

# KLINGON ANALYST



## MINOR NPC

9

CONTROL

1

COMMAND

9

DARING

0

CONN

8

FITNESS

0

ENGINEERING

8

INSIGHT

1

SECURITY

8

PRESENCE

2

MEDICINE

9

REASON

2

SCIENCE

### TRAITS:

- Klingon
- Scientist

PERSONAL THREAT:

0

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, Intense
- **Escalation 1**  
**Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

LCARS 40084

# KLINGON ANALYST

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:

### Warrior's Spirit

When a Klingon Analyst makes a Melee Attack, or is targeted by a Melee Attack, and he buys one or more d20s by adding Threat, he may re-roll the dice pool for his task roll.

09-202009

02-221978

05-152003

# KLINGON CORPSMAN



## MINOR NPC

9

CONTROL

1

COMMAND

9

DARING

0

CONN

8

FITNESS

0

ENGINEERING

9

INSIGHT

1

SECURITY

8

PRESENCE

2

MEDICINE

8

REASON

2

SCIENCE

### TRAITS:

- Klingon
- Medic

PERSONAL THREAT:

0

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, Intense
- **Escalation 1**  
**Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

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06-211934

## SPECIAL RULES:

### ◀ Warrior's Spirit

When a Klingon Analyst makes a Melee Attack, or is targeted by a Melee Attack, and he buys one or more d20s by adding Threat, he may re-roll the dice pool for his task roll.

09-202009

02-221978

05-152003

# KLINGON ENGINEER



## MINOR NPC

7

CONTROL

0

COMMAND

9

DARING

1

CONN

9

FITNESS

2

ENGINEERING

9

INSIGHT

2

SECURITY

8

PRESENCE

0

MEDICINE

9

REASON

2

SCIENCE

### TRAITS:

- Klingon
- Engineer

PERSONAL THREAT:

0

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, Intense
- **Escalation 1**  
**Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

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# KLINGON ENGINEER

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8454-272

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1914-819

7232-838

06-211934

## SPECIAL RULES:

### ◀ Warrior's Spirit

When a Klingon Analyst makes a Melee Attack, or is targeted by a Melee Attack, and he buys one or more d20s by adding Threat, he may re-roll the dice pool for his task roll.

09-202009

02-221978

05-152003

# KLINGON PILOT



## MINOR NPC

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1

COMMAND

10

DARING

2

CONN

9

FITNESS

1

ENGINEERING

8

INSIGHT

2

SECURITY

8

PRESENCE

0

MEDICINE

7

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
- ◀ **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- ◀ **Escalation 1**  
**Bat’leth:** Melee, Deadly 3, Size 2H, Intense
- ◀ **Escalation 1**  
**Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

LCARS 40084

# KLINGON PILOT

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06-211934

## SPECIAL RULES:

### Warrior's Spirit

When a Klingon Analyst makes a Melee Attack, or is targeted by a Melee Attack, and he buys one or more d20s by adding Threat, he may re-roll the dice pool for his task roll.

09-202009

02-221978

05-152003

# KLINGON BORDER AGENT



## NOTABLE NPC

8

CONTROL

3

COMMAND

10

DARING

0

CONN

9

FITNESS

1

ENGINEERING

9

INSIGHT

2

SECURITY

11

PRESENCE

1

MEDICINE

7

REASON

2

SCIENCE

### TRAITS:

- ▶ Klingon
- ▶ Imperial Official

### VALUES:

- ▶ You will do this for the good of the Empire, or you will die.

### FOCUSES:

- ▶ Debate
- ▶ Intimidation
- ▶ Politics

PERSONAL THREAT: 3

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, Intense
- ▶ **Escalation 1**  
**Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

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# KLINGON BORDER AGENT

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## SPECIAL RULES:

### ◀ Advisor

Whenever a Klingon Border Agent uses their Command to Assist another character, the assisted character may re-roll one d20.

### ◀ Warrior's Spirit

When a Klingon Border Agent makes a Melee Attack, or is targeted by a Melee Attack, and they buy one or more d20s by adding Threat, they may re-roll the dice pool for their task roll.

09-202009

02-221978

05-152003

# KLINGON SHIP'S COOK



## NOTABLE NPC

10

CONTROL

1

COMMAND

9

DARING

0

CONN

8

FITNESS

2

ENGINEERING

9

INSIGHT

1

SECURITY

10

PRESENCE

2

MEDICINE

8

REASON

3

SCIENCE

### TRAITS:

- Klingon
- Cook

### VALUES:

- A warship crew fights on its stomach.

### FOCUSES:

- Animal Husbandry
- Foraging
- Klingon Cuisine

PERSONAL THREAT:

3

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

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# KLINGON SHIP'S COOK

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4488	4572	8499	6815	8037	2478	6346	1534	3794
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8454-272

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7232-838

06-211934

## SPECIAL RULES:

### ◀ Roughing It

When attempting any task to prepare a meal for the crew, the Ship's Cook may ignore any increase in Difficulty for working without the proper tools or equipment.

### ◀ Warrior's Spirit

When a Ship's Cook makes a Melee Attack, or is targeted by a Melee Attack, and they buy one or more d20s by adding Threat, they may re-roll the dice pool for their task roll.

09-202009

02-221978

05-152003

# KLINGON INFILTRATOR



## NOTABLE NPC

10

CONTROL

2

COMMAND

9

DARING

1

CONN

10

FITNESS

2

ENGINEERING

8

INSIGHT

3

SECURITY

10

PRESENCE

1

MEDICINE

7

REASON

0

SCIENCE

### TRAITS:

- ▶ Klingon
- ▶ Intelligence Operative

### VALUES:

- ▶ Skulking in the shadows is not glorious, but often necessary.

### FOCUSES:

- ▶ Cryptography
- ▶ Sabotage
- ▶ Surveillance

PERSONAL THREAT: 3

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, Intense
- ▶ **Escalation 1**  
**Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

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# KLINGON INFILTRATOR

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

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7232-838

06-211934

## SPECIAL RULES:

### ◀ Interrogation

A Klingon Infiltrator may re-roll 1d20 on any task to coerce someone to reveal information in a social conflict.

### ◀ Warrior's Spirit

When a Klingon Infiltrator makes a Melee Attack, or is targeted by a Melee Attack, and they buy one or more d20s by adding Threat, they may re-roll the dice pool for their task roll.

