

# EZRI TIGAN

Ezri Tigan is an unjoined Trill who joined Starfleet to get away from her family. She was born on New Sydney in the Sappora system. Her family owns a successful mining consortium. She was a cadet from 2372-2374. In 2375, she was assigned to the *U.S.S. Destiny* as an assistant ship's counselor at the rank of Ensign.

**Traits:** Trill

## Attributes

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

## Disciplines

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

**Focuses:** Psychology, Counseling, Family Dynamics, Investigation, Starfleet Academy, Colonies

**Values:** My Family Doesn't Know What To Make Of Me  
Nothing Simple For Ezri  
Too Proud For My Own Good  
I Make It A Point To Know As Little As Possible About The Family Business

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

## Attacks:

- Unarmed Strike (Melee, 2A, Nonlethal, Knockdown, 1H)
- Phaser Type-1 (Ranged, 3A, Charge, 1H)

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

## Talents

**Advisor:** Whenever you assist another character using your Command Discipline, the character being assisted may re-roll one d20.

**Cautious (Medicine):** Whenever you attempt a Task with Medicine, and you buy one or more d20s by spending Momentum, you may re-roll a single d20.

**Studious:** Whenever you spend one or more Momentum to Obtain Information, you may ask one additional question (in total, not per Momentum spent on Obtain Information).

**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.

