

DOCTOR ELISE MCKENNAH

SHIP'S COUNSELOR

“ In one of the psychology courses at the Academy, one of the professors said something about the stresses of long-duration exploration missions. Captain Pike had come back from a couple of five-year missions on the Enterprise, and the crews had come back stressed and anxious. I didn't think much of it at the time, but Elise McKennah ... that girl took it and ran with it.

Most of Starfleet Command was coming up with ways to help them tough it out. She spent more than a year of her own time putting together a proposal to create a new position on deep-space starships, a dedicated position to give the crew someone to talk to. Then she spent another year convincing the admiralty to give it a test posting. She finally got it, too, ironically enough on board Kirk's Enterprise. I wish I could have been a fly on the wall when that conversation was happening.

The ship's counselor position turned out to be a rousing success. Even Kirk thought so. Elise managed to revolutionize deep-space exploration for Starfleet. It's too bad she never got to see it.

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TRAITS: Human

VALUES:

- Eternal Optimist
- Every Being is Equal
- Forgive Yourself
- Nerves of Steel

ATTRIBUTES

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

DISCIPLINES

COMMAND 03	SECURITY 02	SCIENCE 03
CONN 02	ENGINEERING 02	MEDICINE 04

FOCUSES:

Diplomacy, Observation, Philosophy, Psychology, Sociology, Vulcan Culture

TALENTS:

- **Constantly Watching:** When you attempt a Task to detect danger or hidden enemies, reduce the Difficulty by 1.
- **Doctor's Orders:** When you attempt a Task to coordinate others, or to coerce someone into taking or refraining from a specific course of action, you may use your Medicine Discipline instead of Command.
- **Intense Scrutiny:** Whenever you succeed at a Task using Reason or Control as part of an Extended Task, you may ignore 2 Resistance for every Effect rolled.
- **Quick Study:** When attempting a Task that will involve unfamiliar medical procedures, or which is to treat an unfamiliar species, ignore any Difficulty increase stemming from your unfamiliarity.

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, medical tricorder

