



# JEAN-LUC PICARD (2353)

ALLIED MAJOR NPC

Jean-Luc Picard is a 24<sup>th</sup> century human Starfleet officer from Earth. An experienced Starfleet captain, he is the commanding officer of the USS *Stargazer*, and has a reputation for arrogance, but is respected amongst his crew and other starship captains. A consummate explorer, Picard has commanded the *Stargazer* for 19 years, charted dozens of star systems and engaged enemy forces on numerous occasions. Currently he and his vessel, the *Stargazer* are assigned the Alpha Quadrant to reinforce the Federation border with the Cardassian Union. Recently, he lost his first officer Jack Crusher, when he was forced to make a life-or-death decision, resulting in the loss of his best friend.

**TRAITS:** Human, Starfleet, Artificial Heart

## ATTRIBUTES

CONTROL	10	FITNESS	08	PRESENCE	10
DARING	09	INSIGHT	10	REASON	09

## DISCIPLINES

COMMAND	05	SECURITY	02	SCIENCE	03
CONN	03	ENGINEERING	02	MEDICINE	01

### VALUES:

- Duty before all else
- Loyal to the Federation
- Ready to encounter the unknown
- Haunted by Jack's death

**FOCUSES:** Astrophysics, Composure, Diplomacy, Exploration, Starfleet Protocol, Xeno-Archaeology

**STRESS:** 10    **RESISTANCE:** 0

### ATTACKS:

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

**EQUIPMENT:** Combadge, Phaser Type-2

### SPECIAL RULES:

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

**Decisive Leadership:** In a Conflict, whenever the character performs the Assist Task and would then pay two Momentum to keep the initiative, the cost to keep the initiative is reduced to 0.

**Call To Action:** In a Conflict, a character may use the Prepare Minor Action to grant one ally a Minor Action of their choice (performed immediately) if they can communicate with that ally.

**Dauntless:** Whenever you attempt a Task to resist being intimidated or threatened, you may add a bonus d20 to your dice pool.

*The special rules for NPCs as allies can be found on page 312 of STAR TREK ADVENTURES – CORE RULEBOOK*