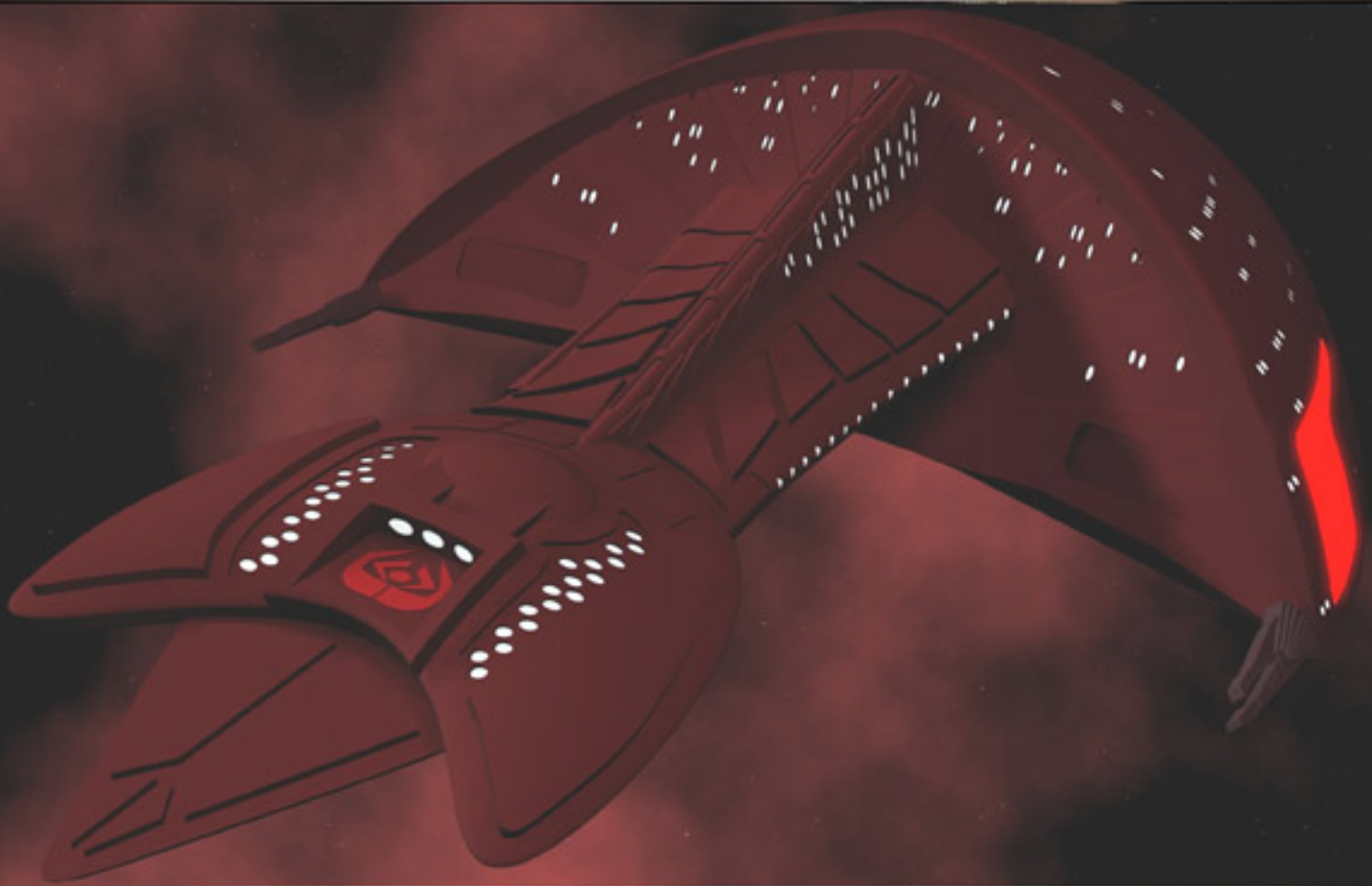


BEYOND

THE FINAL FRONTIER



THE UNOFFICIAL

STAR TREK

ROLEPLAYING GAME WEBZINE

ISSUE 6 • AUGUST 2005



From The Editor:

Greetings, Salutations, Hello All!

Here we are again with another issue of *Beyond the Final Frontier*, the fan-made webzine dedicated to the CODA Star Trek RPG. We're chock full (as we can get) with new info for both players and Narrators to add to their games. This issue features a new location, NPC, class outline for a Starfleet Academy game, Ferengi options, and finally an article for everyone concerning character generation.

But before I conclude my introduction, I would like to extend our sympathies to the family of James "Scotty" Doohan. His passing was a grievous blow to the sci-fi world, especially to those who loved Star Trek regardless of its incarnation.

We will miss you.

Matthew A Kearns
aka Gandalfoborg
Editor

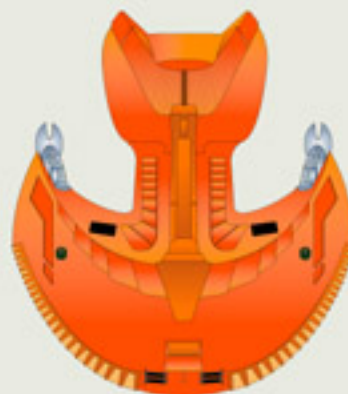
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Rik's Café Terrestrienn

Rik's Café Terrestrienn

A Series Seed and Location for
Star Trek: The Role-Playing Game
by Jon Crew

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"Of all the canna joints in all the spaceports in all the worlds, she had to walk into mine."

The Café Terrestrienne is a popular café-bar in Kelthuniar Tol, the major spaceport of Kelanok, a sparsely populated but strategically important planet in the former Cardassian Union. The music is good, the bar staff friendly and good-looking, and the place is always bustling. Rik, the Orion proprietor, is known for his establishment's hospitality, his fair-handedness and for his one hard and fast rule – he never drinks with a customer. Situated at the junction of the Romulan, Klingon, Bajoran and Federation-controlled sectors of post-war Cardassian space, the world, its spaceport, and the Café itself are magnets for individuals with all kinds of murky agendas. Spies, smugglers, black marketeers, freedom fighters and agents of every stripe have trade information and latinum across Rik's tables...

Rik's Café is presented as both a location for use in ongoing Series, and as a possible setting for a civilian-based series. The Café, its environs and regular clientèle are all described, along with the major players in the local community.

THE VENUE

The Café Terrestrienne occupies an elderly brown building on the edge of Kelthuniar Tol's spaceport. It is built in typical Cardassian style, with a low, blocky profile, although the decorative half-arches characteristic of Cardassian architecture collapsed several years ago during a storm, and have never been rebuilt. Rik knows that the Café attracts custom through its reputation, not its external appearance, and there always seems to be something more important to spend the latinum on. Thick stone walls keep the constant noise of the port at bay, and high ceilings allow non-Cardassian customers a chance to shelter from the relentless humidity, accounting for some of the bar's popularity.

Inside, the aspect is somewhat less Cardassian. Most of the interior is composed of one enormous space, divided into individual enclosures by heavy pillars, ornate screens and strategically-placed tapestries. While some spaces are bare of decoration, much of the interior is draped in the brightly-coloured tapestries and ornate wall furnishings favoured by Orion merchants. After exposure to the spartan styles of typical Cardassian accommodations, the effect is of barbaric splendour, and can be quite jarring.

A large central space contains about forty tables arranged in front of a stage opposite the main entrance to the building. A huge bar lies along the left of the room, while the right side is home to a series of alcoves containing isolated tables for customers requiring privacy. Archways lead off from all sides to the rest of the building, and the architecture ensures that the current performer can be heard from all points. Most areas are fitted with sound suppression systems which can be activated to block out external noise or ensure the privacy of their occupants. Several areas have these systems running as a matter of routine, and individual musicians provide entertainments for different tastes.

Regardless of the level of business, one table spends most of its time empty. Located between the bar and the stage, it is only ever occupied by one person—Rik himself. While he occasionally visits with guests at other tables, he spends much of every evening here alone, keeping an eye on the business and attending to the myriad problems which plague the successful businessman.

There are no holosuites in the Café, Rik doesn't like them, although he will not say why. He concentrates, instead, on gambling, and a full wing of the building is given over to a casino. The Café caters to all tastes, from Terran games such as poker and roulette to the Ferengi pastimes of dabo and dom'jot. In one corner, a bank of screens runs live sports events from around the sector, allowing for fans to bet on the outcomes with the attending bookmaker.

THE STAFF

Rik (Male Orion (green), 1.9 m, 65 kg.)

Rik is a man with a mysterious past. It is known that he ran armaments to the Maquis before the War, but he dropped out of the business when hostilities broke out. He then disappeared from sight for over a year. When he reappeared, he had plenty of latinum, but no-one knows where he got it from. He used it to buy the Café, modelling it on Terran stylings (hence the name).

Caen (Male Orion (ruddy), 2.1 m, 70 kg.)

Tall and slender, Caen is the maitre d' for the Café. Working with Dagren, he is responsible for keeping the Café populated but quiet—the two make an efficient team. Like front-of-house workers everywhere, he maintains an aloof, almost arrogant persona. In the event of trouble, he is a devastating shot with the small ex-Starfleet phaser he keeps under his desk. If you use FASA-Trek style Orions, Caen is a ruddy, but maintains a close working relationship with his

green boss. If not, he is simply a normal Orion.

Chenga [Female Sarmalian, 2.3 m, 120 kg.]

Tall, broad, and possessed of a very delicate touch, Chenga is the chief musician in the Café. Chenga is a quiet person, but Rik occasionally uses her to intimidate trouble-makers. In reality, she is a pacifist, dedicated only to her music. Despite her clumsy fingers, she has mastered the use of the Terran piano. The Sarmalians are a race rarely seen in this area of space, artists and creators to an individual, in direct contrast to their appearance, which is somewhat fearsome (details left to the referee—they should be tall and powerfully built).

Dagren [Male Cardassian, 1.6 m, 60 kg.]

Small and wiry, and with a dapper dress sense, Dagren is Rik's chief bouncer, responsible for ensuring that those too drunk to keep control of themselves are removed from the bar, and that undesirables never come in. He runs a team of well over a dozen security personnel (nobody will confirm exactly how many), each carefully vetted and with a background in security or the military. He is quiet and soft-spoken, and seems to get most people to back down before violence and weapons are even mentioned.

Tako [Male Human, 1.8 m, 65 kg.]

Hailing from Japan on Earth, Tako is Rik's chief chef. He has a wide variety of specialties, covering a number of different cultures, and refuses to work with a replicator. The specials each evening vary widely, and are always popular. He is temperamental and very defensive of his territory, and those invading the kitchens looking for an alternative route out of the building may find themselves menaced by a meat cleaver (or an egg whisk) before Dagren arrives to rescue them.

Grelík [Male Ferengi, 1.4 m, 45 kg.]

Grelík is the head dealer in the casino. His team of Ferengi and Orion dealers operate the tables and machinery on a nightly basis to extract money from the punters. Skimming is surprisingly rare—the Orions and Ferengi are fierce rivals and tend to report any illegal activity. Grelík naturally takes a cut of any profits.

THE CLIENTELE

"Sooner or later, everybody comes to Rik's"

The Gul [Male Cardassian, 1.7 m, 80 kg.]