# KLAANG



## NOTABLE NPC

8

CONTROL

2

COMMAND

10

DARING

2

CONN

11

FITNESS

3

ENGINEERING

7

INSIGHT

1

SECURITY

10

PRESENCE

1

MEDICINE

8

REASON

0

SCIENCE

### TRAITS:

- Klingon
- High Council Messenger

### VALUES:

- My message is my mission.

### FOCUSES:

- Athletics
- Diplomacy
- Hand-to-Hand Combat

PERSONAL THREAT:

5

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, Intense
- **Escalation 1**  
**Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

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# KLAANG

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7232-838

06-211934

09-202009

02-221978

05-152003

## SPECIAL RULES:

### ■ Dauntless

Whenever another character attempts to intimidate or threaten Klaag, he may spend 2 Threat to ignore the attempt.

### ■ Tough

Klaang's personal Threat is increased by 2.

### ■ Warrior's Spirit

When Klaag makes a Melee Attack, or is targeted by a Melee Attack, and they buy one or more d20s by adding Threat, they may re-roll the dice pool for their task roll.

# ANTAALK



## NOTABLE NPC

9

CONTROL

2

COMMAND

8

DARING

0

CONN

9

FITNESS

1

ENGINEERING

9

INSIGHT

1

SECURITY

9

PRESENCE

3

MEDICINE

10

REASON

2

SCIENCE

### TRAITS:

- Klingon
- Medical Doctor
- Respected Scientist

### VALUES:

- My battles are fought in laboratories.

### FOCUSES:

- Biochemistry
- Metagenics
- Research

PERSONAL THREAT: 3

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

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# ANTAAK

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
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8454-272

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1914-819

7232-838

06-211934

09-202009

02-221978

05-152003

## SPECIAL RULES:

### ◀ Brilliant Physician

When Antaak completes a successful task using Medicine, he may spend 3 Threat to assist another scientist's next Medicine task with his **Insight + Command**.

### ◀ Field Medicine

When attempting a Medicine task, Antaak may ignore any increase in Difficulty for working without the proper tools or equipment.

### ◀ Warrior's Spirit

When Antaak makes a Melee Attack, or is targeted by a Melee Attack, and they buy one or more d20s by adding Threat, they may re-roll the dice pool for their task roll.

# MARA



## NOTABLE NPC

9

CONTROL

2

COMMAND

9

DARING

1

CONN

8

FITNESS

1

ENGINEERING

9

INSIGHT

2

SECURITY

9

PRESENCE

0

MEDICINE

10

REASON

3

SCIENCE

### TRAITS:

- Klingon
- QuchHa'
- Warrior
- Scientist

### VALUES:

- Kang's voice of reason.

### FOCUSES:

- Analysis
- Observation
- Persuasion

PERSONAL THREAT: 3

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, Intense
- **Escalation 1**  
**Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

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# MARA

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8454-272

0128-069

1914-819

7232-838

06-211934

09-202009

02-221978

05-152003

## SPECIAL RULES:

### ◀ A Little Bit Extra

Whenever Mara succeeds at a Science task, she adds 1 to Threat.

### ◀ Scientific Advisor

When Mara assists another character using Science, the character being assisted may reroll a single d20.

### ◀ Warrior's Spirit

When Mara makes a Melee Attack, or is targeted by a Melee Attack, and they buy one or more d20s by adding Threat, they may reroll the dice pool for their task roll.

# KANG



## MAJOR NPC

8

CONTROL

5

COMMAND

12

DARING

3

CONN

11

FITNESS

1

ENGINEERING

9

INSIGHT

4

SECURITY

11

PRESENCE

1

MEDICINE

8

REASON

2

SCIENCE

### TRAITS:

- ▶ Klingon
- ▶ Legendary
- ▶ Dahar Master

### VALUES:

- ▶ Be patient, be vigilant
- ▶ Impulsive, but not foolish
- ▶ Only a fool fights in a burning house
- ▶ Proud and honorable.

### FOCUSES:

- ▶ Composure
- ▶ Diplomacy
- ▶ Hand-to-Hand Combat
- ▶ Intimidation
- ▶ Leadership
- ▶ 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

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# KANG

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02-221978

05-152003

## SPECIAL RULES:

### ◀ Cunning Negotiator

Whenever Kang attempts a task using Presence to influence an opponent during a negotiation, he may reroll one d20.

### ◀ Follow My Lead

Once per scene, when Kang succeeds at a task during combat or another perilous situation, he may spend 3 Threat. If he does, choose a single ally. The next task that ally attempts counts as having assistance from Kang, using his **Presence + Command**.

### ◀ Warrior's Spirit

When Kang makes a Melee Attack, or is targeted by a Melee Attack, and they buy one or more d20s by adding Threat, they may reroll the dice pool for their task roll.

# KOLOTH



## MAJOR NPC

9

CONTROL

4

COMMAND

9

DARING

3

CONN

9

FITNESS

2

ENGINEERING

10

INSIGHT

4

SECURITY

12

PRESENCE

1

MEDICINE

10

REASON

2

SCIENCE

### TRAITS:

- ▶ Klingon
- ▶ Legendary
- ▶ Dahar Master

### VALUES:

- ▶ Always maintain your composure
- ▶ Respect me or fear me
- ▶ The letter of the law outweighs the spirit
- ▶ Words are some of my sharpest weapons.

### FOCUSES:

- ▶ Composure
- ▶ Debate
- ▶ Hand-to-Hand Combat
- ▶ Law
- ▶ Persuasion
- ▶ Witty Repartee

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

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# KOLOTH

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02-221978

05-152003

## SPECIAL RULES:

### ◀ Cunning Wit

Koloth fights as much with words as with weapons. When fighting in melee combat against an enemy who can understand him, he may use Presence instead of Daring to attack.

### ◀ Dauntless

Whenever another character attempts to intimidate or threaten Koloth, he may spend 2 Threat to ignore the attempt.

### ◀ Warrior's Spirit

When Koloth makes a Melee Attack, or is targeted by a Melee Attack, and they buy one or more d20s by adding Threat, they may re-roll the dice pool for their task roll.

# KOR



## MAJOR NPC

11

CONTROL

4

COMMAND

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DARING

4

CONN

10

FITNESS

2

ENGINEERING

9

INSIGHT

4

SECURITY

10

PRESENCE

1

MEDICINE

9

REASON

1

SCIENCE

### TRAITS:

- ▶ Klingon
- ▶ Legendary
- ▶ Dahar Master

### VALUES:

- ▶ I play the game of war to win
- ▶ Survival must be earned
- ▶ The Empire's will be done
- ▶ To the victor goes the glory.

