

VAW MIMEER'NON

Captain **Vaw Mimeer'non** is a female Xindi-Aquatic. Originally in Engineering, she switched to the Command track when she realized her life's ambition was to become captain of her own ship. Her dreams came true: the *U.S.S. Poseidonis* is her first starship command, and she does not intend to let her crew down. She hopes to show that more aquatic refit vessels would serve the Federation well.

Traits: Xindi-Aquatic

Ship Role: Commanding Officer (donate Determination point to other character; p.126)

Attributes

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

Disciplines

Command	Conn	Security	Engineering	Science	Medicine
5	2	2	3	3	1

Focuses: Oceanic Sciences, Decorum, Team-Building, Aquatic Technology, Underwater Combat, Structural Engineering

Values: My Crew Before Me
 Mercy Before Violence
 Listen To What My Crewmembers Say
 Weigh All Options Carefully Before Acting

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

Attacks:

- Unarmed Strike (Melee, 3▲, Nonlethal, Knockdown, 1H)
- Phaser Type-2 (Ranged, 5▲, Charge, 1H)

Equipment: Combadge, phaser type-2, tricorder

Talents

Long Deliberation: When attempting a Task using Reasoning or Insight, and spending more than one Momentum to buy a bonus d20 for that Task, you may re-roll your dice pool. However, if this is a Timed Challenge, you cannot spend Momentum to reduce the length of the time involved.

Sonar: You are able to use sonar to detect objects. When you are using sonar to perceive something through gaseous or liquid environments, you may re-roll any number of dice.

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

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

