

# STAR TREK: DISCOVERY CHARACTERS

# CAPTAIN CHRISTOPHER PIKE

## COMMANDING OFFICER

“ After the war ... after Lorca ... we were beat up. Done. I was ready to walk out on Starfleet, go live in a yurt somewhere in the Ozarks and never set foot on a star-ship again. Then that distress call from the Enterprise came in. The war, especially while Lorca was in command, had been like one long storm. Captain Pike coming aboard was like finally waking up to a clear sky.

He asked us our names. Anytime he met someone in the crew he didn't know, he asked them their name. You have no idea what a big deal something like that is. Lorca never really knew our names; to him, I was always just "you, with the nose." But Captain Pike cared enough to find out, and he remembered every one. He made us feel like we mattered, that our role on the ship was valuable.

”

**TRAITS:** Human

### VALUES:

- Let Your Highly-Trained Experts Do Their Jobs
- Sometimes, You Just Have to Take Things On Faith
- Starfleet Is A Promise
- Trust Goes Both Ways

## ATTRIBUTES

CONTROL 09

FITNESS 09

PRESENCE 10

DARING 09

INSIGHT 10

REASON 09

## DISCIPLINES

COMMAND 05

SECURITY 02

SCIENCE 03

CONN 03

ENGINEERING 01

MEDICINE 02

### FOCUSES:

Athletics, Comparative Theology, Empathy, Inspiration, Lead by Example, Team Dynamics

### TALENTS:

- **Follow My Lead:** Once per scene, when you succeed at a Task during combat or another perilous situation, you may spend one Determination. If you do, choose a single ally. The next Task that ally attempts counts as having assistance from you, using your **Presence + Command**.
- **Spirit of Discovery:** You may spend one Determination to add three points to the Momentum pool. The normal conditions for spending Determination still apply.
- **Studious:** Whenever you spend one or more Momentum to Obtain Information, you may ask one additional question (in total, not per Momentum spent on Obtain Information).
- **Veteran:** Whenever you spend a point of Determination, roll 1A. If an Effect is rolled, immediately regain that spent point of Determination.

**DETERMINATION:** (Start with 1)

**STRESS:**

**RESISTANCE:** 0

### ATTACKS:

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

### EQUIPMENT:

Communicator, phaser type-2

