

MICHAEL ARGYLE

Michael Argyle was one of the Chief Engineers aboard the *Enterprise-D* in 2364. He speaks with a slight Scottish accent. He once supervised the reassembly of the android Lore.

Traits: Human

Attributes

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

Disciplines

Command	Conn	Security	Engineering	Science	Medicine
3	3	1	5	3	1

Focuses: Cybernetics, Warp Core Mechanics, Computers, Simulations, Maintenance, Fleetyard Operations

Values: No End of Questions
Might As Well Let You Try It
Simpler Once We See How It's Connected
Nothing's Unexplainable

Determination: (Start with 1) **Stress:** 10 **Resistance:** 0

Attacks:

- Unarmed Strike (Melee, 2A, Nonlethal, 1H)
- Type-2 Phaser (Ranged, 4A, Charge, 1H)

Equipment: Type-2 Phaser, Combadge, Tricorder, Engineer's Toolkit

Talents

I Know My Ship: Whenever you attempt a Task to determine the source of a technical problem with your ship or station, add one bonus d20.

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

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

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.

