

# STARFLEET OFFICER



## MINOR NPC

10

CONTROL

1

COMMAND

10

DARING

1

CONN

8

FITNESS

1

ENGINEERING

8

INSIGHT

1

SECURITY

9

PRESENCE

1

MEDICINE

9

REASON

1

SCIENCE

### TRAITS:

- Species (add 3 points to attributes based on species),
- Starfleet Officer

PERSONAL THREAT:

0

PROTECTION:

0

### ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 1
- Escalation 1**  
**Phaser Type-2:** Ranged, Stun/Deadly 4, Size 1H, Charge

LCARS 40084

# STARFLEET OFFICER

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

8454-272

0128-069

1914-819

7232-838

06-211934

## SPECIAL RULES:

### ◀ Intensive Training

Increase any department rating of 0 to 1.

### ◀ Gamemaster Note

Add 1 point to two different department ratings to create different types (e.g. +1 to Engineering and Conn for a conn officer).

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# SECTION 31 OPERATIVE



## NOTABLE NPC

11

CONTROL

2

COMMAND

8

DARING

1

CONN

7

FITNESS

2

ENGINEERING

10

INSIGHT

3

SECURITY

9

PRESENCE

1

MEDICINE

9

REASON

2

SCIENCE

### TRAITS:

- Federation Species (add 3 points to attributes based on species)
- Starfleet Intelligence Operative

### VALUES:

- The ends justify the means.

### FOCUSES:

- Espionage
- Infiltration

PERSONAL THREAT: 3

PROTECTION: 0

### ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 1
- **Escalation 1**  
**Phaser Type-2:** Ranged, Stun/Deadly 4, Size 1H, Charge

## SECTION 31 OPERATIVE

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4488	4572	8499	6815	8037	2478	6346	1534	3794
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**SPECIAL RULES:****← Adaptable**

A Section 31 operative may spend 2 Threat to gain a single focus for the remainder of the scene.

**← Covert**

Whenever required to attempt a task to conceal their activities for Section 31 — including to maintain their cover identity — they may roll an additional d20.

**← Intensive Training**

Increase any department rating of 0 to 1.

# CAPTAIN T'MEK



## MAJOR NPC

12

CONTROL

4

COMMAND

9

DARING

3

CONN

9

FITNESS

2

ENGINEERING

8

INSIGHT

2

SECURITY

10

PRESENCE

1

MEDICINE

11

REASON

4

SCIENCE

### TRAITS:

- Vulcan
- Starfleet Officer
- Commanding Officer

### VALUES:

- Wisdom is the beginning of logic, not the end
- A failure to act can be as dangerous as acting rashly.

### FOCUSES:

- Astrophysics
- Composure
- Diplomacy
- Starship Tactics

PERSONAL THREAT:

8

PROTECTION:

0

### ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Vulcan Nerve Pinch:** Melee, Stun 3, Size 1H, Intense
- **Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 1

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# CAPTAIN T'MEK

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4488	4572	8499	6815	8037	2478	6346	1534	3794
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## SPECIAL RULES:

### ← Considered Every Outcome

When she succeeds at a **Reason + Command task**, T'Mek scores 1 more Momentum than normal.

### ← Intensive Training

Increase any department rating of 0 to 1.

### ← Nerve Pinch (Vulcan Talent)

May use **Science** or **Medicine** instead of **Security** when making this attack.

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# REAR ADMIRAL THY'RAN



## MAJOR NPC

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CONTROL

4

COMMAND

11

DARING

3

CONN

9

FITNESS

3

ENGINEERING

9

INSIGHT

3

SECURITY

12

PRESENCE

2

MEDICINE

10

REASON

1

SCIENCE

### TRAITS:

- Andorian
- Starfleet Flag Officer
- Strategist

### VALUES:

- There is no higher calling than to serve
- We endure hardship, so that others do not have to

### FOCUSES:

- Endurance
- Fleet Strategy and Tactics
- Inspiration
- Military History

PERSONAL THREAT: 8

PROTECTION: 0

### ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Phaser Type-2:** Ranged, Stun/Deadly 4, Size 1H, Charge

LCARS 40084

# REAR ADMIRAL THY' RAN

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
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CORE RULEBOOK

## SPECIAL RULES:

### ◀ Proud and Honorable

Whenever he attempts a task to resist being coerced into breaking a promise, betraying his allies, or otherwise acting dishonorably, he may spend Threat to immediately succeed at the task. The amount of Threat he spends is equal to the task's Difficulty.