### FOCUSES:

- ▶ Ground Tactics
- ▶ Hand-to-Hand Combat
- ▶ Intimidation
- ▶ Military Protocols
- ▶ Politics
- ▶ Willpower

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, Intense

06-301971

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## SPECIAL RULES:

### ◀ **Bold (Command)**

Whenever Kor attempts a task with Command and he buys one or more d20s by spending Threat, he may re-roll a single d20.

### ◀ **Tactical Genius**

Once per scene, if Kor succeeds at an Insight + Command task to assess his opponent, he may spend 2 Threat to allow any allies under his command to reroll one d20 on their next task during the current scene.

### ◀ **Warrior's Spirit**

When Kor makes a Melee Attack, or is targeted by a Melee Attack, and they buy one or more d20s by adding Threat, they may re-roll the dice pool for their task roll.

# "ARNE DARVIN"



## NOTABLE NPC

10

CONTROL

2

COMMAND

10

DARING

2

CONN

9

FITNESS

0

ENGINEERING

9

INSIGHT

3

SECURITY

8

PRESENCE

1

MEDICINE

8

REASON

1

SCIENCE

### TRAITS:

- Klingon
- QuchHa'
- Surgically Altered to appear Human
- Intelligence Operative

### VALUES:

- I serve the Empire from the shadows.

### FOCUSES:

- Administration
- Espionage
- Infiltration

PERSONAL THREAT: 3

PROTECTION: 1

### ATTACKS:

- **D'k tahg Dagger:** Melee, Deadly 2, Size 1H, Hidden 1
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- **Phaser Type-1:** Ranged, Stun/ Deadly 3, Size 21, Charge, Hidden 1
- **Escalation 1**  
**Bat'leth:** Melee, Deadly 3, Size 2H, Intense

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# "ARNE DARVIN"

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

09-202009

02-221978

05-152003

## SPECIAL RULES:

### ◀ Constantly Watching

At the start of an action scene, the side opposing Darvin must spend 2 additional Threat to have their side take the first turn (if Darvin is on the side of the PCs) or add 2 Threat (if Darvin is opposing the PCs). Darvin may also re-roll 1d20 on any task attempted to locate a hidden enemy or danger.

### ◀ Undercover

When attempting a **Control + Security** task to avoid being noticed or discovered, Darvin may purchase the first bonus d20 for free.

### ◀ Warrior's Spirit

When Darvin makes a Melee Attack, or is targeted by a Melee Attack, and they buy one or more d20s by adding Threat, they may re-roll the dice pool for their task roll.

# COMMANDER KRUGE



## MAJOR NPC

9

CONTROL

4

COMMAND

11

DARING

2

CONN

10

FITNESS

3

ENGINEERING

9

INSIGHT

4

SECURITY

10

PRESENCE

1

MEDICINE

10

REASON

2

SCIENCE

### TRAITS:

- ▶ Klingon
- ▶ Commanding Officer
- ▶ Cruel

### VALUES:

- ▶ I will deliver the preservation of my people at all costs
- ▶ Peace with the Federation is folly
- ▶ Serve me well or die
- ▶ The path to my glory shall be paved with blood.

### FOCUSES:

- ▶ Hand Disruptors
- ▶ Hand-to-Hand Combat
- ▶ Intimidation
- ▶ Resilience
- ▶ Starship Tactics
- ▶ Survival

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

LCARS 40084

# COMMANDER KRUGE

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
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8454-272

0128-069

1914-819

7232-838

06-211934

09-202009

02-221978

05-152003

## SPECIAL RULES:

### ■ Dauntless

Whenever another character attempts to intimidate or threaten Kruge, he may spend 2 Threat to ignore the attempt.

### ■ Menacing 3

When the player characters encounter Kruge, add 3 to Threat.

### ■ Tactical Genius

Once per scene, if Kruge succeeds at an **Insight + Command** task to assess his opponent, he may spend 2 Threat to allow any allies under his command to reroll one d20 on their next task during the current scene.

### ■ Warrior's Spirit

When Kruge makes a Melee Attack, or is targeted by a Melee Attack, and they buy one or more d20s by adding Threat, they may reroll the dice pool for their task roll.

# MALTZ



## MINOR NPC

7

CONTROL

0

COMMAND

9

DARING

2

CONN

9

FITNESS

1

ENGINEERING

9

INSIGHT

1

SECURITY

10

PRESENCE

0

MEDICINE

7

REASON

2

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
- ◀ **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- ◀ **Escalation 1**  
**Bat'leth:** Melee, Deadly 3, Size 2H, Intense
- ◀ **Escalation 1**  
**Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

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# MALTZ

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

8454-272

0128-069

1914-819

7232-838

06-211934

## SPECIAL RULES:

### ◀ Warrior's Spirit

When Maltz makes a Melee Attack, or is targeted by a Melee Attack, and they buy one or more d20s by adding Threat, they may re-roll the dice pool for their task roll.

09-202009

02-221978

05-152003

# COMMANDER KLAA



## NOTABLE NPC

9

CONTROL

2

COMMAND

10

DARING

2

CONN

11

FITNESS

1

ENGINEERING

8

INSIGHT

3

SECURITY

9

PRESENCE

1

MEDICINE

7

REASON

0

SCIENCE

### TRAITS:

- Klingon
- Ambitious Officer

### VALUES:

- I will be the greatest warrior in the galaxy.

### FOCUSES:

- The Career of James T. Kirk
- Starship Gunnery

PERSONAL THREAT:

3

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, Intense
- **Escalation 1**  
**Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

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# COMMANDER KLAA

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

8454-272

0128-069

1914-819

7232-838

06-211934

09-202009

02-221978

05-152003

## SPECIAL RULES:

### ◀ Gunner

When Klaa makes a starship attack against another ship, he may buy the first bonus d20 for free.

### ◀ Precision Targeting

Klaa can more easily pick out and target specific systems when making an Attack against an enemy vessel. When Klaa makes an Attack with starship weapons that targets a specific ship system, they may re-roll a d20.

### ◀ Warrior's Spirit

When Klaa makes a Melee Attack, or is targeted by a Melee Attack, and they buy one or more d20s by adding Threat, they may re-roll the dice pool for their task roll.

# VIXIS



## NOTABLE NPC

8

CONTROL

2

COMMAND

8

DARING

2

CONN

9

FITNESS

1

ENGINEERING

9

INSIGHT

3

SECURITY

10

PRESENCE

1

MEDICINE

10

REASON

0

SCIENCE

### TRAITS:

- Klingon
- Cunning Officer

### VALUES:

- Intellect can be as deadly as a dagger for the wise warrior.