Commonly known only as the "Gul", this elderly heavysset individual is a common fixture at the end of the main bar. He is somewhat florid in complexion (for a Cardassian), and his age is apparent in the wrinkles on his face and the battered uniform he wears. He spends much of his time staring into his cup, muttering or singing to himself, but for the price of a glass of canaar, he can be persuaded to tell of the battles of the Federation-Cardassian War. His exact identity is no secret, but nobody, least of all him, really cares who he was anymore.

Subcommander Teras [Romulan male, 1.9 m, 65 kg.]

Teras is the chief of security in the city, and takes his position very seriously. He is also extremely corrupt, and will only do enough to keep the peace. Rik, unlike many other local businessmen, does not pay him off, but Teras is a frequent player at the roulette tables, and Grelík ensures he wins frequently.

Captain Jack Johnston [Human male, 1.8 m, 70 kg.]

Jack Johnston and his crew run a small spaceship for hire called the *Danson's Dream*. They'll do most things for the right money, and have become very good at avoiding the authorities. Jack himself is wanted in the Federation for several smuggling offences, several of his crew have longer records.

Dr Sevok [Female Vulcan, 1.7 m, 58 kg.]

Sevok is a medical doctor operating near the Café. She serves the spacer

community, providing cheap, but effective treatment for a wide range of injuries. Unknown to most people, however, she is also the central contact for Starfleet Intelligence operations in the region. She can often be found in the Café, where she has a most un-Vulcan taste for exotic alcohol.

Dr Laura "Centauri" Jefferson [Female Human, 1.6 m, 53 kg.]

Dr Jefferson is the best known of the "legitimate" archaeologists operating on Kelanok. She is quite young, and takes an active approach to all her work, often placing herself in danger to achieve her goals. She has led a total of four expeditions into the southern deserts, all quite large, and all highly-successful. All of her discoveries have been sent back to major universities in the Federation, a fact that has caused much resentment among the Cardassian locals. Each successful expedition has been followed by several nights of boisterous carousing for her team at the Café. Dr Jefferson can often be found in the Café celebrating her most recent mission, accompanied by members of her crew, who are mostly human and Bolian. She is a plump boisterous human with a battered utility jacket and crows-feet already developing around her eyes.

Sheraas [Male Andorian, 1.9 m, 82 kg.]

A typical example of the less ethical treasure-hunters found in Kelthuniar Tol, Sheraas is more interested in making money out of his expeditions than in their academic value. To date, he has failed to find anything really valuable, but is not above stealing things from other prospectors. A successful expedition may find itself ambushed by his crew upon their return to civilisation.

THE CITY: KELTHUNIAR TOL

By any standards, *Kelthuniar Tol* is small for a city, numbering less than 4,000 residents, although it is expanding rapidly. It is still the largest offworlder community on the planet, and its spaceport (simply a wide area of reinforced duracrete dotted with hangars and fuel depots) is the first port of call for legitimate traders. The city itself is located on a low cliff overlooking a large lake in the centre of the larger of Kelanok's two continents.

Low commercial buildings and villas line the wide boulevards that make up most of the community. While the former are constructed of common prefabricated materials, the latter are built of the bright white stone common to the area, and can be quite blinding in the noon sun. Most buildings follow typical, if pragmatic, Cardassian architecture, with sweeping columns, and squat walls. The government building, occupied by the Bajoran administration, and housing the Romulan security office, dominates the skyline near the centre of the town.

The area between the centre of town and the spaceport is occupied by prefab offices, warehouses, shops, cheap hotels, brothels and bars of every stripe, from the dour grey facilities preferred by Cardassians and Romulans to the brightly-decorated businesses of Orion and Ferengi incomers. This area is the centre of trouble in the town as well as of commerce, and most nights are punctuated by the noise of brawls as various ship crews, military and commercial, indulge their aggressions against each other. The Romulan security teams, finding themselves overstretched, regularly over-react to incidents, and crew members who died "resisting arrest" are frequently returned to their ships with the apologies of the administration.

The local economy is currently experiencing a boom from housing and outfitting expeditions, as incoming archaeologists and treasure-hunters seek bases of operations. All are convinced they will gain fame and fortune, but many just find new and more interesting ways to die among the jungles and mountains of the continent.



THE WORLD: KELANOK

Class: M - One moon

Gravity: 1.1 G

Climate: Heavy atmosphere, 70% hydrosphere, hot temperature.

Demographics: Around 10 million natives (Cardassianoid), 7000 colonists, mostly Cardassian, with a scattering of other species.

Civilisation: Native: aggressive, independent, inflexible TL 1 society organised into small tribal units; Colonial: independent, commercial and open, TL 9 towns, run by appointed bureaucracies.

Resources: Unique medicines found in the jungles by skilled prospectors; tourism for rich offworlders; archaeological treasures in the southern deserts.

Notes:

Kelanok was a name that meant little to the average Cardassian citizen before the Dominion War, and even less to those outside. Although hot, humid and with a sizeable covering of jungle (and therefore a veritable paradise by Cardassian standards), it had little in the way of accessible resources and was located some way off the beaten track. Its use was even more restricted by the presence of the reclusive and primitive but hostile Cardassianoid natives. The Central Command authorised a colony shortly after its discovery, then forgot all about it.

Over the next few hundred years a small but viable colony was built up, exporting unique medicines and providing a tourist hotspot for the rich and powerful, but very little else. The planet had little strategic significance during the *Federation-Cardassian* and *Dominion Wars*, being merely a convenient way station for fleets on their way around the back of the Cardassian Badlands, but the Jem'hadar pounded it into rubble for the sake of thoroughness before their departure.

With the end of the War, what was left of the Cardassian Union splintered under the weight of the numerous factions each vying to impose their own brand of superior government on the shattered empire. Faced with impending anarchy, the Federation was forced into a peacekeeping role, and suspecting a strategic advantage for their former rival, the other members of the victorious Alliance (the Klingon and Romulan Empires) demanded a share of the responsibilities. With the *Bajoran Provisional Government* also looking for a way to extract reparations for damage done under both Occupations and during the War itself, albeit under the watchful eye of the *Federation Council*, the former Union suddenly found itself divided up like a vast cake, supposedly for its own good.

Kelanok fell within the Bajoran sphere of control, but was close enough to the territories of all three superpowers that many military vessels stopped there for R&R and to exchange prisoners, vital trade goods and information. Suddenly the system was the nexus for a new network of trade routes, and the world's capital city, Kelthuniar Tol, began to swell with the civilian and criminal hangers-on that invariably cluster around such sites. Opportunists of all races and professions flocked to the world, human prospectors and Ferengi merchants, Klingon freebooters and Orion gangsters.

The population trebled in under two years, and the level of crime increased proportionately as organised crime began to take control. Faced with a situation rapidly spinning out of control, the Bajoran-controlled local government began to look for outside help and the Romulans turned out to be most amenable to their approaches. Before long Romulan

security officers were a regular sight on the streets, but by this point the Orion Syndicate and its rivals were well-established—the Romulans' sole effect was to ensure that no one faction could gain control, and the planet remains an object lesson in the difficulty of keeping a cap on chaos.

Six months ago, prospectors in the southern deserts happened across what appeared to be the ruins of ancient cities. When the first of them appeared in Kelthuniar Tol, bearing what appeared to be authentic Hebitian artwork, word spread quickly. More ruins were uncovered in the jungles and deserts, and the first scientific expeditions authenticated them as dating from the time of the second Hebitian Civilisation on Cardassia, paradoxically long before the Cardassians were known to have space flight. Archaeologists, prospectors and collectors initiated a second wave of immigration, bringing an influx of wealth that rapidly threatened to destabilise the entire planet.

EPISODE SEEDS

A battered hopper (low altitude aircraft) staggers out of the jungle, and smashes into the street just across from the Café. The Crew are the first on the scene. The only occupant, a solitary human male, is killed on impact - he is clutching a broken PADD containing encrypted data. Is he a spy, an archeologist or a criminal? What will the Crew do with the data if they manage to decrypt it?

Dr. Jefferson is recruiting for her latest trip into the deserts, and the Crew can hire on as security, pilots or any of a number of other roles. They will get a chance to see how she operates as the expedition progresses from a routine archaeological dig (complete with wire grids and carefully labelled photographs) into a wild series of encounters with hostile locals and a band of scavengers.

A noted Cardassian dissident from the Romulan sector of the Union arrives in the city looking for refuge. If the Crew have access to a ship, they will be approached to help get him and his lover off the planet. Of course, the lover is an old flame of one of the Crew. (Well I had to fit it in somewhere didn't I?)

One of the Crew leads a trip to Kelthuniar Tol chasing reports of an old friend, who had gone missing during the war. When they find him, they discover he is involved in profiteering, stealing essential supplies from a Bajoran depot and selling them in the Klingon sector of the Union for a profit. Do they turn him in? Or try to reform him?

A Romulan security guard is murdered near the Café. Subcommander Tera sets out to round up the "Usual Suspects" — a couple of the Crew are caught up in the sweep.



Cmdr. Thomas Riker

First Officer, USS Freedom

Name: Thomas Riker
Race: Human
Profession: Starship Officer* Elite

Personal
Profession: Professional
Development: Helm
Elite Advancements: Hot Shot Pilot
Profession: 46
Elite Profession: Command*
Elite Profession: Mercenary

Attributes	Reactions	Secondary Attributes	Test Modifiers
Str: 11 / +2*	Qc: +4*	Defense: 8	Initiative: +6
Int: 9 / +1	Sa: +2	Health: 12	Dodge: +7
Agil: 9 / +1*	St: +5	Courage: 6	Fatigue: +5
Vit: 10 / +2	Wp: +2	Renown: 27	Poison: +5
Prs: 10 / +2			Psionics: +2
Per: 8 / +1			
Psi: 4 / +0*			

Species Abilities	Edges	Flaws
Adaptable	Dodges	Devotion (Deanna Troi)
Human Spirit	Bold	Infamy (Stole USS Defiant)
Skilled	Famous Ship (USS Pegasus)	
Alert		

Professional Abilities

Professional Abilities	Command 2
Starship Duty	Promotion 3
Astrogation	Confident
Evasive Maneuvers	Contacts 2 (Maquis)
Combat Plotting	Coordinator
Dog-Fighter	Famous Event (USS Pegasus)
Hide in Plain Space	Famous Event (USS Nerula Accident)
Hot Hands	Fit
Command Presence	Friendly
Starship Tactics	Great Vitality
Universal Renown	Healthy
Familiar Systems	Psionic
Spirit of the Fleet	Famous Event (Led prison resistance during Battle of Cardassia)
Will to Survive	
Tough Negotiator	
Unbreakable	
Valor	



Combat Traits

Armed Combat:	Anbo-Jytsu		
	Jytsu Sense		
	Anbo Dur 2		
	Prahna Jytsu	Point Strike:	3
Unarmed Combat:	Starfleet Self-Defense	Disarm:	2