### ◀ Accomplished Strategist

Whenever he attempts to create a trait representing a strategy or plan, he may spend 1 Threat to re-roll his dice pool.

### ◀ Counter-Ploy

Whenever an enemy attempts a task to create a trait representing some manner of strategy or tactic, Thyran may spend 1 Threat to increase the Difficulty by 1. Further, if this task then fails, Thyran may immediately spend one additional Threat to create a trait of his own, representing his own stratagem.

### ◀ Intensive Training

Increase any department rating of 0 to 1.

# KLINGON WARRIOR



## MINOR NPC

7

CONTROL

1

COMMAND

10

DARING

2

CONN

10

FITNESS

1

ENGINEERING

7

INSIGHT

2

SECURITY

9

PRESENCE

0

MEDICINE

8

REASON

0

SCIENCE

### TRAITS:

- ◀ Klingon
- ◀ Warrior

PERSONAL THREAT:

0

PROTECTION:

1

### ATTACKS:

- ◀ **Unarmed Strike:** Melee, Stun 2, Size 1H
- ◀ **D’k tahg dagger:** Melee, Deadly 2, Size 1H, Hidden 1
- ◀ **Escalation 1**  
**Bat’leth:** Melee, Deadly 3, Size 2H
- ◀ **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense

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# KLINGON WARRIOR

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## SPECIAL RULES:

### ◀ Warrior's Spirit

When you make a Melee Attack, or are targeted by a Melee Attack, and you buy one or more d20s by adding Threat, you may re-roll the dice pool for your task roll. Further, you own either a mek'leth (a blade) or a bat'leth (a heavy blade) at your discretion, which counts as standard issue for you.

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# KLINGON VETERAN



## NOTABLE NPC

8

CONTROL

2

COMMAND

11

DARING

2

CONN

10

FITNESS

1

ENGINEERING

8

INSIGHT

3

SECURITY

10

PRESENCE

1

MEDICINE

7

REASON

0

SCIENCE

### TRAITS:

- ▶ Klingon
- ▶ Warrior

### VALUES:

- ▶ Today is a Good Day to Die!

### FOCUSES:

- ▶ Hand-to-Hand Combat
- ▶ Resilience

### PERSONAL THREAT:

3

### PROTECTION:

1

### ATTACKS:

- ▶ **Unarmed Strike:** Melee, Stun 2, Size 1H
- ▶ **D'k tahg dagger:** Melee, Deadly 2, Size 1H, Hidden 1
- ▶ **Escalation 1**  
**Bat'leth:** Melee, Deadly 3, Size 2H
- ▶ **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- ▶ **Escalation 1**  
**Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

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# KLINGON VETERAN

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## SPECIAL RULES:

### ◀ Lead by Example

When the Klingon Officer makes a successful attack, they may spend 2 Threat to assist another Klingon's next attack with their **Daring + Command**.

### ◀ Warrior's Spirit

When you make a Melee Attack, or are targeted by a Melee Attack, and you buy one or more d20s by adding Threat, you may re-roll the dice pool for your task roll. Further, you own either a mek'leth (a blade) or a bat'leth (a heavy blade) at your discretion, which counts as standard issue for you.

# MOQ'VAR, SON OF KOLOTH



## MAJOR NPC

9

CONTROL

3

COMMAND

12

DARING

3

CONN

10

FITNESS

2

ENGINEERING

9

INSIGHT

5

SECURITY

11

PRESENCE

2

MEDICINE

8

REASON

1

SCIENCE

### TRAITS:

- Klingon
- Commanding Officer

### VALUES:

- There is nothing more honorable than victory
- To kill the defenseless is not true battle.

### FOCUSES:

- Hand-to-Hand Combat
- Intimidation
- Resilience
- Starship Tactics

PERSONAL THREAT:

8

PROTECTION:

1

### ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **D'k tahg dagger:** Melee, Deadly 2, Size 1H, Hidden 1
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- **Escalation 1**  
**Bat'leth:** Melee, Deadly 3, Size 2H

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# MOQ'VAR, SON OF KOLOTH

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## SPECIAL RULES:

### ← Hardy

Moq'var is resilient and can shrug off wounds that would down normal combatants. Moq'var's Personal Threat is increased by +2 (included above).

