigned to the *Enterprise-D*. Her senior honors thesis at Starfleet Academy was on solar dynamics. She has had some hands-on experience as acting Tactical Officer aboard the *Enterprise* when Beverly Crusher was in command during a critical mission.

**Traits:** Human

## Attributes

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

## Disciplines

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

**Focuses:** Sensor Arrays, Astrophysics, Starship Emitter Systems, Probes and Buoys, Starship Tactical, Metaphasic Shielding

**Values:** I Was Just Posted Here  
I Think I Have An Idea  
Make Sure My Calculations Are Accurate  
Apply The Scientific Method To Starship Tactical

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

## Attacks:

- Unarmed Strike (Melee, 5▲, Nonlethal, Knockdown, 1H)
- Phaser Type-1 (Ranged, 6▲, Charge, Hidden, 1H)

**Equipment:** Combadge, Phaser Type-1, tricorder

## Talents

**Intense Scrutiny:** Whenever you succeed at a Task using Reason or Control as part of an Extended Task, you may ignore up to two Resistance for every Effect rolled.

**Technical Expertise:** Whenever you attempt a Task assisted by the ship's Computers or Sensors, you may re-roll one d20 (which may be the ship's die).

**Bold (Science):** Whenever you attempt a Task with Science, and you buy one or more d20s by adding to Threat, you may re-roll a single d20.

**Untapped Potential:** Whenever you succeed at a Task for which you bought one or more additional dice with either Momentum or Threat, you may roll 1▲. You receive bonus Momentum equal to the roll of the ▲, and add one point of Threat if an Effect is rolled.