	Spec	Ranks	AM	MM	Total
Armed Combat: Anbo-Jytsu	Staff	6	1	1	8*
Athletics	----	3	2	1	6*
Computer Use	----	3	1	0	4
Conceal	----	0	1	-1	0*
Engineering: Systems	Flight Control	4	1	0	5
Enterprise	----	0	1	-1	0*
Entertain: Trombone	----	4	2	1	7*
First Aid	----	0	1	-1	0*
Gaming: Poker	----	3	1	1	4
Gymnastics	----	0	1	-1	0*
Impersonate	Mimicry	2	2	1	5
Influence	Charm				
	Seduce	3	2	1	6
Inquire	Fraternize	2	2	1	5
Investigate	----	0	1	-1	0*
Knowledge: Culture	Human	4	1	0	5
Knowledge: History	Human	3	1	0	4
Knowledge: Politics	Federation	2	1	0	3
Knowledge: Specific World	Earth	5	1	0	6
Language: Federation Standard	----	6	1	0	7
Negotiate	Bargain	1	1	1	3*
Observe	Hear				
	Spot	2	1	1	4*
Persuade	----	1	2	1	4*
Ranged Combat: Energy Weapons	Type 2 Phaser	5	1	1	7*
Repair	----	3	1	1	5
Science: Planetary	----	3	1	0	4
Science: Space	Astrogation	4	1	0	5
Sport	----	0	1	-1	0*
Stealth	----	0	1	-1	0*
Survival	Artic	2	1	1	4*
System Operation	Flight Control	8	1	4	13
Tactics	Space	2	1	0	3
Unarmed Combat	Starfleet Defense	8	1	1	10*

Psionic Skills

Telepathy	----	1	0	0	1
-----------	------	---	---	---	---

*Skills may be used untrained

Edges

Dodge	+3 bonus to Quickness for Dodge tests
Bold	+5 bonus to physical tests instead of +3 for Courage
Famous Ship	Served about the USS Pegasus, test bed for the Phase Cloaking device
Alert	+2 bonus to Quickness for Initiative tests
Command	Subordinates receive +1 bonus to any Professional

Skill test per episode

Promotion 3	Lieutenant Commander
Competitive	+1 bonus to all opposed tests
Confident	+5 bonus to social tests instead of +3 for Courage
Contacts 2	Maquis resistance fighters in Federation/Cardassian

DMZ

Coordinator	+2 bonus for combined tests instead of +1
Famous Event	Repelled a mutiny on the USS Pegasus
Famous Event	Survived on Nervalia for seven years, exact duplicate of Commander William T. Riker of the USS Titan
Famous Event	At the end of the Dominion War while serving in a prison on Cardassia, led resistance and overthrow of prison and aided in the rebel uprising
Fit	+1 to all physical tests
Friendly	+1 bonus to all social tests
Great Vitality	Reduce TN to stabilize you by -5 and +4 bonus to Stamina tests for natural healing
Healthy	+2 bonus to Stamina
Psionic	Grants Psi attribute, base value 4

Flaws

Devotion (Deanna Troi)	Imzadi to Deanna Troi
Infamy (Stole USS Defiant)	While impersonating his double, Commander William Riker, stole the USS Defiant from Deep Space 9 for the Maquis cause

Combat Traits

Jytsu Sense	+1 bonus due to Observe (Listen)
Anbo Dur 2	Does normal damage and opponent is prone; Leg is injured and may not add Agility bonus to any combat test until healed
Prahna Jytsu	May substitute Observe (Listen) skill level for Agility bonus to determine Defense
Point Strike 3	Strike made after aim action receives +4 bonus and does 4 + Str Mod damage (+2 for superior, +4 for extraordinary success)
Disarm 2	Opposed Strength tests is v. Starfleet SD result +2

Species Abilities

Adaptable	+2 bonus to Qu, St, or Wp
The Human Spirit	+1 Courage
Skilled	+2 ranks to one Species skill OR +1 rank to two Species skills

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The Human Spirit	+1 Courage
Skilled	+2 ranks to one Species skill OR +1 rank to two Species skills

Professional Abilities**Starship Duty**

Astrogation	Add bonus to System Operation (Flight Control) tests equal to half Science: Space skill, rounded up
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Evasive Maneuvers	Roll 3d6 (keep highest two) for combat maneuver tests
Combat Piloting	+1 helm maneuver per round
Dogfighter	+2 bonus to all helm maneuver tests
Hide in Plain Space	+2 TN to enemy sensor tests
Hot Hands	Roll 3d6 for all Quickness tests
Commanding Presence	Roll 3d6 for Willpower tests, keep 2 highest
Starship Protocol	+4 bonus to Enterprise: Administration (choose specialty)
Starship Tactics	May re-roll a Tactics test and use better of two rolls once per session
Universal Renown	An extraordinary success for a Negotiate or Tactics test earns +1 Renown
Familiar Systems	Perform Computer Use action in half the time on a Starfleet computer
Spirit of the Fleet	Once per session, re-roll a Willpower test and use the better of the two rolls
Will to Survive	Add a bonus to a Survival test on a planetary surface equal to half Athletics skill, rounded down

Background:

Until he was discovered by an Away Team mission on Nervalia, Thomas Riker thought he was actually William Riker. Life alone on the planet had been very difficult, having to survive in a barely survivable place. He passed the time maintaining the equipment, gathering data, and thinking of the day he could see his beloved Imzadi, Deanna Troi, once again. Encountering his double was quite a shock for the both of them and caused a bit of mischief in the relationship between Will and Deanna.

Once he and Will came to an understanding, Thomas was reassigned for extra training to catch up on the time he missed while marooned on Nervalia. He got reassigned to a couple of different ships and began to become disillusioned with Starfleet life. It was about this time that he secretly joined with the Maquis. Using his practically flawless impersonation of his double, Thomas stole the USS Defiant from Deep Space 9 with the intent to cause great havoc against the Cardassians in the name of the Maquis. Caught eventually, Thomas was handed over to the Cardassian authorities for crimes he did commit against them. He spent many years in one of the toughest penal colonies they had.

When the Cardassians joined with the Dominion, he was brought back to Cardassia and interrogated for a long time concerning what he knew about Federation and Klingon technology. Resisting torture and interrogation as best he could, Thomas survived. He did give some secrets, but it was about out-of-date technology so as not to hurt the cause of the peoples in the Alpha Quadrant.

08

3601

RIKER, COMMANDER WILLIAM T.
EXECUTIVE OFFICER

The day finally came when the decisive battle came to Cardassia and Thomas was prepared. Contacted intermittently by Damar's resistance with information about the prison he was on, he headed a prison riot-turned-rebellion. Leading over 100 Cardassians and other inmates in the overthrow of the prison, 65 managed to escape and all their captors perished. Continuing his success, Thomas's followers began to fight guerilla warfare against all Dominion and Breen troops found in the streets and the air. After Cardassia had been liberated, Thomas was found by none other than Col. Nerys and her resistance cell that overthrew the Founders' command center.

For his deeds, he was pardoned by both the Cardassian government and Starfleet; he was even offered his commission back. Spending all that time in the penal colony and prison, Thomas realized that this is where he really belonged and accepted. Since the Dominion War, Thomas has served with honor and distinction as first officer of the USS Freedom.



A Devine Treasury of Ferengi Character Options

Written by Steven A. Cook

"Welcome to our home. Please place your imprint on the legal waivers and deposit your admission fee in the box by the door. Remember, my house is my house [cringe]. As are its contents."

Family Business, *Star Trek: Deep Space Nine*. The easily duped pirate, the swindling merchant, the power hungry DaiMon, the cowardly gunrunner—all are Ferengi stereotypes seen repeatedly on the various *Star Trek* shows. They are useful to the Narrator as adversaries and enemies, but are they decent player character archetypes? Probably not. Not until *Star Trek: Deep Space Nine* did we see well-developed characters on screen worthy of the moniker "Player Character."

This article expands the options available to players desiring to create Ferengi characters for the *Star Trek Roleplaying Game*™. Included are expansions to the Ferengi species description covering eras, providing sample characters, and introducing a new species ability; new personal and professional development packages; a liquidator elite profession; new edges and flaws; and two pieces of Ferengi technology, the locator bomb and energy whip. Update to Ferengi Species Description Add the following section to the Ferengi species description found on pages 36-37 of the Player's Guide.

Profit, the Material Continuum, and the Afterlife

Profit is at the core of Ferengi culture. Something isn't worth doing unless there is profit to be made. To the Ferengi mind, why would you give away something for free when you could charge a price for it, and therefore gain something you didn't have—a profit. For Ferengi, this is just the way life and the universe works. Greater profit equals greater life—and a greater afterlife.

The Great Material Continuum

The Great Material Continuum governs all aspects of Ferengi life. This belief system posits that all societies exist in alternating states of having and wanting, and is metaphorically seen as a great flowing river comprised of material acquisitions. If wanting gains dominance over having—or vice versa—then the great river churns and overflows, becoming dangerously unstable. And as the river goes, so does society. Instability is not prosperous in the long term. A Ferengi in financial trouble often finds himself tossed to the shores of the great river by a wave of inflation. Similarly, he might run aground on a shoal of hardship and have to swim to safety. Finding his way back onto the river requires a Ferengi to seek financial consolidation, a realigning of his investments, the selling of his property, or even a loan. To stay afloat on the river, a Ferengi carefully navigates by balancing profit and loss, acquisition and liquidation, while also keeping an eye out for opportunities farther along the river's course. One who deftly navigates the great river can, in effect, steer the river's course toward opportunity. The skilled Ferengi—one with the "lobes for business"—earns great prosperity, and a second chance to pursue profit in the afterlife.

The Divine Treasury

The Divine Treasury is the sacred palace of the Ferengi afterlife. The walls, furnishings and doors—and everything else—are made of gold-pressed latinum. A sign above the entrance to the Divine Treasury reads:

"Please have your profit-and-loss statement ready for inspection before entering the Divine Treasury."

When a Ferengi dies, his spirit goes before the Registrar of the Divine Treasury, who decides whether the Ferengi deserves to enter. This involves much cringing, bribery, and obsequious groveling. If the Registrar is impressed by the Ferengi's actions, he is allowed to enter the Divine Treasury. Once inside, the Ferengi bids on a new life under the supervision of the Blessed Exchequer and Celestial Auctioneers. If the Ferengi has acquired enough profit in life, he pays for a new one and is reborn, earning the chance to gain yet more profit. If the Ferengi did not earn enough

profit, his bid fails and his spirit is banished from the Divine Treasury and locked in the Vault of Eternal Destitution forever. Thus, a Ferengi gets only once chance at a profitable afterlife. A prosperous Ferengi gains a second life, and if he earns enough profit again, a third, and even a fourth. Ferengi myth purports that the richest, most powerful Ferengi throughout history—the Grand Nagi—are sometimes actually reincarnations of Gint, the first Nagus and creator of the Rules of Acquisition.

Vault of Eternal Destitution

An afterlife in the Vault of Eternal Destitution is the worst possible fate. Every Ferengi banished to the Vault becomes the property of a Vault Auditor. The Auditors form a council called the Regulation Committee, which is lead by the Desecrated Auditor—the most powerful and influential Auditor. The Committee oversees every aspect of business and life in the Vault. These policies, known as the Laws of Destitution, are harsh. The Auditors charge outrageous accommodation expenses, high income taxes, service charges, and strictly regulate transactions. Painstaking financial audits and fines await Ferengi who break the Laws.

Though it is possible, few Ferengi ever manage to bribe their Auditor to overlook transgressions. Fewer still gain enough wealth to buy the title of Auditor and get to own slaves themselves. To scare their children into behaving, Ferengi mothers recite stories of the Demons of Despair. The demons are evil spirits from the Vault of Eternal Destitution—Ferengi who were generous and charitable, unconcerned with profit, or otherwise heretical. Legends say that the demons take shadowy forms and escape the Vault for a time, stealing latinum and other valuables from miscreant children.

