

## STAR TREK CONTINUES CHARACTERS

# LT WILLIAM C. DRAKE

### CHIEF OF SECURITY

“ Drake? Surprisingly gentle guy. Told me once, “I really don’t condone violence,” which is not what you’d think if you ever saw him bearing down on you in a starship corridor with a phaser in his hand. He was a big man, nearly two meters tall, and like a lot of big men, I think, he tended to downplay his size. At least until he needed to use it, at which point you got to see just how imposing he could be. For a man who didn’t condone violence, he was remarkably adept at it when the situation demanded it.

He was a godsend for the Enterprise security section. Morale was low; Kirk had been having a problem with security chiefs for a couple of years before he got there. They’d all been competent officers, but for some reason they’d either transferred off the ship or gotten themselves killed after a short time on the job. When Drake came aboard, though, that all started to change. Not sure if it was Drake’s training regimen, or just the fact that he stuck around for more than a couple of months, but departmental morale and efficiency both went up markedly. By the time the five-year mission was over, they had one of the sharpest security teams in all of Starfleet.

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**TRAITS:** Human, Cybernetic Arm

**VALUES:**

- Always Faithful, Always Vigilant
- If You Want Peace, Prepare for War
- Service Is a Privilege
- The Unknown Is Not Automatically a Threat

### ATTRIBUTES

CONTROL 10

FITNESS 12

PRESENCE 09

DARING 09

INSIGHT 08

REASON 08

### DISCIPLINES

COMMAND 03

SECURITY 05

SCIENCE 02

CONN 02

ENGINEERING 02

MEDICINE 02

**FOCUSES:**

Composure, Handphasers, Law, Martial Arts, Security Systems, Small Unit Tactics

**TALENTS:**

- **Constantly Watching:** When you attempt a Task to detect danger or hidden enemies, reduce the Difficulty by 1.
- **Dauntless:** Whenever you attempt a Task to resist being intimidated or threatened, you may add a bonus d20 to your dice pool.
- **Pack Tactics:** Whenever you assist another character during combat, the character you assisted gains one bonus Momentum if they succeed.
- **Quick to Action:** During the first round of any combat, you and your allies may ignore the normal cost to Retain the Initiative.

**DETERMINATION:** (Start with 1)

**STRESS:**

**RESISTANCE:** 0

**ATTACKS:**

- Unarmed Strike (Melee, 6A Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 8A, Size 1H, Charge)

**EQUIPMENT:**

Communicator, phaser type-2