### ← Lead by Example

When the Klingon Officer makes a successful attack, they may spend 2 Threat to assist another Klingon's next attack with their **Daring + Command**.

### ← Warrior's Spirit

When you make a Melee Attack, or are targeted by a Melee Attack, and you buy one or more d20s by adding Threat, you may re-roll the dice pool for your task roll. Further, you own either a *mek'leth* (a blade) or a *bat'leth* (a heavy blade) at your discretion, which counts as standard issue for you.

# ROMULAN UHLAN



## MINOR NPC

10

CONTROL

1

COMMAND

8

DARING

2

CONN

9

FITNESS

1

ENGINEERING

8

INSIGHT

2

SECURITY

7

PRESENCE

0

MEDICINE

10

REASON

0

SCIENCE

### TRAITS:

- Romulan
- Soldier

### FOCUSES:

- Astrophysics
- Composure
- Diplomacy
- Starship Tactics

PERSONAL THREAT: 0

PROTECTION: 0

### ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Dagger:** Melee, Deadly 2, Size 1h, Hidden 1, Charge
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- **Escalation 1**  
**Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

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# ROMULAN UHLAN

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## SPECIAL RULES:

### ◀ Guile and Cunning

When you attempt to remain hidden or for your actions to remain unnoticed, you may add 1 Threat to add 1 to the Difficulty of any task to detect you or reveal the nature of your actions.

### ◀ Wary

When you attempt a task to detect an enemy or hazard, you may re-roll one d20.

# ROMULAN CENTURION



## NOTABLE NPC

11

CONTROL

3

COMMAND

9

DARING

2

CONN

9

FITNESS

1

ENGINEERING

9

INSIGHT

2

SECURITY

7

PRESENCE

0

MEDICINE

9

REASON

1

SCIENCE

### TRAITS:

- Romulan
- Imperial Navy Officer

### VALUES:

- I will not fail in my duty to the Empire.

### FOCUSES:

- Guerilla Tactics
- Paranoia

PERSONAL THREAT:

3

PROTECTION:

0

### ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Dagger:** Melee, Deadly 2, Size 1h, Hidden 1, Charge
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- **Escalation 1**  
**Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

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# ROMULAN CENTURION

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
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## SPECIAL RULES:

### ◀ Group Ambush

When the centurion makes an attack against an enemy who is unaware of their presence, they may spend 2 Threat to increase the severity of this and all other attacks made this round by them and their subordinates by 1.

### ◀ Guile and Cunning

When you attempt to remain hidden or for your actions to remain unnoticed, you may add 1 Threat to add 1 to the Difficulty of any task to detect you or reveal the nature of your actions.

### ◀ Wary

When you attempt a task to detect an enemy or hazard, you may re-roll one d20.

# MAJOR VEROHK, TAL SHIAR AGENT



## MAJOR NPC

11

CONTROL

4

COMMAND

9

DARING

2

CONN

9

FITNESS

3

ENGINEERING

10

INSIGHT

2

SECURITY

9

PRESENCE

2

MEDICINE

11

REASON

3

SCIENCE

### TRAITS:

- Romulan
- Agent of the Tal Shiar

### VALUES:

- The ends justify the means
- Everything I do, I do for Romulus.

### FOCUSES:

- Deception
- Infiltration
- Interrogation
- Propaganda

PERSONAL THREAT:

8

PROTECTION:

0

### ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Dagger:** Melee, Deadly 2, Size 1h, Hidden 1
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- **Escalation 1**  
**Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

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# MAJOR VEROHK, TAL SHIAR AGENT

06-301971

4488 4572 8499 6815 8037 2478 6346 1534 3794  
4592 7152 2703 3199 1328 9020 4338 7909 0800  
0651 9668 3016 4265 8022 7825 8735 6389 8089  
3126 0415 8053 1837 9006 1426 1325 2770 3954

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## SPECIAL RULES:

### ◀ Guile and Cunning

When you attempt to remain hidden or for your actions to remain unnoticed, you may add 1 Threat to add 1 to the Difficulty of any task to detect you or reveal the nature of your actions.

### ◀ Supreme Authority

Whenever a Romulan under Major Verohk's command attempts a task to resist persuasion or intimidation, Verohk may spend 1 Threat to allow that Romulan to re-roll, even if Verohk is not present in the scene herself.

### ◀ Wary

When you attempt a task to detect an enemy or hazard, you may re-roll one d20.

