

COMMANDER KELLY GRAYSON

EXECUTIVE OFFICER, USS ORVILLE – ECV-197

ATTRIBUTES

CONTROL 10 DARING 4 FITNESS 4 INSIGHT 4 PRESENCE 10 REASON 4

DISCIPLINES

COMMAND 4 CONN 2 SECURITY 3 ENGINEERING 1 SCIENCE 4 MEDICINE 2

TRAITS: Human

VALUES:

- Command Requires Both Distance and Compassion
- Everyone Deserves a Second Chance
- Tough As Nails
- Willing To Take One For the Team

FOCUSES: Astronomy, Composure, Law, Lead By Example, Research, Snarky One-Liners

TALENTS:

- **Bold (Command):** Whenever you attempt a Task with Command, and you buy one or more d20s by adding to Threat, you may re-roll a single d20.
- **Resolute:** You increase your maximum Stress by 3.
- **Supervisor:** The ship's Crew Support increases by one.
- **Tough:** Whenever you *Avoid an Injury*, the cost is reduced by 1, to a minimum of 1.

DETERMINATION: (Start with 1)

STRESS: 15

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 4🔪 Knockdown, Size 1H, Non-lethal)
- PM-44 Plasma Pistol (Ranged, 6🔫, Size 1H, Charge)

EQUIPMENT:

Comscanner, PM-44 plasma pistol, uniform



Want to talk about someone who's blisteringly competent, and still isn't anywhere near where she belongs? Kelly Grayson's your girl. Nobody seems to appreciate how easily she could be doing Mercer's job, and Mercer doing hers. She should absolutely have her own command; rumors still about of how close she was to getting the captain's chair on the Armstrong.

Instead, she called in a favor and convinced Admiral Halsey to give Ed Mercer a promotion. Great career move? A lot of people would tell you no, that sacrificing her career goals for her washed-up ex-husband was a bonehead play. But that kind of thing is what Grayson does. She takes bullets for other people, brings out the best in other people. She's a phenomenal team player, and that sort of thing gets noticed.