### FOCUSES:

- Communications Systems
- Starfleet Communications Protocols

PERSONAL THREAT:

3

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, Intense

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# VIXIS

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

09-202009

02-221978

05-152003

## SPECIAL RULES:

### Advisor

Whenever Vixis uses her Command to Assist another character, the assisted character may re-roll one d20.

### Signals Expert

Whenever Vixis attempts to intercept another ship's communications, reduce the Difficulty of the task by 1 to a minimum of 0.

### Warrior's Spirit

When Vixis makes a Melee Attack, or is targeted by a Melee Attack, and she buys one or more d20s by adding Threat, she may re-roll the dice pool for her task roll.

# GENERAL CHANG



## MAJOR NPC

10

CONTROL

4

COMMAND

11

DARING

2

CONN

10

FITNESS

2

ENGINEERING

9

INSIGHT

5

SECURITY

11

PRESENCE

1

MEDICINE

8

REASON

2

SCIENCE

### TRAITS:

- ▶ Klingon
- ▶ Chief of Staff to the Chancellor
- ▶ Decorated Flag Officer
- ▶ Warmonger

### VALUES:

- ▶ In space, all warriors are cold warriors.
- ▶ Better to die on our feet than live on our knees.
- ▶ Cry havoc and let slip the dogs of war!
- ▶ No peace in our time.

### FOCUSES:

- ▶ Deception
- ▶ Leadership
- ▶ Mek'leth
- ▶ Politics
- ▶ Starship Tactics
- ▶ The Works of Shakespeare

PERSONAL THREAT:

12

PROTECTION:

1

### ATTACKS:

- ▶ **Unarmed Strike:** Melee, Stun 2, Size 1H
- ▶ **Mek'leth:** Melee, Deadly 3, Size 1H
- ▶ **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense

# GENERAL 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

8454-272

0128-069

1914-819

7232-838

06-211934

09-202009

02-221978

05-152003

## SPECIAL RULES:

### ◀ **Bold (Command)**

Whenever Chang attempts a task with Command and he buys one or more d20s by spending Threat, he may re-roll a single d20.

### ◀ **Dauntless**

Whenever another character attempts to intimidate or threaten Chang, he may spend 2 Threat to ignore the attempt.

### ◀ **Tough**

General Chang's Personal Threat increases by 2.

### ◀ **Warrior's Spirit**

When General Chang makes a Melee Attack, or is targeted by a Melee Attack, and he buys one or more d20s by adding Threat, he may re-roll the dice pool for his task roll.

# GENERAL KORRD



## NOTABLE NPC

9

CONTROL

3

COMMAND

9

DARING

2

CONN

8

FITNESS

1

ENGINEERING

9

INSIGHT

2

SECURITY

11

PRESENCE

1

MEDICINE

9

REASON

0

SCIENCE

### TRAITS:

- Klingon
- Once-Renowned Officer
- Fallen from Favor

### VALUES:

- A warrior for peace is no less a warrior.

### FOCUSES:

- Negotiation
- Strategy and Tactics

PERSONAL THREAT:

3

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, Intense

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

09-202009

02-221978

05-152003

## SPECIAL RULES:

### ◀ Cold Reading

When Korrd succeeds at a task during a social conflict, he adds 1 to Threat. If there is an extended task in that social conflict, he ignores that extended task's Resistance.

### ◀ Fleet Commander

When Korrd is in command of a starship, the Difficulty of any task to create a trait that represents strategy or tactics is reduced by 1, and he may spend 1 Threat to either increase the potency of that trait by 1 or create a duplicate of that trait on another allied ship.

### ◀ Warrior's Spirit

When Korrd makes a Melee Attack, or is targeted by a Melee Attack, and they buy one or more d20s by adding Threat, they may re-roll the dice pool for their task roll.

# VALKRIS



## NOTABLE NPC

9

CONTROL

3

COMMAND

9

DARING

0

CONN

8

FITNESS

2

ENGINEERING

9

INSIGHT

2

SECURITY

9

PRESENCE

1

MEDICINE

10

REASON

1

SCIENCE

### TRAITS:

- ▶ Klingon
- ▶ Intelligence Officer

### VALUES:

- ▶ My life and heart I give to the Empire.

### FOCUSES:

- ▶ Espionage
- ▶ Intelligence Analysis

PERSONAL THREAT:

3

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

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# VALKRIS

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

09-202009

02-221978

05-152003

## SPECIAL RULES:

### ◀ Adaptable

Valkris may spend 2 Threat to immediately gain one additional focus for the remainder the current scene.

### ◀ Guile and Cunning

When attempting to remain hidden or unnoticed, Valkris may spend 1 Threat to increase the Difficulty of an enemy task to detect them by 1.

### ◀ Warrior's Spirit

When Valkris makes a Melee Attack, or is targeted by a Melee Attack, and they buy one or more d20s by adding Threat, they may re-roll the dice pool for their task roll.

# AMBASSADOR KAMARAG



## NOTABLE NPC

9

CONTROL

3

COMMAND

9

DARING

2

CONN

8

FITNESS

1

ENGINEERING

9

INSIGHT

2

SECURITY

11

PRESENCE

1

MEDICINE

8

REASON

1

SCIENCE

### TRAITS:

- Klingon
- Ambassador to the Federation
- Dislikes Vulcans

### VALUES:

- Loyal to the Empire until death.

### FOCUSES:

- Negotiation
- Persuasion

PERSONAL THREAT: 3

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, Intense

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# AMBASSADOR KAMARAG

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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7232-838

06-211934

09-202009

02-221978

05-152003

## SPECIAL RULES:

### ◀ **Bold (Command)**

Whenever Kamarag attempts a task with Command and he buys one or more d20s by spending Threat, he may re-roll a single d20.

### ◀ **Dauntless**

Whenever another character attempts to intimidate or threaten Kamarag, he may spend 2 Threat to ignore the attempt.

### ◀ **Warrior's Spirit**

When Kamarag makes a Melee Attack, or is targeted by a Melee Attack, and he buys one or more d20s by adding Threat, he may re-roll the dice pool for his task roll.