# CARDASSIAN SOLDIER



## MINOR NPC

10

CONTROL

1

COMMAND

9

DARING

3

CONN

8

FITNESS

1

ENGINEERING

7

INSIGHT

2

SECURITY

8

PRESENCE

0

MEDICINE

9

REASON

0

SCIENCE

### TRAITS:

- Cardassian
- Soldier

PERSONAL THREAT:

0

PROTECTION:

1

### ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- Escalation 1**  
**Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

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# CARDASSIAN SOLDIER

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## SPECIAL RULES:

### ◀ Healthy Suspicions

The Cardassian Glinn may buy their first d20 for free when attempting to determine if someone is lying.

### ◀ Loyal

Whenever a Cardassian Glinn assists a task performed by someone they deem their superior, they may reroll their assist die.

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# CARDASSIAN GLINN



## NOTABLE NPC

11

CONTROL

2

COMMAND

8

DARING

2

CONN

7

FITNESS

1

ENGINEERING

8

INSIGHT

3

SECURITY

10

PRESENCE

0

MEDICINE

10

REASON

1

SCIENCE

### TRAITS:

- Cardassian
- Military Officer

### VALUES:

- Cardassians did not choose to be superior, fate made us this way.

### FOCUSES:

- Military Tactics
- Willpower

PERSONAL THREAT: 3

PROTECTION: 1

### ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- Escalation 1**  
**Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

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# CARDASSIAN GLINN

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4592	7152	2703	3199	1328	9020	4338	7909	0800
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06-211934

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02-221978

05-152003

## SPECIAL RULES:

### ◀ Healthy Suspicions

The Cardassian Glinn may buy their first d20 for free when attempting to determine if someone is lying.

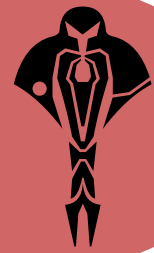
### ◀ Expects Success

Whenever the Cardassian Glinn uses the Direct or Assist task to aid a subordinate, that task may always Succeed at Cost.

### ◀ Loyal

Whenever a Cardassian Glinn assists a task performed by someone they deem their superior, they may reroll their assist die.

# GUL TREMAK



## MAJOR NPC

11

CONTROL

4

COMMAND

9

DARING

4

CONN

8

FITNESS

2

ENGINEERING

9

INSIGHT

2

SECURITY

12

PRESENCE

1

MEDICINE

10

REASON

2

SCIENCE

### TRAITS:

- Cardassian
- Military Officer

### VALUES:

- Cardassia expects everyone to do their duty
- Knowledge is power, and power is everything.

### FOCUSES:

- Debate
- Military Tactics
- Politics
- Willpower

PERSONAL THREAT: 8

PROTECTION: 1

### ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- Escalation 1**  
**Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

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# GUL TREMAK

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## SPECIAL RULES:

### ← Cultured

When engaged in social conflict, and given an opportunity to speak at length on a subject, Gul Tremak if he purchases any bonus d20s he may re-roll his dice pool.

### ← Healthy Suspicions

Gul Tremak may buy their first d20 for free when attempting to determine if someone is lying.

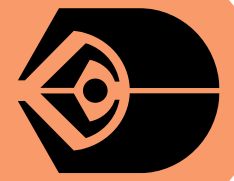
### ← Loyal

Whenever Gul Tremak assists a task performed by someone they deem their superior they may reroll their assistance die.

### ← Ruthless

When Gul Tremak makes an attack against an enemy that was not aware of or prepared for an attack, or against an enemy that is defenseless, he may spend 1 Threat to re-roll any number of d20s in his dice pool.

# FERENGI MENIAL



## MINOR NPC

9

CONTROL

1

COMMAND

7

DARING

2

CONN

7

FITNESS

2

ENGINEERING

10

INSIGHT

1

SECURITY

10

PRESENCE

0

MEDICINE

8

REASON

0

SCIENCE

### TRAITS:

- Ferengi
- Underling

PERSONAL THREAT:

0

PROTECTION:

0

### ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 1

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# FERENGI MENIAL

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4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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## SPECIAL RULES:

### ◀ Greed is Eternal

When engaged in negotiations—including in social conflict—that have the potential for you to profit personally, you may add 1 Threat to re-roll your dice pool.