Species Ability: Ferengi Profit Margin

Profit is the driving force of Ferengi culture. All Ferengi seek it—whether it's latinum, property, jewelry, starships, or other material possessions. The more profit a Ferengi has, the greater he is respected—and envied—by his peers. Also greater is his chance of influencing fellow Ferengi. Ferengi characters have a Profit Margin score (or simply Profit) which gains them enhanced benefits and is based on Renown. When making Influence, Intimidate, Negotiate, and Persuade tests involving other Ferengi, a character automatically gains his full Renown modifier to the skill test. No recognition test is required.

For instance, Nilva, the chairman of Slug-O- Cola, probably has a Profit of at least 8 or 10—marking him with high favor and influence. Conversely, Blog, a Ferengi who publishes Pakled love poetry, probably has a Profit of 0—a lobe-challenged fool of uninspiring potential and influence (with horrible taste in literature).

Encounters

The Ferengi are one of the most well traveled species in the galaxy. Ferenginar, the Ferengi homeworld, is located in the Bajor sector, and Ferengi are most often encountered in this region of space. Ferengi also travel throughout the Alpha and Beta quadrants, especially along the valuable trade routes near Cardassian and Federation space. They commonly ply their wares in the Gamma Quadrant too, although traders have focused on systems near the Idran end of the Bajoran wormhole. Reports indicate that entrepreneurs have even found their way to the Delta Quadrant, likely via unstable wormholes or other similar phenomena.

Ferengi Free Trader

The Ferengi free trader travels the spacelanes throughout the galaxy, seeking opportunities for profit. He could be a shifty thief out to bilk unsuspecting locals of their valuables or an honest (as honest as Ferengi get) trader dealing Vulcan mocha beans at a modest price (as modest as Ferengi prices get). He may have his own ship and crew or he could be part of a merchant consortium.

MERCHANT

Elite Profession: Free Trader

Advancements: 15

Attributes: Agl 8 (+1), Int 12* (+3), Per 10 (+2), Prs 10* (+2), Str 5 (+0), Vit 6 (+0) • Reactions: Quik +2, Savv +3*, Stam +0, Will +2

Defense: 8 • Health: 6 • Courage: 3 • Renown: 3 [Renown was assigned to NPC, not gained through advancements]

Species Abilities: Bonus Edge (Skill Focus), Eye for Profit, Four-lobed Brain, Head for Numbers, Lobes for Business, Profit Margin (3)

Personal Development: Mercantile Upbringing

Professional Development: Trader

[The simple version of the skills detail, including *only* actual skill levels]

Skills:

Appraise +5 (Antiques) • Armed Combat: Simple +1 • Athletics +3
Computer Use +3 • Enterprise: Administration +2 • Enterprise: Business +6
Influence +6 • Inquire +5 (Fraternize) • Knowledge: Culture +6 (Ferengi)
Knowledge: History +6 (Ferengi) • Knowledge: Specific World +6 (Ferenginar) • Language: Federation Standard +3 • Language: Ferengi +4
Negotiate +10 (Bargain) Observe +1 (Listen) • Ranged Combat: Energy
Weapons +5 Repair +3 • Science: Physical Science +1 (Mathematics)
System Operations +4 (Flight Control)

Edges: Cultural Flexibility, Friendly, Shrewd, Skill • Focus: Keen Hearing, Wealth 1

Flaws: Coward • Professional Abilities: Merchant—Horse-trading, Connections, Pandering, Merchant Knowledge (T2), • Procurement (T3); Free Trader—Business Savvy, Stranglehold

FERENG ROUE

This rogue is not your sniveling, cowardly Ferengi. He's an efficient, street savvy criminal with the lobes to get lucrative jobs and the guts to let it rip with a pistol. He works alone and he's a skilled saboteur and computer hack. Just don't ask him about his past—you'll get a cover story if you're lucky. If you're unlucky, you'll wind up on the wrong end of a Varon-T disruptor.

Profession: Rogue

Advancements: 8

Attributes: Agl 12* (+3), Int 8 (+1), Per 12* (+3), Prs 9 (+1), Str 4 (+0), Vit 6 (+0) • Reactions: Quik* +3, Savv +3, Stam +0, Will +1

Defense: 10 • Health: 6 • Courage: 3 • Renown: 2 [Renown was assigned to NPC, not gained through advancements]

Species Abilities: Bonus Edge (Skill Focus), Eye for Profit, Four-lobed Brain, Head for Numbers, Lobes for Business, Profit Margin (2) • Personal Development: Bankrupt Family* • Professional Development: Corporate Espionage Agent* • *New packages, see this article [The simple version of the skills detail, including *only* actual skill levels]

Skills: Appraise +4 • Armed Combat: Simple +2 • Computer Use +5 (Invasion)(Sabotage) • Conceal +3 (Cache) • Enterprise: Streetwise +4
Forgery +5 • Influence +3 • Inquire +4 (Fraternize) • Investigate +2
Knowledge: Culture +3 (Ferengi) • Knowledge: History +2 (Ferengi) • Knowledge: Specific World +4 (Ferenginar) • Language: Federation Standard +4
Language: Ferengi +5 • Observe +5 (Listen) • Ranged Combat: Energy
Weapons +4 • Sleight of Hand +3 • Stealth +4

Edges: Cultural Flexibility, High Pain Threshold, Innovative (Reconnaissance, Soldier ability), Quick Shot, Skill Focus (Keen Hearing)

Flaws: Dark Secret (bankrupt family)

Professional Abilities: Con Artist, Scoundrel's Fortune (Stealth skill), Sabotage (Computer Use) (T2), Streetsmart (T2)

ADDITIONAL FERengi CHARACTERS

Diplomat: The diplomat believes the Ferengi can bring civilized ideals to the galaxy. Mercantilism, not war, is the Ferengi way, and many others will benefit from this philosophy. Perhaps he serves on a Gamma Quadrant mission to establish relations with new cultures, or he works to expand relations with the Federation or other Alpha-Beta Quadrant powers.

Scientist: The scientist is brilliant but misunderstood. She's an expert in her field out to prove her talents and gain the respect of prominent scientists in the galaxy. However, her lust for profit tarnishes her reputation and involves her with unsavory scoundrels. A criminal background haunts her.

Merchant: He's an economic thrill-seeker who isn't obsessed with profit—he's already wealthy—but rather driven by the risks and rewards of the financial game. He'll lose a deal without gripe so long as the negotiations and adventure surrounding it excite him. He's a big spender, hard drinker, and fast lover. He knows someone in every port of call.

Rogue: Mercantile affairs are beyond his ken—he'd barely know a merger from a take-over from a bankruptcy. However, he knows people, their desires and their secret vices, so he's a master manipulator. Perhaps he's a spy in training for a secret organization like the Orion Syndicate or maybe he's a Starfleet Intelligence informant?

Starship Officer: The starship officer sees a nobler role for Ferengi at large than profiteering. He also wants to show his Starfleet superiors that he's a team player and a leader. Other Ferengi see his lack of latinum lust as weakness, an example of the poison other cultures, particularly the Federation, feed to Ferengi to control them. But he's proud of his goals.

Soldier: For years, his unusual burliness and propensity for violence landed him jobs aboard pirate vessels. The kind of jobs most sane Ferengi won't touch since they involve high personal risk and little profit return. But he was good at it, tough, even businesslike. Unfortunately, his temperament and unabashed lust for one boss's mistress proved his undoing. Now, he's a homeless mercenary, having worked for the Romulans, Cardassians, and other shadowy types. But he desires more than latinum and violence—he needs a cause. Perhaps to redeem his vagabond past?

Mystic: Her ethereal wisdom may have come by spiritual epiphany, years of study and contemplation, or simply an alien entity that put the zap on her head. Regardless, she has donned clothing, rid herself of needless material possessions, and abandoned the traditional selfish Ferengi ways. Her enlightened sensibilities lead her on a pilgrimage to share her wisdom with others.

Eras

Enterprise: Ferengi are rarely encountered and virtually nothing is known of their culture or technology. Ferengi encountered outside their own territory in this era are likely merchants seeking untapped markets or raiders with stolen warp-capable ships. Starfleet Captain Jonathan Archer and his crew successfully repel a group of Ferengi privateers from taking over the starship Enterprise—although, at the time, the crew has no idea the raiders are Ferengi.

The Original Series: The Ferengi remain an enigmatic species. Those encountered are merchants, free traders, rogues, prospectors and pirates. The state of Ferengi-developed technology remains unknown, but myriad alien technologies are available to rich Ferengi entrepreneurs. Those who can't afford to pay for technology steal it. Small and organized pirate "fleets" form under powerful crime bosses, first staking Ferengi influence within wide-ranging interstellar black markets and laying the ground-

work for what becomes the Ferengi Alliance fleet. The Ferengi reputation for treachery becomes widely known among species ensnared by their business acumen.

The Next Generation: The Ferengi Alliance utilizes its burgeoning military fleet and expands its sphere of economic control to many star systems in the Alpha and Beta Quadrants. In the 2360s, the Federation's Starfleet has several hostile encounters with the Ferengi, further spreading the species' reputation for roguery and deceit. However, mistrust breeds resentment among Ferengi, especially those few not solely motivated by profit. The scientist Doctor Reyga, for example, seeks the respect of his peers for his development of metaphasic shielding. Unfortunately, aboard the Enterprise-D—a Federation vessel no less—he's murdered by a rival scientist before reaping the professional benefits of his genius. Ferengi say this kind of hate and violence is all too common among people who claim to be "civilized."

Ferengi encountered in this era are not just rogues, pirates and other nefarious types, but also military officers, scientists, traders and merchants.

Deep Space Nine: The Dominion War does little to change the course of Ferengi society. During the conflict, many Ferengi turn to (or continue) smuggling and blockade running. Others, such as Quark (Proprietor of Quark's Bar, Grill, Gaming House, and Holosuite Emporium Arcade, a wholly owned subsidiary of Quark Enterprises, Inc.), run mostly legitimate businesses while hoarding illegal profit on the side through black market auctions, double-dealing, and other shady activity.

However, change does come to Ferengi society from within—by Grand Nagi Zek and Rom. Both introduce reforms to Ferengi law that permit women rights of equality and profit earning, resulting in a more open, if still greed-focused, culture. Furthermore, Rom's son, Nog, becomes the first Ferengi admitted to Starfleet Academy. Although Nog's acclimation is troublesome, he ultimately proves a capable and respected officer during the Dominion War.

Ferengi encountered in this era are increasingly from "legitimate," respected professions—diplomats, scientists and starship officers. Most Ferengi still work as merchants, traders or entrepreneurs. Of course, befitting Ferengi temperament, there are always those pirates and scoundrels who prefer theft to business.

Voyager: Ferengi encountered in the Delta Quadrant have likely arrived through a wormhole or some other unstable stellar anomaly. For instance, Captain Janeway and the crew of the U.S.S. Voyager discover two Ferengi masquerading as gods to the Takarians. The hucksters' scheme is thwarted, but they escape and are pulled into a wormhole. Other similar encounters might occur—the distances and dangers Ferengi overcome in pursuit of profit often know no bounds. Ferengi who manage to reach the Delta Quadrant must be either keenly adept or fabulously lucky (or unlucky). These might be maverick scientists, daring prospectors, hopelessly lost traders, or outlaws on the run.

