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## Dismuke, Michael (STA Specialist)

Michael has always been the person to go against the grain. He started working at age 11 and hasn't stopped. Self-motivated and driven, he has trouble accepting that in a universe where everything works like clockwork and natural systems work with mathematical precision that humans are the strange, accidental anomaly. Everyone matters and everyone can make their life matter. Just gotta' figure out the design and your place in the universe.

**TRAITS:** Human

### VALUES

- All Designs Need a Designer
- All Sin is Fun; But All Fun Ain't Sin
- My Happiness Comes From Helping Other People Succeed
- You Are Who You Associate With

### ATTRIBUTES

Control	09	Fitness	09	Presence	11
Daring	10	Insight	09	Reason	08

### DISCIPLINES

Command	04	Security	04	Science	04
Conn	02	Engineering	01	Medicine	01

**FOCUSES:** Business Operations, Data Analytics, Inspiration, Gamification, Leadership, Writing

**STRESS:** 13

**DETERMINATION:** 1

### ATTACKS

Snarky Verbal Comebacks

### EQUIPMENT:

Computer



### TALENTS

**Coordinated Efforts:** During an Extended Task, an assisted character may gain either the Scrutinize 2 or Progression 1 benefits (see page 91 of the core rulebook) when they roll their Challenge Dice.

**Crisis Management:** Years working in business operations has honed Michael's organizational development, leadership, and risk assessment skills. He may make use of the Direct Task (Star Trek Adventures core rulebook p. 173). If he already has access to the Direct Task, they may do so twice per scene instead of once.

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

**Sense of Humor:** Whenever Michael attempts a Task to persuade someone not to resort to violence using his sense of humor, he may add a bonus d20 to his dice pool.