09-202009

02-221978

05-152003

# FERENGI SALESMAN



## NOTABLE NPC

9

CONTROL

3

COMMAND

8

DARING

1

CONN

7

FITNESS

2

ENGINEERING

9

INSIGHT

1

SECURITY

10

PRESENCE

0

MEDICINE

8

REASON

2

SCIENCE

### TRAITS:

- Ferengi
- Merchant

### VALUES:

- Once you have their money, never give it back (1st)

### FOCUSES:

- Economics
- Negotiation

PERSONAL THREAT: 3

PROTECTION: 0

### ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense

LCARS 40084

# FERENGI SALESMAN

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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09-202009

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05-152003

## SPECIAL RULES:

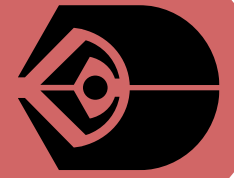
### ← Greed is Eternal

When engaged in negotiations—including in social conflict—that have the potential for you to profit personally, you may add 1 Threat to re-roll your dice pool.

### ← Never Place Friendship Above Profit

When you assist someone else (including using the Direct action), and one or more complications occur, you may add 1 Threat to avoid suffering any ill-effect from that complication (other characters involved are affected normally).

# DAIMON SKEL



## MAJOR NPC

10

CONTROL

4

COMMAND

11

DARING

3

CONN

8

FITNESS

3

ENGINEERING

10

INSIGHT

3

SECURITY

11

PRESENCE

1

MEDICINE

9

REASON

2

SCIENCE

### TRAITS:

- Ferengi
- Entrepreneur

### VALUES:

- The bigger the smile, the sharper the knife (48th)
- Employees are the rungs on the ladder to success; don't hesitate to step on them (211th)

### FOCUSES:

- Bribery
- Negotiation
- Starship Tactics
- Subterfuge

PERSONAL THREAT: 8

PROTECTION: 0

### ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Energy Whip:** Ranged, Stun 4, Size 1H, Intense
- **Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 1

LCARS 40084

# DAIMON SKEL

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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05-152003

## SPECIAL RULES:

### ← Free Advice is Seldom Cheap

Increase the Difficulty of all social conflict tasks to persuade DaiMon Skel by 2. This Difficulty increase is removed as soon as Skel is offered something in trade.

### ← Greed is Eternal

When engaged in negotiations—including in social conflict—that have the potential for you to profit personally, you may add 1 Threat to re-roll your dice pool.

### ← Can't Make a Deal if You're Dead

DaiMon Skel will never make a Deadly attack. Further, when attempting a task to make a deal or persuade an enemy he has previously incapacitated, or an enemy who obviously outmatches him, he may add a bonus d20 to the roll for free.

# JEM'HADAR WARRIOR



## MINOR NPC

8

CONTROL

1

COMMAND

10

DARING

2

CONN

10

FITNESS

1

ENGINEERING

9

INSIGHT

2

SECURITY

7

PRESENCE

0

MEDICINE

7

REASON

0

SCIENCE

### TRAITS:

- Jem'Hadar
- Warrior

PERSONAL THREAT:

0

PROTECTION:

1

### ATTACKS:

- **Unarmed Strike:** Melee, Stun/Deadly 2, Size 1H, Intense
- **Blade:** Melee, Deadly 3, Size 1H
- **Jem'Hadar Plasma Rifle:** Ranged, Deadly 4, Size 2H, Accurate, Debilitating
- **Escalation 1**  
*Kar'takin:* Melee, Deadly 3, Size 2H

LCARS 40084

# JEM'HADAR WARRIOR

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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0128-069

1914-819

7232-838

06-211934

09-202009

02-221978

05-152003

CORE RULEBOOK

## SPECIAL RULES:

### ▀ Brute Force

Jem'Hadar add the Intense effect to their Unarmed Strike, and may attack with Deadly force.

### ▀ Immune to Fear

The Jem'Hadar Warrior is incapable of feeling fear, continuing undeterred despite the greatest terror. They cannot be intimidated or threatened.

### ▀ Immune to Pain

The Jem'Hadar Warrior is incapable of feeling pain, continuing undeterred despite the most horrific Injury. They ignore all Stun Injuries, and cannot be Defeated by an attack which inflicts a Stun Injury.

### ▀ The Shroud

A Jem'Hadar may spend 1 Threat as a minor action to become virtually invisible, increasing the Difficulty of all tasks to observe, locate, or target the Jem'Hadar by 3. This effect ends when the Jem'Hadar makes an Attack, or takes a minor action to end the effect. The Jem'Hadar loses this ability when deprived of ketracel-white.