FCA Liquidator (Elite Profession)

Liquidators are the eyes and ears of the Ferengi Commerce Authority. They have jurisdiction within and without the Ferengi Alliance to investigate violations of trade by-laws and other financial wrongdoings, and to enforce appropriate punishments upon the guilty. Widely feared for the powers they wield over ordinary Ferengi, liquidators are often extremely arrogant. They expect all to cringe and grovel at their feet, obeying every uttered command without question. Two or three hulking Nausicaan bodyguards ensure that proper respect is paid.

Missions: Liquidators are normally assigned duties by the FCA, such as investigating a specific individual for by-law infractions. Some liquidators

can pick and choose their assignments because of their friends and standing within the FCA. Others are known as "sniffer" liquidators—a special investigator who does preliminary forensic accounting work to see if financial crimes warrant an official investigation. Perhaps the most feared liquidators, they operate in the shadows, secretly pouring over Ferengi business transactions, accounts, investments, and other electronic (or paper) latinum trails.

Background: Most liquidators, like other Ferengi, begin their careers as merchants. To become a registered liquidator, a Ferengi must follow the routine steps to rise the business ladder—work hard, offer bribes, suck up to the boss, pay a registration and licensing fee, and so on. Sometimes, a rogue or diplomat befriends and bribes the right FCA commissioner to gain a liquidator position. These Ferengi have at least a passing knowledge of accounting ledgers, some financial savvy, and the temperament to bully others when necessary.

Role: The liquidator is perfect for a Ferengi based series. He can serve as a source of information and contacts, but also intimidate other Ferengi when necessary. He might also have political aspirations, working and bribing his way to being a Nagus. For a mixed species and profession series, the liquidator could have his own ship and work alongside merchants and rogues out for their own profit, which is always a noble Ferengi goal. A liquidator might also suit a player who needs a recurring (but not permanent) character. He shows up when least expected, or when needed, as determined by the series and Narrator.

Prerequisites: Presence 8+, Contacts (FCA), Business +4, Inquire +3, Investigate +3, Negotiate +4 • Professional Skills: Appraise, Business, Computer Use, Influence, Inquire, Investigate, Knowledge: Law, Negotiate

PROFESSIONAL ABILITIES

The following abilities characterize liquidators. A character automatically gains the Invoke Writ ability as well as one Tier 1 professional ability when entering the liquidator profession. Additional abilities can be chosen through advancement (see page 152 of the Player's Guide) provided the character meets the prerequisites.

Invoke Writ: A liquidator may invoke a Writ of Accountability upon any other Ferengi (regardless of where he lives or does business) if there is sufficient evidence to indicate financial wrongdoings, whether by him or a family member he is responsible for. Although the FCA actually approves and issues the writ, it is up to the liquidator to carry out the investigation and prove to the FCA that the Ferengi in question has violated the law. During an investigation, the suspect Ferengi's accounts are frozen and business ventures temporarily shut down. If transgressions are proved, the liquidator metes out the appropriate punishments. These typically include heavy fines, seizure of assets and accounts, selling of family members into indentured servitude, and so forth, depending on the severity of the violations. If the Ferengi in question is cleared of the charges, no harm comes to him, and the liquidator walks away with a pocketful of bribes (ah, fees) for services and information rendered.

Tier 1 Professional Abilities

Obscured by Loopholes: Liquidators are highly trained to find technical legal loopholes, or just plain make them up. When making Negotiate skill tests, liquidators gain an affinity bonus equal to half their Persuade or Knowledge (Law) skill rounded up (whichever skill is appropriate to the situation, at the Narrator's discretion).

Wot's, uh the Deal?: Liquidators are well schooled in the art of trickery, deceit, and bribery, and are experts at detecting falsehoods. Liquidators gain a +2 bonus to all Savvy reaction tests.

Tier 2 Professional Abilities

The Gold it's in the...: Since liquidators often need to identify and analyze

secret accounts, false business ledgers, and other ersatz documents, they've learned a few tricks of the trade to speed up discovering such chicanery. Designate either the Computer Use or Investigate skill when selecting this ability. When making related skill tests, the liquidator performs the task in half the base action time. This also applies to related extended tests.

Upgrade: This ability can be taken a second time, with the other skill.
Prerequisite: Obscured by Loopholes

Meet My Nausicaan Friends: Because liquidators often need to bully, pressure, or otherwise intimidate others into cooperating with them, they learn to use hired thugs to maximum advantage. When accompanied by Nausicaans, the liquidator gains double the normal third-party bonus granted him for Intimidate tests from the Nausicaan's Forceful Presence species ability. (See Aliens, p.111, for more information).

PREREQUISITE: WOT'S, UH THE DEAL?

Tier 3 Professional Abilities

When You're in (the FCA): A seasoned liquidator has earned a reputation through successful liquidations, intimidation, threats, and outright fear mongering. If the liquidator scores an extraordinary success during any Influence or Investigate skill test, his renown automatically increases by +1 at the end of the episode.

Prerequisite: The Gold it's in the... or Meet My Nausicaan Friends
Personal Development Packages

Feel free to substitute any new edge later in this article for one presented in these personal development packages.

Bankrupt Family

Your family went bankrupt when you were a child. You and your entire family were humiliated and shunned from Ferengi society. Your Attainment Ceremony profits were meager at best, so a decent apprenticeship proved beyond your grasp.

Pick 1 Skill: Appraise +2, Gaming +2, Streetwise +2

Pick 3 Skills: Business +1, Computer Use +1, Influence +1, Inquire +1, any one Knowledge skill +1, any one Language skill +1, Negotiate +1, Persuade +1

Pick 2 Edges: Competitive, Everyman, Innovative, Shrewd, Skill Focus Flaw (mandatory): Dark Secret (Bankrupted)

Starfleet Flunky

You managed to get accepted into Starfleet Academy. Unfortunately, the academic rigors and intense workload were too much for your Ferengi sensibilities and you dropped out. Those hew-mons are demanding taskmasters! But, you're determined not to let what you did learn be wasted, and your lobes have been opened to other lifestyles—with many opportunities for profit.

Pick 1 Skill: Administration (Federation) +2, Computer Use +2, any one Knowledge skill +2

Pick 3 Skills: Athletics +1, any one Engineering skill +1, any one Language skill +1, Repair +1, any one Science skill +1, Sport +1, System Operation +1, Unarmed Combat +1

Pick 1 Edge: Contacts, Curious, Fit, Likeable, Skill Focus

PROFESSIONAL DEVELOPMENT PACKAGES

Feel free to substitute any new edge later in this article for one presented in these professional development packages. You are a legal expert who relishes finding even the tiniest legal loopholes to exploit for your own

or your clients' (often-nefarious) purposes.

Skills: Administration +3, Computer Use (Retrieve) +1, Inquire (Interview) +2, Investigate +1, any one Language skill +2, Law +4, Negotiate +3, Persuade +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Contacts, Eidetic Memory, Meticulous, Shrewd, Skill Focus (Eloquent or Persuasive) Frontier Scout (Merchant)

You've worked in frontier territories as a scout, analyzing the potential markets, investment opportunities, and exploitable resources of newly discovered cultures and worlds.

Skills: Appraise +2, Business +1, Planetary Science +2, Repair +2, Social Science (Economics) +3, Specific World +2, Survival (choose) +2, System Operation (Sensors) +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Confident, Courageous, Fit, Healthy, Sense of Direction Futures Exchange/Market Speculator (Merchant)

You have earned a living speculating on the Ferengi Futures Exchange or numerous stock market or trade exchange networks. You may have worked for a financial firm or as an independent speculator.

Skills: Administration +2, Appraise (Corporate Stocks) +3, Business +3, Computer Use (Retrieve) +2, Inquire +2, any one Language +1, Negotiate +3, Specific World (choose) +1

Pick 5: +1 to any professional skill

Pick 1 Edge: Competitive, Contacts, Meticulous, Multi-tasking, Wealth Material River Evangelist/Consultant (Merchant)

The Great Material River rewards those who are capable of navigating and steering its currents. You are there to help. Using a combination of sciences, your council provides fellow Ferengi with the guidance they need to find their way along the Great River's currents. The Evangelist is a merchant wrapped in layers of spiritualism.

Skills: Appraise (Economy) +4, Business +2, Influence (Charm) +2, Knowledge (Economics) +2, Persuade (Oratory) +2, Religion (Great Material River) +3,

Pick 5: +1 to any Professional Skill

Pick 1 Edge: Confident, Contacts, Coordinator, Shrewd, Wealth Corporate Espionage Agent (Rogue) You have stolen trade secrets, sabotaged research and development projects, spied on manufacturing facilities, and performed other espionage activities.

Skills: Computer Use (Invasion) +3, Conceal (Cache) +2, Forgery +2, Investigate +2, Inquire (Fraternalize) +3, Observe +4, Stealth +1

Pick 5: +1 to any professional skill

Pick 1 Edge: Blends In, Contacts, Friendly, Innovative, Meticulous

Freelance Doctor (Scientist)

You are a doctor-for-hire and perform medical services to those willing to pay your exorbitant fees. To you, credentials are less important than results and profit.

Skills: Computer Use +1, First Aid +2, Investigate +2, Medicine (choose) +3, Life Science (choose) +2, Negotiate (Bargain) +2, Persuade +1, Physical Science +1, System Operation (Medical) +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Curious, Innovative, Likeable, Shrewd, Skill Focus (Seductive)

Privateer Scientist (Scientist)

You are an expert in a scientific field. Although profit and fame motivate you, the drive for genuine scientific discovery within you is strong.

Skills: Administration or Business +1, Computer Use (Retrieve) +2, Investigate (Research) +2, any one Knowledge skill +1, Negotiate +1, Persuade +2, Repair +2, any one Science skill +3, any one other Science skill +1, System Operations (Sensors) +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Confident, Curious, Eidetic memory, Meticulous, Thinker Alliance Toady (Soldier)

You were a hired cog aboard a Ferengi Alliance vessel under the command of a cutthroat DaiMon. You performed many duties, but were always replaceable. Your official records are excellent, satisfactory, pathetic, or non-existent—depending on the bribes you gave your superiors.

Skills: Computer Use +2, Energy Weapons +2, Gaming (choose) +2, Inquire +3, Observe +3, any one Ranged Combat skill +2, Repair +1, Survival +1, System Operations +1, Tactics +1, Unarmed Combat +1

Pick 5: +1 to any professional skill

Pick 1 Edge: Competitive, Defensive Attack, Dodge, Speed, Thick Skull Executive Courier (Soldier)

Need a dozen bricks of gold-pressed latinum from the Bolian Bank by Tuesday? Sister getting married? Sometimes things of value need to be transported, and there are those who make profits by stealing them. You are one of the bonded tradesmen who guarantee the safe delivery of materials.

Skills: Any one Armed Combat skill +2, Energy Weapons +2, Negotiate +2, Observe (Spot) +4, Systems Engineering (Flight Control) +2, System Operation (Flight Control) +3, Repair +2

Pick 5: +1 to any Professional Skill

Pick 1 Edge: Bold, Contacts, Fast On Your Feet, Sense of Direction, Wealth

NEW EDGES

Elegant Cringer

You have a knack for performing the perfect cringe at the perfect time. Prerequisite: Perception 6+ • Effect: When dealing with other Ferengi, you gain a +2 bonus to all social tests.