# CHANCELLOR GORKON



## NOTABLE NPC

7

CONTROL

3

COMMAND

10

DARING

2

CONN

9

FITNESS

1

ENGINEERING

9

INSIGHT

2

SECURITY

11

PRESENCE

1

MEDICINE

8

REASON

0

SCIENCE

### TRAITS:

- Klingon
- Chancellor of the Empire

### VALUES:

- Peace is the Undiscovered Country.

### FOCUSES:

- Diplomacy
- Persuasion

PERSONAL THREAT: 3

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, Intense

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# CHANCELLOR GORKON

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

09-202009

02-221978

05-152003

THE KLINGON EMPIRE CORE RULEBOOK

## SPECIAL RULES:

### ◀ Cold Reading

When Gorkon succeeds at a task during a social conflict, he adds 1 to Threat. If there is an extended task in that social conflict, he ignores that extended task's Resistance.

### ◀ Decisive Leadership

In a conflict, once per round, Gorkon or his allies may Keep the Initiative for free.

### ◀ Warrior's Spirit

When Gorkon makes a Melee Attack, or is targeted by a Melee Attack, and he buys one or more d20s by adding Threat, he may re-roll the dice pool for his task roll.

# CHANCELLOR AZETBUR



## NOTABLE NPC

9

CONTROL

3

COMMAND

9

DARING

2

CONN

8

FITNESS

1

ENGINEERING

9

INSIGHT

2

SECURITY

11

PRESENCE

0

MEDICINE

8

REASON

1

SCIENCE

### TRAITS:

- Klingon
- Chancellor of the Empire
- Gorkon's Daughter

### VALUES:

- We are a proud race, and we are here because we intend to go on being proud.

### FOCUSES:

- Diplomacy
- Persuasion

PERSONAL THREAT:

3

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, Intense

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# CHANCELLOR AZETBUR

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
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3126	0415	8053	1837	9006	1426	1325	2770	3954

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7232-838

06-211934

## SPECIAL RULES:

### ▀ Collaboration (Command)

Whenever an ally attempts a Command task, Azetbur may spend 1 Threat to allow them to use her score and one of her focuses.

### ▀ Warrior's Spirit

When Azetbur makes a Melee Attack, or is targeted by a Melee Attack, and she buys one or more d20s by adding Threat, she may re-roll the dice pool for her task roll.

09-202009

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05-152003

# LIEUTENANT KLAG



## NOTABLE NPC

8

CONTROL

3

COMMAND

10

DARING

1

CONN

10

FITNESS

1

ENGINEERING

7

INSIGHT

2

SECURITY

9

PRESENCE

0

MEDICINE

10

REASON

2

SCIENCE

### TRAITS:

- Klingon
- Warrior

### VALUES:

- A Klingon is his work, not his family.

### FOCUSES:

- Composure
- Starship Sensors

### PERSONAL THREAT:

3

### 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, Intense
- **Escalation 1**  
**Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

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# LIEUTENANT KLAG

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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7232-838

06-211934

09-202009

02-221978

05-152003

## SPECIAL RULES:

### ◀ Advisor

Whenever Klag uses his Command to Assist another character, the assisted character may re-roll one d20.

### ◀ Call to Action

In a conflict, Klag may use the Prepare minor action to grant one ally, who he can communicate with, a minor action of their choice, which they perform immediately.

### ◀ Warrior's Spirit

When Klag makes a Melee Attack, or is targeted by a Melee Attack, and he buys one or more d20s by adding Threat, he may re-roll the dice pool for his task roll.

# CAPTAIN KORRIS



## NOTABLE NPC

7

CONTROL

3

COMMAND

11

DARING

1

CONN

10

FITNESS

2

ENGINEERING

8

INSIGHT

2

SECURITY

10

PRESENCE

0

MEDICINE

8

REASON

1

SCIENCE

### TRAITS:

- ▶ Klingon
- ▶ Commanding Officer
- ▶ Warmonger

### VALUES:

- ▶ A warrior's heart rots when silenced.

### FOCUSES:

- ▶ Hand Disruptors
- ▶ Hand-to-Hand Combat
- ▶ Inspiration

PERSONAL THREAT:

3

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, Intense

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# CAPTAIN KORRIS

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

09-202009

02-221978

05-152003

## SPECIAL RULES:

### ◀ Dauntless

Whenever another character attempts to intimidate or threaten Korris, he may spend 2 Threat to ignore the attempt.

### ◀ Lead By Example

When Korris makes a successful attack, he may spend 2 Threat to assist another Klingon's next attack with his **Daring + Command**.

### ◀ Warrior's Spirit

When Korris makes a Melee Attack, or is targeted by a Melee Attack, and he buys one or more d20s by adding Threat, he may re-roll the dice pool for his task roll.

# CHANCELLOR K'MPEC



## NOTABLE NPC

8

CONTROL

3

COMMAND

9

DARING

2

CONN

8

FITNESS

0

ENGINEERING

10

INSIGHT

2

SECURITY

10

PRESENCE

1

MEDICINE

9

REASON

1

SCIENCE

### TRAITS:

- Klingon
- Chancellor of the Empire
- Politically Compromised

### VALUES:

- I must preserve the Empire at any cost.

### FOCUSES:

- Diplomacy
- Persuasion
- Strategy

PERSONAL THREAT: 3

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, Intense

LCARS 40084

# CHANCELLOR K'MPEC

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

09-202009

02-221978

05-152003

## SPECIAL RULES:

### ◀ Bargain

When K'mpec uses Negotiation to make an offer to someone during social conflict, he may re-roll a single d20 on his next Persuade task to convince that person. If the social conflict with that person involves an extended task, his Impact is increased by 1.

### ◀ Dauntless

Whenever another character attempts to intimidate or threaten K'mpec, he may spend 2 Threat to ignore the attempt.

### ◀ Warrior's Spirit

When K'mpec makes a Melee Attack, or is targeted by a Melee Attack, and he buys one or more d20s by adding Threat, he may re-roll the dice pool for his task roll.

# CHANCELLOR GOWRON



## MAJOR NPC

10

CONTROL

5

COMMAND

9

DARING

3

CONN

10

FITNESS

1

ENGINEERING

8

INSIGHT

4

SECURITY

12

PRESENCE

1

MEDICINE

10

REASON

2

SCIENCE

### TRAITS:

- ▶ Klingon
- ▶ Chancellor of the Empire

### VALUES:

- ▶ All who oppose me are traitors
- ▶ Honor is fine, but glory is supreme
- ▶ I am true to my friends... so long as they obey me
- ▶ We can uphold Klingon tradition without being a slave to it.