# JEM'HADAR FIRST



## NOTABLE NPC

9

CONTROL

2

COMMAND

10

DARING

2

CONN

11

FITNESS

1

ENGINEERING

9

INSIGHT

3

SECURITY

8

PRESENCE

1

MEDICINE

7

REASON

0

SCIENCE

### TRAITS:

- Jem'Hadar
- Warrior

### VALUES:

- We are now dead; we go into battle to reclaim our lives.

### FOCUSES:

- Combat Tactics
- Hand-to-Hand

PERSONAL THREAT:

3

PROTECTION:

1

### ATTACKS:

- **Unarmed Strike:** Melee, Stun/Deadly 2, Size 1H, Intense
- **Blade:** Melee, Deadly 3, Size 1H
- **Jem'Hadar Plasma Rifle:** Ranged, Deadly 4, Size 2H, Accurate, Debilitating
- **Escalation 1**  
*Kar'takin:* Melee, Deadly 3, Size 2H

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# JEM'HADAR FIRST

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
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1914-819

7232-838

06-211934

09-202009

02-221978

05-152003

## SPECIAL RULES:

### ▀ Brute Force

Jem'Hadar add the Intense effect to their Unarmed Strike, and may attack with Deadly force.

### ▀ Immune to Fear

The Jem'Hadar Warrior is incapable of feeling fear, continuing undeterred despite the greatest terror. They cannot be intimidated or threatened.

### ▀ Immune to Pain

The Jem'Hadar Warrior is incapable of feeling pain, continuing undeterred despite the most horrific Injury. They ignore all Stun Injuries, and cannot be Defeated by an attack which inflicts a Stun Injury.

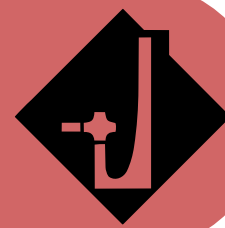
### ▀ The Shroud

A Jem'Hadar may spend 1 Threat as a minor action to become virtually invisible, increasing the Difficulty of all tasks to observe, locate, or target the Jem'Hadar by 3. This effect ends when the Jem'Hadar makes an Attack, or takes a minor action to end the effect. The Jem'Hadar loses this ability when deprived of ketracel-white.

### ▀ Victory is Life

Whenever a Jem'Hadar First or one of its subordinates inflicts an Injury or achieves an objective, add 1 Threat.

# TARIS, VORTA OVERSEER



## MAJOR NPC

9

CONTROL

4

COMMAND

8

DARING

3

CONN

9

FITNESS

2

ENGINEERING

11

INSIGHT

2

SECURITY

12

PRESENCE

2

MEDICINE

10

REASON

3

SCIENCE

### TRAITS:

- Vorta
- Diplomat

### VALUES:

- I live to serve the Founders
- There is nothing I will not do to succeed.

### FOCUSES:

- Deception
- Diplomacy
- Observation
- Psychology

PERSONAL THREAT: 8

PROTECTION: 0

### ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H

LCARS 40084

# TARIS, VORTA OVERSEER

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
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3126	0415	8053	1837	9006	1426	1325	2770	3954

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06-211934

## SPECIAL RULES:

### ◀ In the Name of the Founders

When using the Direct or Assist task to command other servants of the Dominion, a Vorta may roll 2d20 instead of 1d20.

### ◀ Manipulative

If Taris purchases one or more d20s when attempting a task to deceive or intimidate another, she may re-roll her dice pool.

09-202009

02-221978

05-152003

# BERENGARIAN DRAGON



## MAJOR NPC

10

CONTROL

3

COMMAND

12

DARING

0

CONN

12

FITNESS

0

ENGINEERING

5

INSIGHT

2

SECURITY

10

PRESENCE

0

MEDICINE

4

REASON

0

SCIENCE

### TRAITS:

- Berengarian Dragon
- Flying
- Massive
- Animal

### VALUES:

- Arboreal hunter
- Pays small creatures little heed.

### FOCUSES:

- Hunting
- Melee
- Observation

PERSONAL THREAT:

8

PROTECTION:

4

### ATTACKS:

- **Claws:** Melee, Deadly 4, Size 1H, Area
- **Bite:** Melee, Deadly 5, Size 1H, Debilitating, Piercing
- **Fire Breath:** Ranged, Deadly 3, Size 1H, Area

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# BERENGARIAN DRAGON

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
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## SPECIAL RULES:

### ← Massive

The Berengarian Dragon is massive. It must suffer three Injuries before it is defeated.

