

EZRI DAX

Lieutenant **Ezri Dax**, formerly Ezri Tigan, is Dax's ninth host. Counselor by training, she was recently promoted. She now serves aboard the *U.S.S. Emissary* as **Second Officer** and serves as **Operations Manager** aboard the small ship. Her skill at counseling remains a valuable tool too.

Traits: Trill, Dax Symbiont

Ship Role: Operations Manager (1 bonus Momentum for Obtain Information, when using tricorder or assisted by Ship's *Computers* or *Sensors*)

Attributes

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

Disciplines

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

Focuses: Psychology, Counseling, Investigation, Small Craft, Observation, Crew Dynamics

Values: I Have An Unfortunate Tendency To Ramble
I'm Really Good At Punishing Myself
Set Myself Apart From Previous Hosts
Learn From All My Previous Hosts

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

Attacks:

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

Equipment: Combadge, Phaser Type-2, tricorder

Talents

Joined: Once per mission, you may declare that a previous host had expertise in a relevant skill or field of study; you gain a single Focus for the rest of the scene, as you draw upon those memories. You may perform rites and rituals to awaken past hosts' memories.

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

Studious: Whenever you spend one or more Momentum to Obtain Information, you may ask 1 more question (in total, not per Momentum spent).

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.

