

TAURIK

In 2370, Taurik was an Ensign serving aboard the *Enterprise-D* as an engineer. He has a knack for warp drive modifications and warp theory. He's extremely inquisitive and perceptive, and understands that his superior officers may have reasons to hold back information.

Traits: Vulcan

Attributes

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

Disciplines

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

Focuses: Warp Theory, Bio-Scans, Damage Analysis, Phasers, Probability Theory, Computer Simulations

Values: I Am Quite Thorough
Test New Techniques
Accept That We Are Not Told About Everything
I Have Ideas For Increasing Efficiency

Determination: (Start with 1) **Stress:** 11 **Resistance:** 0

Attacks:

- Unarmed Strike (Melee, 3▲, Nonlethal, Knockdown, 1H)
- Phaser Type-1 (Ranged, 4▲, Charge, 1H)

Equipment: Combadge, Phaser Type-1, tricorder, engineer's tools

Talents

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.

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).

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

Mind Meld: See *Core Rulebook*, page 110.