Enigma Lobes

You have sharp senses for noticing patterns within data, making logical deductions, solving puzzles and mysteries, and spotting obscure connections between facts and events. • Prerequisite: Perception 6+ • Effect: When you spend 1 Courage on a test to help solve a mystery, problem, puzzle, or some other conundrum, you gain +5 to your test result rather than the standard +3.

Indefatigable Dealer

You are a dogged negotiator with a heart of gold-pressed latinum. No really. When a friend's negotiations go sour, you are able to step in and turn the lost opportunity into a profitable deal. Prerequisite: Presence 6+ • Effect: When you spend 1 Courage on Business, Negotiate or Persuade tests to help other people, you gain +5 to your test rather than the standard +3.

Rigger

You've spent long hours breaking your back under consoles, in system conduit crawlspaces, and patching systems together with parts and

technology that shouldn't be patched. You know the computer's guts inside and out.

Prerequisites: Intellect 6+ • **Effect:** You gain a +3 bonus to Computer Use skill tests on systems you've helped build from the ground up.

Skill Focus (Banter): You have the gift of gab and can enthrall others with meaningless anecdotes and banter. **Effect:** You gain a +1 bonus to Influence and Inquire tests.

Skill Focus (High-Roller): You are a cunning gambler who keeps a cool head and straight face even when the stakes are high. **Effect:** Gain a +4 bonus to any one Gaming specialty.

NEW FLAWS

Diminished Social Status

You have a social stigma or you are from a social group that suffers prejudice among your own species. This could mean you suffer minor discrimination or outright intolerance, depending on the severity and nature of the social diminishment. In addition, your social status may require you to perform certain duties or limit you to certain careers. This flaw has no effect on people from other cultures or species, unless they share the same or similar attitudes. **Effect:** Minor loss of status. You suffer a -4 penalty to social tests involving those that look down upon you. **Upgrade:** You can upgrade this flaw to increase the severity of social discrimination.

Diminished Social Status 2: Major loss of status. You suffer a -6 penalty to social tests involving those that look down upon you.

Diminished Social Status 3: Extreme loss of status. You suffer a -8 penalty to social tests involving those that look down upon you.

Emotional Wall

You're a close person. Seldom do you reveal your true thoughts, feelings, opinions or emotions. It's difficult to get information from you. **Effect:** You suffer a -1 penalty to all social tests.

Gluttony

Your appetite for food and drink is legendary. Whenever you eat, you can't (or won't) stop until you are absolutely stuffed to bursting. And then comes dessert. **Effect:** When you eat, you gorge, and you must have at least three squares a day (consider each meal to be double normal portions for things like standard issue rations and such). For two hours after you eat, you suffer a -2 penalty to all Agility (and Agility-based skill tests) and Quickness tests.

Holosuite Addiction

Whether you lust for the latest productions of the Vulcan Love Slave or Randy Risian series, or you find it easier to associate with programmed facsimiles of people than their real counterparts, your obsession with holosuite fantasies closely orbits planet delusional. **Effect:** When presented with the chance to indulge your holo-habit, you must spend 1 Courage to avoid temptation. If you avoid the holosuite for more than a day, you suffer the effects described in the Addiction flaw in the Player's Guide. Use those rules as well to wean yourself off your vice, you dirty little troll!

Lobeless Idiot

Your business sense is lacking and you seldom earn the profit you expect. **Effect:** You suffer a -2 penalty to all Business and Negotiate skill tests.

Lustful

Your craving for oo'mox is boundless, and seldom do you pass up the chance to indulge your hyperactive libido. **Effect:** When you encounter

someone you find desirable, you must spend 1 Courage to avoid making sexual overtures toward him or her (or it).

Phobia

You have an intense fear of a specific object or situation. It could be a fear of crowds, darkness, heights, spiders, water, enclosed spaces, Klingon targs, or virtually anything else that could be frightening. **Effect:** When you encounter something you fear, you suffer a -4 penalty to all skill tests until the source of your fear is removed or you spend 1 Courage to overcome your fear. Note that if the object you fear is so rarely encountered that this flaw becomes meaningless, the Narrator can (and should) disallow your phobia.

EDGES REVISITED

Promotion The following table delineates the rank structure for Ferengi Alliance vessels. See page 136 of the Player's Guide for the benefits associated with each rank.

Promotion (Ferengi Alliance) • Promotion Bonus Rank

1 +1 Blot
2 +1 Sloob
3 +2 Groob
4 +2 Mon
5 +3 DaiMon

Note that there are two other ranks on Ferengi vessels, cog and glom, but they provide no special benefits. Rather they determine what duties individual crewmen have. The lowest rank aboard a Ferengi vessel is the cog, equivalent to a Starfleet ensign; superiors affectionately know these rank-and-file crewmen as "toadies." The second-highest rank on a Ferengi ship is glom. The position is always filled by a mon—usually the one the DaiMon trusts the least—and he is responsible for carrying out the DaiMon's orders on a daily basis (functioning similarly to a Starfleet executive officer).

TECHNOLOGY

Locator Bomb

Specifications: 15-20 cm diameter, 1-2 kg

Description: The locator bomb is a short-range attack device and a popular, if excessively violent, tool employed by Ferengi assassins (eliminators). The locator bomb can be remotely controlled or programmed to track and attack a target. To identify its quarry, the device utilizes sophisticated pheromonic sensors.

The locator bomb's antigravity propulsion unit enables it to fly at a rate of 20 meters per round. The most common explosive used in locator bombs is a mixture of sorium and argine. The bomb can only operate for three hours before its power cell needs to be replaced or recharged. Locator bombs are illegal devices, banned on most civilized worlds.

Rules: A locator bomb can be employed two ways—programming or remote control. Programming a locator bomb to attack a specific individual requires a TN 15 Computer Use (Programming) or Demolitions (Arm Explosives) skill test. No ranged combat modifiers apply when programming a bomb to attack, but academic test modifiers do apply. In order to attack a target, the operator must first acquire a pheromonic scan to program into the bomb. The remote control transmitter device can be used to scan any individual's pheromonic signature if the user is within 2 meters (no test required).

Remotely operating a locator bomb requires a System Operation (Sensors) or Demolitions (Arm Explosives) skill test, with the TN modified by the range to the target and any other appropriate ranged combat modifiers. When operated remotely, the controller manipulates the

bomb's flight and attack capabilities with a hand-held transmitter. Maintaining line of sight to the target grants a +2 test result bonus. The bomb's sorium and argine residue is detectable with a tricorder scan (and an appropriate Demolitions, Investigate or Science skill test as determined by the Narrator, typically at least TN 10 or 15) after the bomb explodes. Range: 5/10/20/30+20 m, Blast Radius: 4 m, Damage: 5d6+10, Drop Off: -10/m • Duration/Energy: 3 hours (replaceable power cell)

Ferengi Energy Whip

Specifications: 1.5 m length, 1 kg.

Description: The energy whip is a ranged energy weapon primarily used by Ferengi military personnel. When the whip is "cracked" it releases a high-energy plasma discharge that streaks toward a target in an undulating blue wave. Those struck by the wave are temporarily immobilized (stunned). Rules: Attacking multiple targets with an energy whip increases the TN by +5 per target. All targets must be within 5 meters of each other. This attack requires only one combat action, but uses up two charges per target. Settings: 2 only • Duration/Energy: 1,000 charges Range: 5/10/15/20+5 meters.

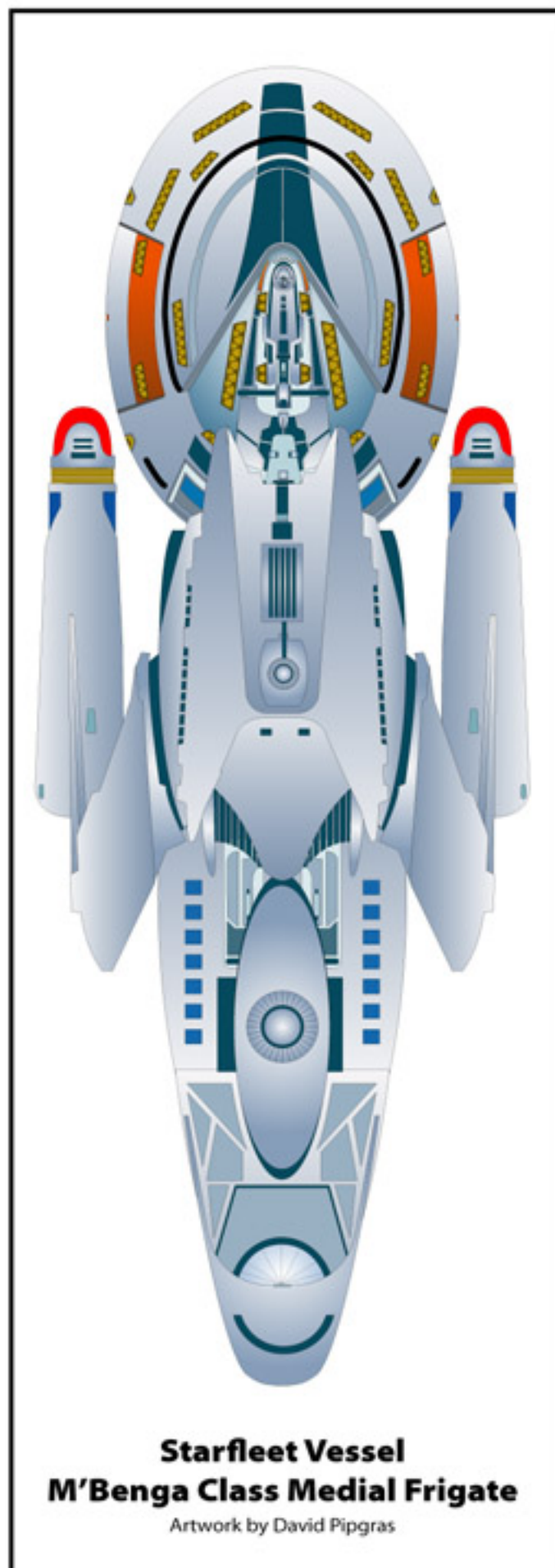


"Never Trust A Man Wearing A Better Suit Than Your Own."

—37th Rule of Acquisition

Special thanks to Brian K. for suggestions, rules bashing and contributions of the Material River Evangelist and Executive Courier professional packages.

Please send all inquiries and comments to Steve at steven_a_cook@yahoo.com



Starfleet Vessel
M'Benga Class Medial Frigate

Artwork by David Pipgras

A PCs ^{so-}called LIFE

Character Creation: Part One

By GandalfOfBorg

Character creation has got to be one of the best parts of playing an RPG. Here is where you, the player, decide the persona in which you would like to portray in the story along with picking skills, rolling dice for attributes, etc. This article is here to help the novices and those who are still not quite sure how to properly create your character. These instructions and guidelines are suited for creating a character by Decipher's rules so be mindful, your Narrator may decide to do things a bit differently. I will create a character for you as I explain these guidelines.

This shall be a two-part article. Part I will explain how to generate your character's primary attribute scores, secondary and other attributes, and Personal Development (selecting your race, applying racial modifiers and abilities, selecting Species Skills, and choosing a Personal Development package), and Professional Development (selecting your Profession, Professional Development package, and Profession ability). Part II will consist of developing a suitable background and history of characters.