09-202009

02-221978

05-152003

# MOOPSY



## NOTABLE NPC

3

0

CONTROL

COMMAND

5

0

DARING

CONN

3

0

FITNESS

ENGINEERING

5

2

INSIGHT

SECURITY

6

0

PRESENCE

MEDICINE

3

0

REASON

SCIENCE

### TRAITS:

- Moopsy
- Deceptive
- Small
- Venomous

### VALUES:

- Moopsy!

PERSONAL THREAT: 3

PROTECTION: 0

### ATTACKS:

- Venomous Bite:** Melee, Deadly 4, Size 1H, Intense, Piercing

LCARS 40084

# MOOPSY

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
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## SPECIAL RULES:

### ◀ Bone-Dissolving Venom

When the moopsy successfully injures a living being, it injects a lethal venom that dissolves the being's skeletal system.

09-202009

02-221978

05-152003

# MUGATO



## NOTABLE NPC

6

CONTROL

0

COMMAND

8

DARING

0

CONN

11

FITNESS

0

ENGINEERING

4

INSIGHT

2

SECURITY

10

PRESENCE

0

MEDICINE

6

REASON

0

SCIENCE

### TRAITS:

- Mugato
- Venomous
- Animal

### VALUES:

- Territorial hunter.

### FOCUSES:

- Melee
- Tracking

PERSONAL THREAT: 3

PROTECTION: 1

### ATTACKS:

- **Claws:** Melee, Deadly 3, Size 1H, Intense
- **Bite:** Melee, Deadly 4, Size 1H, Cumbersome, Debilitating

LCARS 40084

# MUGATO

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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## SPECIAL RULES:

### ◀ Venomous

After successfully biting an enemy, a mugato may spend 1 Threat to inject them with venom. This creates a Poisoned Injury, and the creature remains defeated until a cure for the poison is found.

09-202009

02-221978

05-152003

# NEURAL PARASITE



## MINOR NPC

9

CONTROL

1

COMMAND

4

DARING

0

CONN

8

FITNESS

0

ENGINEERING

4

INSIGHT

1

SECURITY

5

PRESENCE

0

MEDICINE

6

REASON

0

SCIENCE

### TRAITS:

- Neural Parasite
- Limited Flight
- Animal

PERSONAL THREAT:

0

PROTECTION:

0

### ATTACKS:

- Unarmed Strike: Melee, Stun 2, Size 1H

LCARS 40084

# NEURAL PARASITE

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
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## SPECIAL RULES:

### ◀ Attach

When a neural parasite makes a melee attack, it attaches itself to its victim rather than inflicting an Injury. If it succeeds, it fuses with the creature's nervous system and takes control of it.

09-202009

02-221978

05-152003

# SEHLAT



## NOTABLE NPC

8

CONTROL

2

COMMAND

11

DARING

0

CONN

12

FITNESS

0

ENGINEERING

6

INSIGHT

3

SECURITY

9

PRESENCE

0

MEDICINE

2

REASON

0

SCIENCE

### TRAITS:

- Sehlat
- Desert Predator
- Animal

### VALUES:

- Territorial hunter.

### FOCUSES:

- Melee
- Stealth

PERSONAL THREAT: 3

PROTECTION: 2

### ATTACKS:

- Claws and Teeth:** Melee, Deadly 4, Size 1H, Intense, Debilitating

LCARS 40084

# SEHLAT

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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06-211934

## SPECIAL RULES:

◀ None.

09-202009

02-221978

05-152003

# TALARIAN HOOK SPIDER



## MINOR NPC

10

CONTROL

1

COMMAND

7

DARING

0

CONN

8

FITNESS

0

ENGINEERING

2

INSIGHT

3

SECURITY

2

PRESENCE

0

MEDICINE

4

REASON

0

SCIENCE

### TRAITS:

- Talarian Hook Spider
- Lurking
- Arachnid

PERSONAL THREAT:

0

PROTECTION:

1

### ATTACKS:

- Hooks:** Melee, Stun 3, Size 1H
- Bite:** Melee, Deadly 4, Size 1H, Intense

LCARS 40084

# TALARIAN HOOK SPIDER

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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06-211934

## SPECIAL RULES:

### ◀ Web

As a major action, a hook spider can fill its zone with sticky webbing. This makes the zone difficult terrain with a cost of 1, or adds 1 to the cost of any existing difficult terrain.

