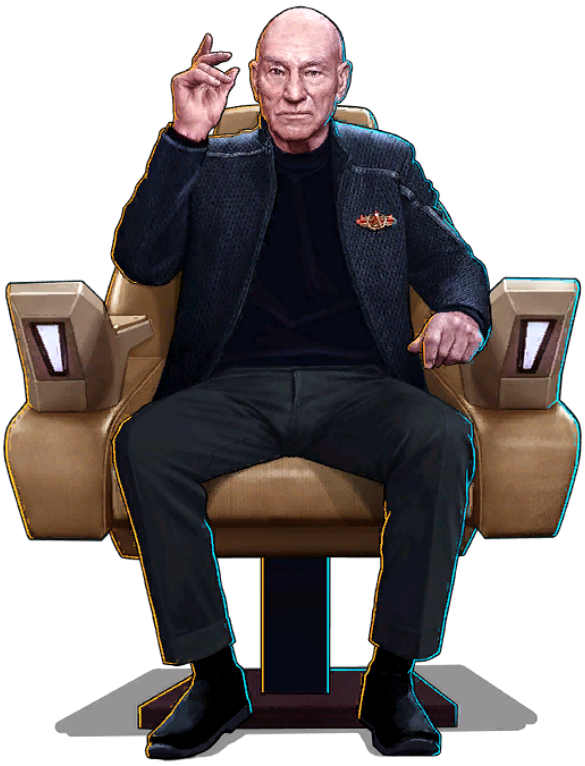
STAR TREK: PICARD PLAYER CHARACTERS

ADMIRAL JEAN-LUC PICARD



TRAITS: Human (Earthborn), Android (Coppelius Golem), Vintner (Château Picard), Starfleet Flag Officer, Veteran Officer, Q's Reluctant Champion, Data's Mentor, Survivor of the Borg, Fallen Saviour of Romulus, Formerly Retired / Active Reserve, Father of Jack, Commanding Officer (Restored *Enterprise*-D)

VALUES:

➢ The stars have always been in my favour.
➢ The true final frontier is time.
➢ To family... because that's what we are, after all.
➢ You are the part of me that I never knew was missing.

FOCUSES: Archaeology, Composure, Diplomacy, Inspiration, Starfleet Protocols, Starship Tactics
ADMIRAL FOCUSES: The Borg, Romulan Culture & Politics, Synthetic Life & History
PASTIMES: Fencing, Literature & Shakespeare, Viticulture

ATTRIBUTES		DEPARTMENTS	
CONTROL	10	COMMAND	05
DARING	07	CONN	02
FITNESS	08	ENGINEERING	01
INSIGHT	10	SECURITY	02
PRESENCE	11	MEDICINE	02
REASON	10	SCIENCE	04
STRESS	08	**PROTECTION**	–

ATTACKS:

➢ **UNARMED STRIKE:** 1H Melee, Stun 2, Non-lethal
➢ **PHASER TYPE-1:** 1H Ranged, Stun 3 / Deadly 3, Charge, Hidden 1

SPECIAL RULES:

➢ **FAITH OF THE HEART (SPECIES ABILITY):** When Picard uses one of his values to spend or gain Determination, he may also add 1 Momentum to the group pool.
➢ **ADMIRAL (ROLE):** At the start of each mission, Picard selects one of his three Admiral Focuses. Thanks to his high-level briefings, instructional materials, and strategic oversight, every Main Character on his staff/crew gains that selected Focus as an additional Focus for the entire mission.

TALENTS:

➢ **ADVISOR (COMMAND TALENT):** Whenever Picard *Assists* another character using his Command, the assisted character may re-roll one d20.
➢ **BIOSYNTHETIC CONSTRUCTION (ANDROID TALENT):** Picard's synthetic body is constructed to be indistinguishable from a living human. To identify him as a Golem, an observer must scan him with a tricorder and succeed at a **Reason + Engineering or Medicine** task with a **Difficulty 3**. His injuries may be healed using either Engineering or Medicine.
➢ **DEFUSE THE TENSION (COMMAND TALENT):** Whenever Picard attempts a task to persuade someone not to resort to violence, the first d20 he purchases for that task is free.
➢ **LIFE LESSONS (VETERAN TALENT):** Whenever Picard uses one of his values to gain or spend Determination, and makes a call back to a previous adventure in which he used that value, he may immediately add 3 Momentum to the group pool.

STARFLEET EQUIPMENT: Combadge (25th Century), PADD, Phaser (Type-1), Uniform (Flag Officer)
UNIQUE EQUIPMENT: Château Picard (Bottled Wine), Ressikan Flute, Combadge (Encrypted, 24th Century Starfleet), Dahj's Necklace, Ro Laren's Bajoran Earring

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For the Modiphius 2d20 Star Trek Adventures 2nd Edition Roleplaying Game