#1 DETERMINE YOUR PRIMARY ATTRIBUTES

You have two options for generating your character's primary attributes: the Pick Method or the Roll Method. In the Pick Method, start with the values 10, 9, 7, 7, 5, and 4. You are then allotted 8 points to add to any and/or all of these scores to achieve your desired scores, but remember, none of these scores may be above 12. In the Random Method, you take 2d6 and roll them nine times, disregarding the three lowest scores. There are good and bad points about either method, such as you have the potential to have, on average, a character with higher starting stats with the Random Method while the Pick Method has the character start on even footing attribute-wise with the others in the group if the Narrator chooses this method.

Once you have gotten your attribute scores, apply them however you like to the six primary attributes: Strength, Vitality, Agility, Intellect, Presence, and Perception. Psi is also a character attribute, but is only gained by acquiring the Psionic edge via Racial abilities or Personal Development. For descriptions of these attributes and more on generating your primary attributes, see page 78 and 81 in the Player's Guide (PG).

For the example I shall use the Random Method. I rolled 10, 4, 8, 3, 3, 11, 8, 5, and 12, so my character's scores are 12, 10, 8, 8, 5, and 4. I want my character to be a cunning warrior, so I make him strong and smart. Here is how I distributed the initial attribute values.

Strength: 12	Vitality: 8	Agility: 8
Intellect: 10	Presence: 4	Perception: 5

#2 CHOOSE YOUR RACE

In the world of Star Trek, there are numerous alien races to choose from for your character. In the PG, there are listed a handful (Bajoran, Betazoid, Cardassian, Ferengi, Human, Klingon, Ocampan, Talaxian, Trill, and Vulcan), while the Aliens Sourcebook and Starfleet Operations Manual

(SOM) lists many more. For the example I have randomly chosen to make a Klingon. The racial adjustments for the Klingon are: +1 Strength, Vitality; -1 Intellect, Perception. Here are my character's adjusted primary attributes.

Strength: 13	Vitality: 9	Agility: 8
Intellect: 9	Presence: 4	Perception: 4

As you can see, my character's Strength is greater than the usual 12 as the absolute highest a character's starting attributes may be is 12 + racial modifiers. As the current published rules for the RPG, there is no way to increase attributes greater than this restriction (though a Narrator could adopt similar guidelines from the Lord of the Rings RPG from The Two Towers Sourcebook).

NOTE: There are special rules for creating half-breed characters, but I won't go into the details of that in this article. For more information, see pg. 29 in the PG.

#3 DETERMINING YOUR OTHER ATTRIBUTES

There are a number of secondary and other attributes: Reactions, Defense, Health, Size, Courage, Renown, Wound Levels, and Fatigue Levels. I won't go into detail about what each are as they are adequately explained in the CRB, but will help you in determining them.

I'll start first with the Reactions: Quickness, Savvy, Stamina, and Willpower. They are based on your attribute modifiers and are the base modifiers for rolls pertaining to situations like avoid traps, resisting poisons and weariness, etc. There are edges and abilities, which can increase these modifiers, and flaws to decrease them; for more information about each reaction, see pages 145-6 of the PG. To determine your character's attribute modifiers, see Table 4.1: Attribute Modifiers on page 81 in the PG. Once you have your attribute modifiers, see Table 8.3: Reactions on page 146 of the PG. Here are my character's attribute modifiers and base reaction scores.

Strength: 11/+2	Vitality: 9/+1	Agility: 8/+1
Intellect: 12/+3	Presence: 4/+0	Perception: 4/+0
Quickness: +1	Savvy: +3	Stamina: +2
Willpower: +3		

Next are your other secondary attributes: Defense, Health, Size, Wound Levels, etc. Defense and Health are simple calculations: 7 + Nimbleness modifier and Vitality + Strength modifier, respectively. Courage gives an extra bonus of (typically) +3 to any roll excluding damage. Each character starts with at least 3 Courage points and they can be bought with advancements or gained through abilities. Renown is an attribute which designates how well known your character is in the world of Star Trek and characters typically start with 0 Renown. Size and Wound Levels go together — Small creatures have 5 Wound Levels (Healthy, Dazed, Injured, Wounded, Incapacitated) and Medium creatures have 6 Wound Levels (same as Small, but also with Near Death). Wound Levels are blocks of Wound Points equal to your character's Health. If a character loses enough Wound Points, she may have to apply penalties to her rolls due to her injuries. Weariness Levels are similar to Wound Levels in that they cause a character to apply penalties to her rolls, but these levels are due to failed Weariness rolls from things like spellcasting, long marches, or extensive fighting. The different levels of Weariness are Hale, Winded, Tired, Weary, Spent, and Exhausted; each have a penalty associated to them for tests made by the character. Here are my character's secondary attributes.

Weariness Level (current): Hale

Defense: 8	Health: 12	Courage: 3	Renown: 0	Size: Medium
Wound Level (Current): Healthy				Weariness Level (Current): Hale

#4 PERSONAL DEVELOPMENT

The first part of personal development is choosing your Species Skills.

These skills represent your character's basic knowledge from growing up, as they are limited to only Language and Lore skills. Each character starts with a number of picks equal to her Intellect x2 where 1 pick = +1 rank to a skill or an additional specialty, so this character has 13 x 3 = 39 picks to spend on Knowledge and Language skills. Remember two things: you may acquire one specialty for free for each skill, all subsequent specialties cost 1 pick; and, a 0-advancement character cannot start with more than 6 ranks in any one skill. Here are my character's Species Skills.

Knowledge: Culture (Klingon) +4	Knowledge: History (Klingon) +3
Knowledge: Law (Klingon) +4	Knowledge: Race (Klingon) +4
Knowledge: Religion (Klingon) +4	Language: Klingon +5

Next, you select your character's Personal Development Package or spend 6 picks from the list of racial skills and associated specialties; the note about specialties from above applies here as well. You may acquire one edge at this time for free. If you do so, you may also acquire another edge at this time or during Professional Development, but at the cost of a flaw.

Personal Development package: Military Brat

SKILLS	EDGES
Armed Combat: Klingon Traditional Weapons +2	Bold, Fit
Ranged Combat: Energy Weapons: +2	FLAWS
Survival +1	Species Enmity - Cardassians

The final part of Personal Development is applying the mechanics of your racial abilities. For Klingons, there are five:

SKILLS
Bonus Edge: High Pain Threshold
Bonus Skill: Armed Combat - Klingon Traditional Weapons +1
Brak'lul Ferocity Honor

#5 PROFESSIONAL DEVELOPMENT

The first part of the Professional Development stage is to choose your character's profession. A starting character can be a Diplomat, Merchant, Mystic, Rogue, Scientist, Soldier, or Starship Officer (see Chapter 3); Starship Officer, for a 0-Advancement character, will have the ability to immediately select the type of officer he wishes to be from the list of Elite Starship Professions: Command, Helm, Security, Engineering, Operations, Counselor, Medical, and Science. My character's chosen Profession is Starship Officer and Elite Profession of Security.

Next, go to page 90 for the list of Professional Development packages associated with each Basic and Elite Starship Profession. There some additional packages listed in the SOM. When a skill has "(choose)" next to it, that means select a specialty of your choice. With the +5 picks, you may spend these picks on any Professional skill or associated specialties. You may select an edge for free from the package at this time if you haven't already done so. If you have already selected your free edge, you may select one additional edge from this package at the cost of a flaw at this time.

Finally, select your free Professional ability. When selecting Starship Duty ability for the Starship Officer Profession, it meets/waives the typical skill/edge/flaw/ability prerequisites for entering the any of the associated Elite Orders during character creation. Here are my character's Professional package selection along with his 5 picks and edge/flaws.

Professional Development package: Investigator

SKILLS	
Computer Use (Hacking) +2	Observe (Spot) +2
Inquire (Interrogate) +2	Ranged Combat: Energy Weapons +2
Investigate (Inspect) +3	System Operations (Security) +2
Repair +1	

5 Additional Picks

SKILLS	EDGES	FLAWS
01 Investigate (Deduce)	Shrewd	Proud
02 Investigate (Forensics)		
03 System Operations +1	Ability	
04 Observe +1	Starship Duty (Starship Officer)	
05 Computer Use +1	Security Ops (Security)	

Next month I shall finish with Part II consisting with developing a background and description of your character.



Beyond the Final Frontier

Starfleet Academy
Course
Outline

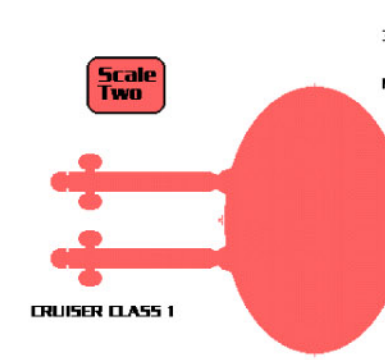
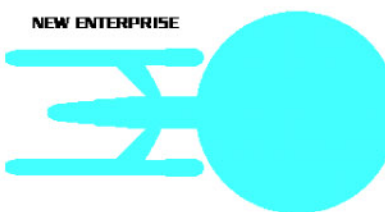
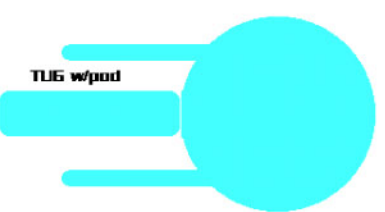
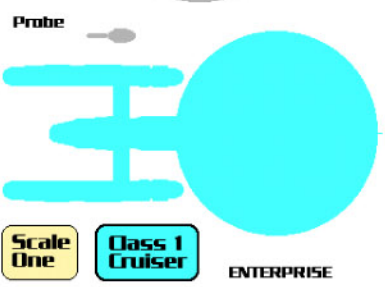
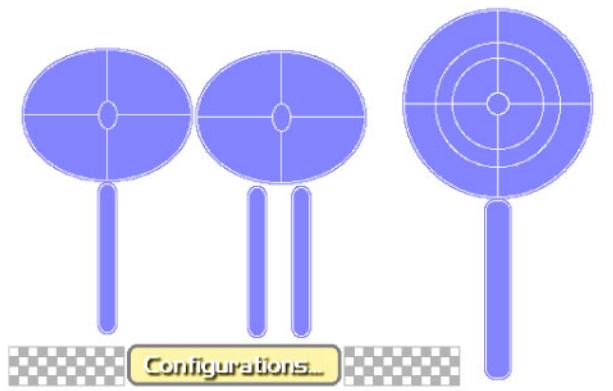
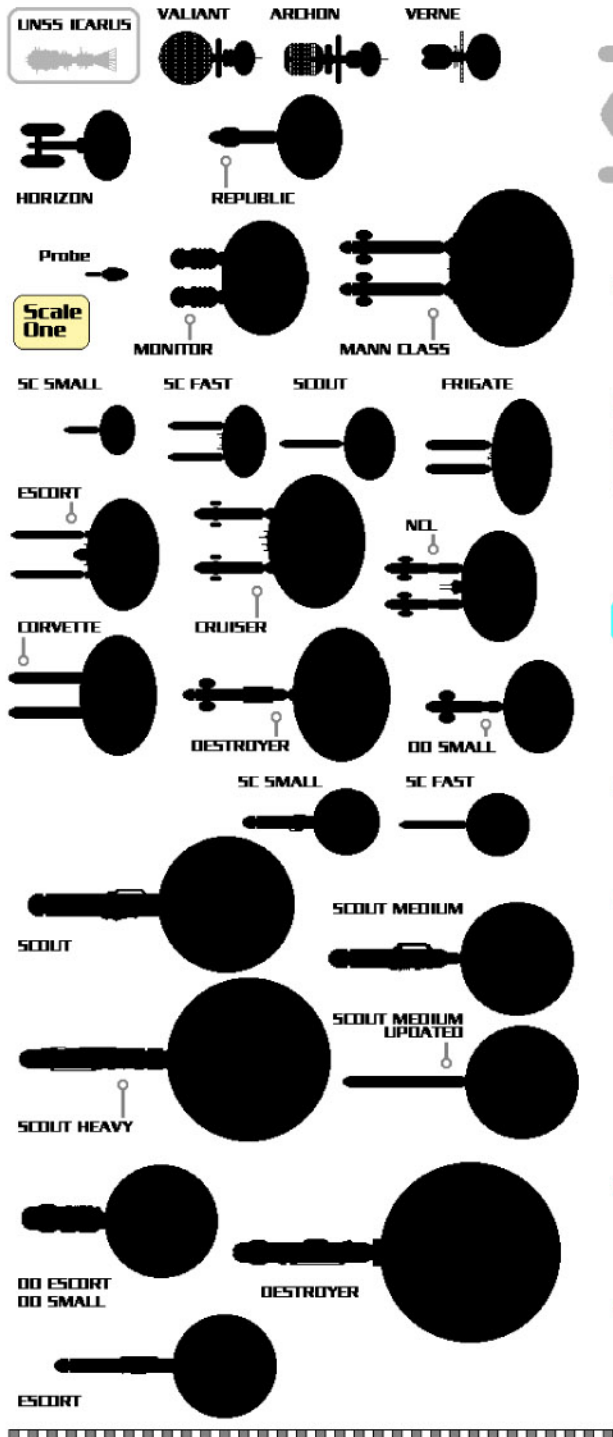
Purpose:
To understand the standard protocols for Away Teams and how to conduct a scientific investigation of a planet.

