

STAR TREK: DISCOVERY CHARACTERS

ENSIGN SYLVIA TILLY

ENGINEERING OFFICER

“ Even in our bright and enlightened 23rd century, a lot of people are kind of cynical, especially if they served under Gabriel Lorca. They think – not necessarily the worst about something, but they keep the harsh realities of things within easy reach. In a new situation, they led with their heads.

She was often faulted and shunned for her perceived naiveté, but that really wasn't what was wrong. Tilly's biggest problem, if you want to call it that, was that she led with her heart. Where most of the people around her expected the worst, she hoped for the best.

She led with her heart, and that was ultimately the source of her strength. Ultimately, her greatest value to Discovery, and to Starfleet, lay not in her raw scientific and engineering brilliance, though that was formidable in its own right. No, her true strength was her empathy and her optimism. Even when they shunned her, Sylvia Tilly's faith in the people around her made them better, whether they knew it or not.

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TRAITS: Human, Autistic

VALUES:

- “Fake It Until You Make It”
- Find Your Own Path
- I'm Going to Be a Captain Someday
- You Choose Who's Your Family

ATTRIBUTES

CONTROL 09

FITNESS 10

PRESENCE 09

DARING 09

INSIGHT 08

REASON 11

DISCIPLINES

COMMAND 03

SECURITY 01

SCIENCE 03

CONN 03

ENGINEERING 04

MEDICINE 02

FOCUSES:

Athletics, Computers, Empathy, Mathematics, Modeling and Design, Theoretical Engineering

TALENTS:

- **Cautious (Engineering):** Whenever you attempt a Task with Engineering, and you buy one or more d20s by spending Momentum, you may re-roll a single d20.
- **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).
- **Technical Expertise:** Whenever you attempt a Task assisted by the ship's Computers or Sensors, you may re-roll one d20 (which may be the ship's die).
- **Untapped Potential:** Whenever you succeed at a Task for which you bought additional dice with either Momentum or Threat, roll 1A. You receive bonus Momentum equal to the score of the A, and add one point to Threat if an Effect is rolled.

DETERMINATION: (Start with 1)

STRESS:

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 2A Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 4A, Size 1H, Charge)

EQUIPMENT:

Communicator, phaser type-2, tricorder