09-202009

02-221978

05-152003

# TARG



## MINOR NPC

4

CONTROL

2

COMMAND

10

DARING

0

CONN

11

FITNESS

0

ENGINEERING

5

INSIGHT

2

SECURITY

8

PRESENCE

0

MEDICINE

2

REASON

0

SCIENCE

### TRAITS:

- Targ
- Stubborn Beast
- Animal

PERSONAL THREAT: 0

PROTECTION: 0

### ATTACKS:

- Tusks:** Melee, Stun/Deadly 3, Size 1H

LCARS 40084

# TARG

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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09-202009

02-221978

05-152003

## SPECIAL RULES:

### ← Rush

As a major action, a targ may charge at an enemy within Medium range. The targ moves to any adjacent zone, and makes a melee attack against the chosen enemy. If the attack hits, the enemy is also knocked prone.

# TRIBBLE



## MINOR NPC

4

0

CONTROL

COMMAND

8

0

DARING

CONN

3

1

FITNESS

ENGINEERING

6

0

INSIGHT

SECURITY

9

0

PRESENCE

MEDICINE

6

1

REASON

SCIENCE

### TRAITS:

- ▀ Tribble
- ▀ Animal

PERSONAL THREAT:

0

PROTECTION:

0

### ATTACKS:

- ▀ None.

LCARS 40084

# TRIBBLE

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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06-211934

## SPECIAL RULES:

### ◀ Klingon Distain

A tribble's reaction is strong enough to automatically detect the presence of a Klingon—even one disguised or surgically altered—within Close range, while a disguised Klingon must attempt a **Control + Command task** with a Difficulty of 2 to mask their disgust at the tribble's presence.

# TYPICAL VOICED



## MINOR NPC

9

CONTROL

2

COMMAND

8

DARING

0

CONN

8

FITNESS

1

ENGINEERING

9

INSIGHT

2

SECURITY

8

PRESENCE

1

MEDICINE

9

REASON

0

SCIENCE

### TRAITS:

- Voiced
- Their Tier

PERSONAL THREAT:

0

PROTECTION:

0

### ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Knife:** Melee, Deadly 2, Size 1H, Hidden 1
- Bow:** Ranged, Deadly 3, Size 2H

LCARS 40084

# TYPICAL VOICED

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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09-202009

02-221978

05-152003

## SPECIAL RULES:

### ▀ Agrarian

The Voiced are well-suited to undeveloped environments. The Difficulty of any task attempted in wilderness environments is reduced by 1, to a minimum of 0.

### ▀ Community Minded

Any task attempted to aid another Voiced, this character may re-roll one d20.

The Voiced place a high value on working towards the betterment of the communities in which they live. Voiced culture is arranged in a system of occupational castes called “tiers”:

- ▀ The Tier of Creation (artisans, builders, chefs)
- ▀ The Tier of Procurement (hunters, gatherers)
- ▀ The Tier of Safety (healers, police, military)
- ▀ The Tier of Sagacity (lawmakers, scholars)
- ▀ The Tier of Service (merchants, hospitality, sanitation)

# DR. LIU YEN-CHANG



## NOTABLE NPC

10

CONTROL

1

COMMAND

9

DARING

1

CONN

7

FITNESS

2

ENGINEERING

9

INSIGHT

0

SECURITY

8

PRESENCE

2

MEDICINE

11

REASON

3

SCIENCE

### TRAITS:

- Human
- Geneticist

### VALUES:

- I must atone for what I have inflicted upon the Voiced

### FOCUSES:

- Genetics
- Xenobiology

PERSONAL THREAT: 3

PROTECTION: 1

### ATTACKS:

- Unarmed Strike: Melee, Stun 2, Size 1H

LCARS 40084

# DR. LIU YEN-CHANG

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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06-211934

09-202009

02-221978

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## SPECIAL RULES:

### ◀ Applied Research

Once per scene, when Liu attempts a task which relates to information he received earlier that scene from an Obtain Information spend, the first bonus die he purchases is free.

### ◀ Indefatiguable

When Liu fails a task, and attempts that task again during the same scene, he reduces the Difficulty of the second attempt (and any subsequent attempts if he still fails) by 1.