

## MELORA PAZLAR

Lieutenant (jg) **Melora Pazlar** is the first Elaysian to graduate from Starfleet Academy. From a planet of low-gravity, she is determined not to let her physical limitations stop her from doing her job as **Flight Controller** aboard the *U.S.S. Emissary*. Her science background also comes in handy. She has previous experience in the Gamma Quadrant.

**Traits:** Elaysian, Motor Assist Devices. Elaysian physiology and neurology are adapted to a low-gravity environment, where they were able to 'fly'. However, in Earthlike-gravity, they require physical support (exo-skeleton, an anti-grav unit, or a wheelchair). Zero-gravity and low gravity environments enhance their mobility.

**Ship Role:** Flight Controller (When analyzing or repairing tech related to flight or propulsion, may use *Conn* Discipline instead of *Engineering*)

### Attributes

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

### Disciplines

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

**Focuses:** Low-Gravity Environments, Stellar Cartography, Helm Operations, Astrometrics, Klingon Culture, Gamma Quadrant Cultures

**Values:** I'll Just Have To Adapt

There Is No Melora Problem Until People Create One

No One Can Understand Until They Sit In The Chair

I Kind Of Like How It Feels To Depend On Someone For A Change

**Determination:** (Start with 1)

**Stress:** 10

**Resistance:** 0

### Attacks:

- Unarmed Strike (Melee, 3▲, Nonlethal, Knockdown, 1H)
- Garlanic Cane (Melee, 4▲, Knockdown, 2H)
- Phaser Type-1 (Ranged, 4▲, Charge, Hidden, 1H)

**Equipment:** Combadge, phaser type-1, tricorder, garlanic cane, anti-grav chair

### Talents

**Low-Gravity Mobility:** Your unique physiology gives you a natural advantage in low or zero gravity environments, enhancing your mobility. When you are able to freely move in such an environment, you gain the following effects:

- You are unaffected by Knockdown;
- You may take the Movement Minor Action even if an enemy is within Reach;
- When you use the Sprint Task, ignore Difficulty increases due to terrain.

**Fly-By:** Whenever you use the Swift Task Momentum Spend, you do not increase the Difficulty of the second Task if one of the Tasks you attempt is to pilot a vessel or vehicle.

**Personal Effects:** You have access to an antigrav chair, and a garlanic cane.

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