### FOCUSES:

- ▶ Hand-to-Hand Combat
- ▶ Klingon Culture
- ▶ Klingon History
- ▶ Klingon Law
- ▶ Negotiation
- ▶ Politics

PERSONAL THREAT: 8

PROTECTION: 0

### 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

LCARS 40084

# CHANCELLOR GOWRON

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
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8454-272

0128-069

1914-819

7232-838

06-211934

09-202009

02-221978

05-152003

## SPECIAL RULES:

### ◀ **Bold (Command)**

Whenever Gowron attempts a task with Command and he buys one or more d20s by spending Threat, he may re-roll a single d20.

### ◀ **Cunning Negotiator**

Whenever Gowron attempts a task using Presence to influence an opponent during a negotiation, he may reroll one d20.

### ◀ **Dauntless**

Whenever another character attempts to intimidate or threaten Gowron, he may spend 2 Threat to ignore the attempt.

### ◀ **Warrior's Spirit**

When Gowron makes a Melee Attack, or is targeted by a Melee Attack, and he buys one or more d20s by adding Threat, he may re-roll the dice pool for his task roll.

# DURAS



## MAJOR NPC

9

CONTROL

4

COMMAND

11

DARING

3

CONN

10

FITNESS

2

ENGINEERING

9

INSIGHT

4

SECURITY

11

PRESENCE

2

MEDICINE

9

REASON

1

SCIENCE

### TRAITS:

- ▶ Klingon
- ▶ Political Leader
- ▶ Leader of the House of Duras

### VALUES:

- ▶ Honor is a mask
- ▶ I have friends in cloaked places
- ▶ I will do anything to increase my power
- ▶ My house is my strength.

### FOCUSES:

- ▶ Deception
- ▶ Hand-to-Hand Combat
- ▶ Klingon History
- ▶ Klingon Law
- ▶ Romulan Tactics

PERSONAL THREAT: 8

PROTECTION: 0

### 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, Intense

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# DURAS

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4592	7152	2703	3199	1328	9020	4338	7909	0800
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8454-272

0128-069

1914-819

7232-838

06-211934

09-202009

02-221978

05-152003

## SPECIAL RULES:

### ◀ Constantly Watching

Whenever Duras attempts a task to locate a hidden enemy or danger, he may reroll one d20.

### ◀ Pack Tactics

Whenever Duras Assists another character during combat, the character he assisted gains 1 bonus Momentum if they succeed.

### ◀ Warrior's Spirit

When Duras makes a Melee Attack, or is targeted by a Melee Attack, and he buys one or more d20s by adding Threat, he may re-roll the dice pool for his task roll.

# LURSA



## MAJOR NPC

11

CONTROL

4

COMMAND

9

DARING

3

CONN

9

FITNESS

2

ENGINEERING

11

INSIGHT

4

SECURITY

10

PRESENCE

1

MEDICINE

9

REASON

2

SCIENCE

### TRAITS:

- ▶ Klingon
- ▶ Political Figure
- ▶ Daughter of the House of Duras

### VALUES:

- ▶ A powerful House is both a weapon and a shield.
- ▶ I am feared and fear is power.
- ▶ My sister is my greatest resource.
- ▶ Words can win a war.

### FOCUSES:

- ▶ Composure
- ▶ Deception
- ▶ Espionage
- ▶ Hand-to-Hand Combat
- ▶ Klingon Politics
- ▶ Romulan Culture

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

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
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8454-272

0128-069

1914-819

7232-838

06-211934

09-202009

02-221978

05-152003

## SPECIAL RULES:

### Call to Action

In a conflict, Lursa may use the Prepare minor action to grant one ally, who she can communicate with, a minor action of their choice, which they perform immediately.

### Defuse the Tension

Whenever Lursa attempts a task to persuade someone not to resort to violence, the first d20 she purchases for that task is free.

### Pack Tactics

Whenever Lursa Assists another character during combat, the character she assisted gains 1 bonus Momentum if they succeed.

### Warrior's Spirit

When Lursa makes a Melee Attack, or is targeted by a Melee Attack, and she buys one or more d20s by adding Threat, she may re-roll the dice pool for her task roll.

# B'ETOR



## MAJOR NPC

9

CONTROL

3

COMMAND

11

DARING

4

CONN

10

FITNESS

1

ENGINEERING

9

INSIGHT

4

SECURITY

10

PRESENCE

2

MEDICINE

10

REASON

2

SCIENCE

### TRAITS:

- ▶ Klingon
- ▶ Political Figure
- ▶ Daughter of the House of Duras

### VALUES:

- ▶ I like to have fun with my prey.
- ▶ My sister is my greatest ally
- ▶ Patience is for Romulans
- ▶ Results matter more than honor.

### FOCUSES:

- ▶ D'k tahg
- ▶ Espionage
- ▶ Hand-to-Hand Combat
- ▶ Human Culture
- ▶ Intimidation
- ▶ Seduction

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

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
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8454-272

0128-069

1914-819

7232-838

06-211934

09-202009

02-221978

05-152003

## SPECIAL RULES:

### Close Protection

When B'Etor makes a successful Attack, she may spend 1 Momentum to protect a single ally within Close range. The next Attack against that ally before the start of B'Etor's next turn increases in Difficulty by 1.

### Interrogation

B'Etor may re-roll 1d20 on any task to coerce someone to reveal information in a social conflict.

### Pack Tactics

Whenever B'Etor Assists another character during combat, the character she assisted gains 1 bonus Momentum if they succeed.

### Warrior's Spirit

When B'Etor makes a Melee Attack, or is targeted by a Melee Attack, and she buys one or more d20s by adding Threat, she may re-roll the dice pool for her task roll.

# TORAL, SON OF DURAS



## NOTABLE NPC

9

CONTROL

2

COMMAND

11

DARING

2

CONN

10

FITNESS

1

ENGINEERING

8

INSIGHT

3

SECURITY

8

PRESENCE

0

MEDICINE

8

REASON

1

SCIENCE

### TRAITS:

- Klingon
- Political Figure
- Pawn of Lursa and B'Etor
- Son of Duras

### VALUES:

- The Empire will be mine.

### FOCUSES:

- Hand Disruptors
- Hand-to-hand Combat
- Manipulation

### PERSONAL THREAT:

3

### 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, Intense

## TORAL, SON OF DURAS

06-301971

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4592	7152	2703	3199	1328	9020	4338	7909	0800
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8454-272

0128-069

1914-819

7232-838

06-211934

09-202009

02-221978

05-152003

## SPECIAL RULES:

- Bold (Command)**

Whenever Toral attempts a task with Command and he buys one or more d20s by spending Threat, he may re-roll a single d20..

