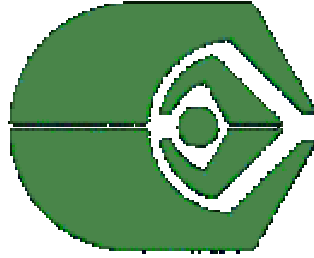


A DIVINE TREASURY OF FERENGI CHARACTER OPTIONS



Credits:

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

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“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.

Profession: 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

Ferengi Rogue

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.

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

TNG: 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.

DS9: 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 Holo-suite 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.

VOY: 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.

Lawyer (Diplomat)

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 (Fraternize) +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