

GEORGE PRIMMIN

Commander **George Primmin** was once assigned by Starfleet Security to Deep Space 9 to work alongside Constable Odo. He has risen through the ranks to become the *U.S.S. Emissary's* **Executive Officer**, handling the duties of **Chief of Security** himself.

Traits: Human

Ship Role: Executive Officer (spend 3 Momentum to let someone regain Determination)

Attributes

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

Disciplines

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

Focuses: System Diagnostics, Security Systems, Transporters and Replicators, Computers, Logistics, Ship Engagement Tactics

Values: Criminals Hold True To Form
No Hard Feelings
I Took A Cue From You
Learn Beyond What Was Taught At the Academy

Determination: (Start with 1) **Stress:** 13 **Resistance:** 0

Attacks:

- Unarmed Strike (Melee, 5▲, Nonlethal, Knockdown, 1H)
- Phaser Type-2 (Ranged, 7▲, Charge, 1H)

Equipment: Combadge, phaser type-2, tricorder

Talents

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

Intense Scrutiny: Whenever you succeed at an *Engineering* or *Science* Task as part of an Extended Task, you score 1 additional Work for every Effect rolled.

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

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