- Pack Tactics**

Whenever Toral Assists another character during combat, the character she assisted gains 1 bonus Momentum if they succeed.

- Warrior's Spirit**

When Toral makes a Melee Attack, or is targeted by a Melee Attack, and he buys one or more d20s by adding Threat, he may re-roll the dice pool for his task roll.

# K'EHLEYR



## MAJOR NPC

8

CONTROL

5

COMMAND

10

DARING

1

CONN

11

FITNESS

2

ENGINEERING

9

INSIGHT

3

SECURITY

12

PRESENCE

2

MEDICINE

9

REASON

3

SCIENCE

### TRAITS:

- ▶ Klingon/Human
- ▶ Federation Ambassador

### VALUES:

- ▶ I feel there's a monster inside me.
- ▶ My sense of humor gets me into trouble.
- ▶ My son will find his own ways.
- ▶ Today is not a good day to die!

### FOCUSES:

- ▶ Debate
- ▶ Diplomacy
- ▶ Hand-to-Hand Combat
- ▶ Parenting
- ▶ Persuasion
- ▶ Resilience

PERSONAL THREAT:

15

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
- ▶ **Bat'leth:** Melee, Deadly 3, Size 2H, Intense

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# K'EHLEYR

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

09-202009

02-221978

05-152003

## SPECIAL RULES:

### ◀ Cunning Negotiator

Whenever K'Ehleyr attempts a task using Presence to influence an opponent during a negotiation, he may reroll one d20.

### ◀ Proficiency

When performing a Command task, K'Ehleyr may purchase the first bonus d20 for free.

### ◀ Resolute

K'Ehleyr's personal Threat is increased by her Command rating (5).

### ◀ Warrior's Spirit

When K'Ehleyr makes a Melee Attack, or is targeted by a Melee Attack, and she buys one or more d20s by adding Threat, she may re-roll the dice pool for her task roll.

# ALEXANDER ROZHENKO



## NOTABLE NPC

9

CONTROL

2

COMMAND

8

DARING

1

CONN

9

FITNESS

3

ENGINEERING

8

INSIGHT

2

SECURITY

11

PRESENCE

0

MEDICINE

9

REASON

1

SCIENCE

### TRAITS:

- ▶ Klingon/Human
- ▶ House of Mogh
- ▶ House of Martok

### VALUES:

- ▶ I don't care about being Klingon, I just want my father to see me.

### FOCUSES:

- ▶ Diplomacy
- ▶ Persuasion
- ▶ Strategy

PERSONAL THREAT: 3

PROTECTION: 0

### 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, Intense

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# ALEXANDER ROZHENKO

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

09-202009

02-221978

05-152003

## SPECIAL RULES:

### ◀ Cunning Negotiator

Whenever Alexander attempts a task using Presence to influence an opponent during a negotiation, he may reroll one d20.

### ◀ Studios

Whenever Alexander spends 1 or more Momentum to Obtain Information, he may ask one additional question (in total, not per Momentum spent on Obtain Information).

### ◀ Warrior's Spirit

When a Ship's Cook makes a Melee Attack, or is targeted by a Melee Attack, and they buy one or more d20s by adding Threat, they may re-roll the dice pool for their task roll.

# KURN



## MAJOR NPC

9

CONTROL

5

COMMAND

11

DARING

3

CONN

10

FITNESS

2

ENGINEERING

10

INSIGHT

4

SECURITY

10

PRESENCE

1

MEDICINE

9

REASON

1

SCIENCE

### TRAITS:

- ▶ Klingon
- ▶ Warrior
- ▶ Political Figure
- ▶ House of Mogh

### VALUES:

- ▶ Celebrate, for tomorrow we all may die!
- ▶ I never kill anyone at the supper table.
- ▶ My family's honor means more than my life.
- ▶ The sons of Mogh should never have been separated.

### FOCUSES:

- ▶ Hand-to-Hand Combat
- ▶ Intimidation
- ▶ Ranged Combat
- ▶ Resilience
- ▶ Starship Tactics
- ▶ Strategy

PERSONAL THREAT:

12

PROTECTION:

1

### ATTACKS:

- ▶ **Unarmed Strike:** Melee, Stun 2, Size 1H
- ▶ **D'k tahg Dagger:** Melee, Deadly 2, Size 1H, Hidden 1

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# KURN

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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8454-272

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1914-819

7232-838

06-211934

09-202009

02-221978

05-152003

## SPECIAL RULES:

### ◀ Commanding Presence

Whenever Kurn attempts the Rally task during starship combat, the first d20 he purchases is free.

### ◀ To Battle

When Kurn buys additional dice for a melee attack using Threat, increase the Severity of his melee attack by +1.

### ◀ Tough

Kurn's personal Threat is increased by 2.

### ◀ Warrior's Spirit

When Kurn makes a Melee Attack, or is targeted by a Melee Attack, and he buys one or more d20s by adding Threat, he may re-roll the dice pool for his task roll.

# LT. CMDR. WORF



## MAJOR NPC

10

CONTROL

4

COMMAND

11

DARING

2

CONN

10

FITNESS

2

ENGINEERING

9

INSIGHT

4

SECURITY

10

PRESENCE

2

MEDICINE

9

REASON

2

SCIENCE

### TRAITS:

- ▶ Klingon
- ▶ Starfleet Officer
- ▶ Federation Ambassador to the Klingon Empire
- ▶ Leader of the House of Mogh
- ▶ House of Martok

### VALUES:

- ▶ A Klingon warrior and a Starfleet officer.
- ▶ I am not a merry man!
- ▶ The true test of a warrior is within.
- ▶ Today is a good day to die!

### FOCUSES:

- ▶ Diplomacy
- ▶ Hand Phasers
- ▶ Hand-to-Hand Combat
- ▶ Resilience
- ▶ Security Systems
- ▶ Starship Tactics

PERSONAL THREAT:

12

PROTECTION:

1

### ATTACKS:

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

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# LT. CMDR. WORF

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
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8454-272

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7232-838

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09-202009

02-221978

05-152003

## SPECIAL RULES:

### ■ **Bold (Command)**

Whenever Worf attempts a task with Command and he buys one or more d20s by spending Threat, he may re-roll a single d20.