Goals:

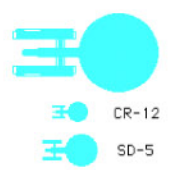
1. Learn how to conduct Away Team missions.
2. Learn how to perform a scientific investigation and study of a planetary body.

Starship Duty final:

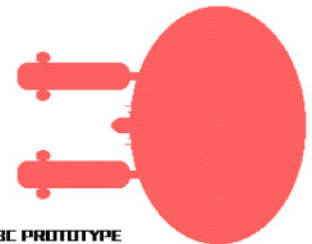
1. Take the USS Boothby to Hagonus IV.
2. Perform a scientific exploration and investigation of the planet, including the surface via Away Team survey.
3. Make mission log and report it to the class instructor.



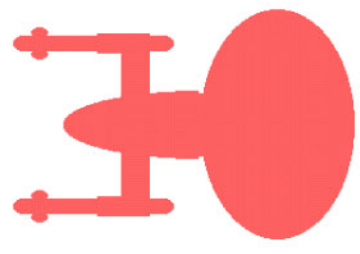
Early Trek Starships

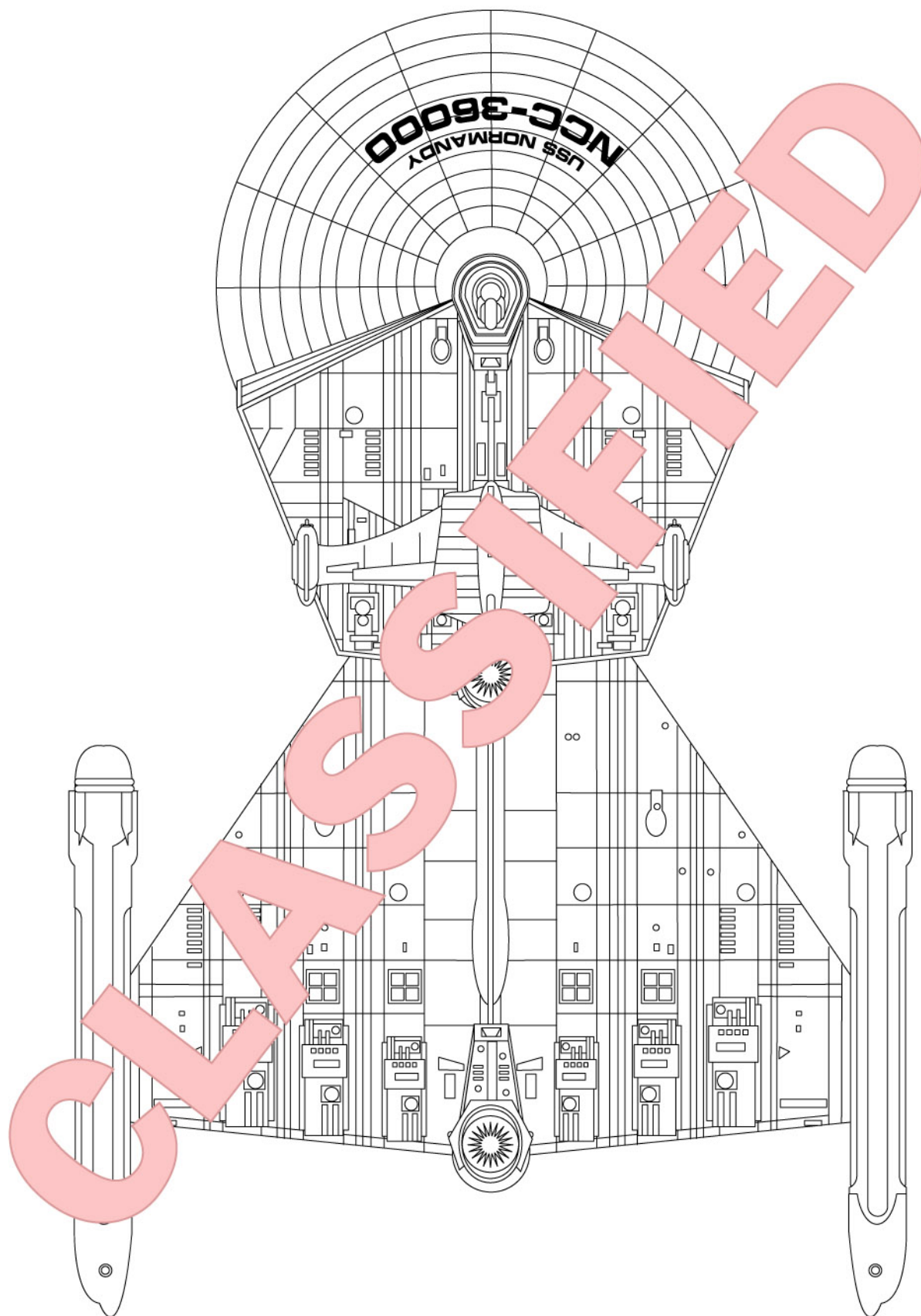


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MANN TRANSITION





"One To Beam Up..."

James Montgomery Doohan

(Captain Montgomery Scott)



James Doohan was a bonafide war hero. An enlisted man who rose to captain in the Royal Canadian Artillery, he was in the frontlines on D-Day, where he was shot seven times, with an eighth bullet lodging in his metal cigarette case. Three bullets shredded the middle finger of his right hand. Eventually, the finger was amputated, which is occasionally noticeable in Star Trek episodes and movies.

Returning from the war, Doohan worked as an actor on Canadian radio, then came to New York, where he studied drama alongside classmates Leslie Nielsen and Tony Randall. He was a regular on the Canadian kids' science fiction series Space Command. His early American television work included episodes of Gunsmoke, Bonanza, Daniel Boone, The FBI, Hazel, The Virginian, and The Outer Limits. He is best known, of course, as the ship's engineer on the original Star Trek.

Gifted at mimicry, Doohan invented his character's Scottish accent when he auditioned for the role, but he could also do French, German, Spanish, Russian, or other accents just as convincingly. "I did about eight different accents when I was reading... Gene asked me which one I liked, and I said, 'If you want an engineer, you'll want a Scotsman... and he made me Montgomery Scott.'"

After Star Trek was cancelled in 1969, Doohan was just another out-of-work actor, but it wasn't until the early 1970s, when Star Trek reruns became popular, that he started feeling typecast.

Flat broke and close to unemployable, Doohan wondered if Star Trek might have the biggest mistake of his career -- until he noticed he could make a very nice living just making personal appearances as 'Scotty'. Another thing that might have cheered Doohan's spirits was his second marriage, in 1975 -- Doohan was 55 at the time, and his bride was 18.

In subsequent years, Doohan played Commander Canarvin on Jason of Star Command, co-authored three science fiction novels with S.M. Stirling, and occasionally appeared on The Bold & The Beautiful. Trading on Scotty's expertise in high-tech matters, Doohan narrated the 1999 documentary Cold Fusion: Fire From Water.

For the animated Star Trek series, Doohan provided the voice of Scott and another character, Lt. Arax. In one episode, he voiced seven different characters.

In pre-production for the first Star Trek movie in 1978, Doohan performed several odd vocal grunts and growls, in a light-hearted attempt at "speaking Klingon." These sounds were later expanded by linguists into the Klingon language spoken on screen. Now, you can buy books written in Klingonese.

His performance as the miracle-working engineer inspired many young people to choose that career. So many, in fact, that when Doohan was diagnosed with Alzheimer's and announced that he would be withdrawing from public life, the news was mentioned with sincere sadness in NASA newsletters and far-from-fandom publications like Aviation Week and Space Technology.

In a grand tribute, the 2004 edition of an annual Star Trek convention in Hollywood was dedicated to Doohan, and dubbed "The James Doohan Farewell Star Trek Convention." It was announced as Doohan's last public appearance. He was confined to a wheelchair, and often needed to have questions repeated before he understood, but it was clear that Doohan had a blast at the event.

Organizers screened the only surviving episode of Doohan's Space Command, episodes of Jason of Star Command, and a montage of Scotty clips from Star Trek, including such classics as "I canna change the laws of physics!" and "Captain, thar be whales here!"

The entire surviving cast from the original Star Trek (everyone but the late DeForest Kelley) showed up to pay tribute. "I love this man, this old pal, this guy I used to call my favorite drinking buddy," said George Takei. Nichelle Nichols said Doohan was "the most wonderfully irascible man I've ever met," and Leonard Nimoy added, "We wish for Jimmy Doohan to live very long and be very prosperous." Doohan's wife Wende said their TV set was broken, and joked that "Scotty can't fix anything!"

Neil Armstrong was also there to pay tribute. "I am an engineer," he said, "...and I want a Chief Engineering officer like Montgomery Scott, because I know Scotty will get the job done, and do it right. Even if I often hear him say, 'But Captain, I donna have enough time!' So from one old engineer to another, thanks Scotty."

James Doohan is survived by his wife, Wende Braunberger, and seven children, Larkin, Deidre, Montgomery, Christopher, Eric, Thomas, and Sarah.



James Montgomery Doohan

(Captain Montgomery Scott)

March 3, 1920 - July 20, 2005

Excerpted from Original Posting on www.nndb.com

"Another classic science fiction show cancelled before its time!"

—Bender, Futurama

