

Lloyd

(Supporting Character/Notable NPC)
Holographic Bartender

Attributes

Control	11	Insight	8
Daring	10	Presence	9
Fitness	9	Reason	7

Disciplines

Command	3	Security	2
Conn	1	Science	1
Engineering	2	Medicine	4



Focuses: Counseling, Libations of the Galaxy, Short-Order Replicator

Trait: Hologram. Holograms can be programmed to any specification, though the nature of their holomatrix means that they are essentially impervious to direct physical harm – they can allow energy and objects to pass through them at will. Although Lloyd himself is impervious to most physical attacks, his holographic emitters are not. Absent some sort of mobile emitter, Lloyd is limited to Ten Forward, Sick Bay, and the holodecks.

Value:

A Friendly Ear: In addition to serving food and drinks as needed, Lloyd is programmed to be a sympathetic and friendly listener.

Talent:

Disarming Nature: Lloyd is extremely sociable and adept at putting others at ease. Whenever you are engaged in a Social Conflict, you reduce the Difficulty of any Test to make your target relax or to trust you by 1.

Insightful Guidance- Whenever you Assist a character, who is in a Social Conflict, using your knowledge of psychology or emotional states, that character is considered to have an Advantage in addition to the normal benefits provided by your Assist.

Combat

Weapons and Attacks:

Stress: 11 Unarmed Strike; Melee 3▲, Knockdown, Size 1, Nonlethal

Resistance: 1

Programmed by unknown engineers at Star Station Overlook, Lloyd has become a fixture in the Crew's Lounge (Ten Forward on *Galaxy Class* starships). Though a man of few words, Lloyd is an expert bartender and a great conversationalist.