### ■ **Dauntless**

Whenever another character attempts to intimidate or threaten Worf, he may spend 2 Threat to ignore the attempt.

### ■ **Tough**

Worf's personal Threat is increased by 2.

### ■ **Warrior's Spirit**

When Worf makes a Melee Attack, or is targeted by a Melee Attack, and he buy one or more d20s by adding Threat, he may re-roll the dice pool for his task roll.

# KAHLESS II (CLONE)



## NOTABLE NPC

7

CONTROL

3

COMMAND

10

DARING

0

CONN

9

FITNESS

1

ENGINEERING

9

INSIGHT

2

SECURITY

11

PRESENCE

1

MEDICINE

8

REASON

2

SCIENCE

### TRAITS:

- Klingon
- Clone
- Figurehead Emperor of the Klingon Empire

### VALUES:

- Through the wisdom of the past shall we win the victories of the future.

### FOCUSES:

- Inspiration
- Klingon History

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, Intense

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# KAHLESS II (CLONE)

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
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1914-819

7232-838

06-211934

09-202009

02-221978

05-152003

## SPECIAL RULES:

### Lead By Example

When Kahless makes a successful attack, he may spend 2 Threat to assist another Klingon's next attack with his **Daring + Command**.

### Simulated Memories

Kahless II gains one automatic success on all tasks using Reason that relate to Klingon history and the stories and legends of the original Kahless.

### Warrior's Spirit

When Kahless makes a Melee Attack, or is targeted by a Melee Attack, and he buys one or more d20s by adding Threat, he may re-roll the dice pool for his task roll.

# GRILKA



## NOTABLE NPC

8

CONTROL

2

COMMAND

10

DARING

2

CONN

8

FITNESS

1

ENGINEERING

9

INSIGHT

3

SECURITY

11

PRESENCE

1

MEDICINE

8

REASON

0

SCIENCE

### TRAITS:

- ▶ Klingon
- ▶ Political Leader
- ▶ House of Grilka

### VALUES:

- ▶ I will protect the interests of my House.

### FOCUSES:

- ▶ Finances
- ▶ Leadership
- ▶ Politics

PERSONAL THREAT: 3

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, Intense

LCARS 40084

# GRILKA

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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7232-838

06-211934

09-202009

02-221978

05-152003

## SPECIAL RULES:

### ▀ Dauntless

Whenever another character attempts to intimidate or threaten Grilka, she may spend 2 Threat to ignore the attempt.

### ▀ Follow My Lead

Once per scene, when Grilka succeeds at a task during combat or another perilous situation, she may spend 3 Threat. If she does, choose a single ally. The next task that ally attempts counts as having assistance from Grilka, using her **Presence + Command**.

### ▀ Warrior's Spirit

When Grilka makes a Melee Attack, or is targeted by a Melee Attack, and she buys one or more d20s by adding Threat, she may re-roll the dice pool for her task roll.

# STARFLEET SECURITY OFFICER



## MINOR NPC

9

CONTROL

2

COMMAND

9

DARING

1

CONN

8

FITNESS

1

ENGINEERING

7

INSIGHT

2

SECURITY

8

PRESENCE

1

MEDICINE

7

REASON

1

SCIENCE

### TRAITS:

- [Species]
- Starfleet Officer

PERSONAL THREAT: 0

PROTECTION: 0

### ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-2:** Ranged, Stun/Deadly 4, Size 1H, Charge
- **Escalation 1**  
**Phaser Type-3:** Ranged, Stun/Deadly 5, Size 2H, Accurate, Charge

LCARS 40084

# STARFLEET SECURITY 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:

### ◀ Federation Species

Replace the [Species] trait with a specific species, and increase the NPC's Attributes accordingly. At your option, add the Species special ability as well.

### ◀ Intensive Training

Increase any department rating of 0 to 1.

09-202009

02-221978

05-152003

# STARFLEET CONN OFFICER



## MINOR NPC

9

CONTROL

1

COMMAND

9

DARING

2

CONN

7

FITNESS

2

ENGINEERING

7

INSIGHT

1

SECURITY

8

PRESENCE

1

MEDICINE

8

REASON

1

SCIENCE

### TRAITS:

- [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
- **Escalation 1**  
**Phaser Type-2:** Ranged, Stun/Deadly 4, Size 1H, Charge

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# STARFLEET CONN OFFICER

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4488	4572	8499	6815	8037	2478	6346	1534	3794
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3126	0415	8053	1837	9006	1426	1325	2770	3954

8454-272

0128-069

1914-819

7232-838

06-211934

## SPECIAL RULES:

### ◀ Federation Species

Replace the [Species] trait with a specific species, and increase the NPC's Attributes accordingly. At your option, add the Species special ability as well.

### ◀ Intensive Training

Increase any department rating of 0 to 1.

09-202009

02-221978

05-152003

# STARFLEET ENGINEER



## MINOR NPC

9

CONTROL

1

COMMAND

7

DARING

1

CONN

8

FITNESS

2

ENGINEERING

8

INSIGHT

1

SECURITY

7

PRESENCE

1

MEDICINE

9

REASON

2

SCIENCE

### TRAITS:

- [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
- **Escalation 1**  
**Phaser Type-2:** Ranged, Stun/Deadly 4, Size 1H, Charge

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# STARFLEET ENGINEER

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

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1914-819

7232-838

06-211934

## SPECIAL RULES:

### ◀ Federation Species

Replace the [Species] trait with a specific species, and increase the NPC's Attributes accordingly. At your option, add the Species special ability as well.

### ◀ Intensive Training

Increase any department rating of 0 to 1.

09-202009

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05-152003

# STARFLEET SCIENCE OFFICER



## MINOR NPC

8

CONTROL

1

COMMAND

7

DARING

1

CONN

7

FITNESS

1

ENGINEERING

9

INSIGHT

1

SECURITY

8

PRESENCE

2

MEDICINE

9

REASON

2

SCIENCE

### TRAITS:

- [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
- **Escalation 1**  
**Anesthetic Hypospray:** Melee, Stun 3, Size 1H, Cumbersome, Intense
- **Escalation 1**  
**Phaser Type-2:** Melee, Stun 4, Size 1H, Charge

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# STARFLEET SCIENCE 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

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0128-069

1914-819

7232-838

06-211934

## SPECIAL RULES:

### ◀ Federation Species

Replace the [Species] trait with a specific species, and increase the NPC's Attributes accordingly. At your option, add the Species special ability as well.

### ◀ Intensive Training

Increase any department rating of 0 to 1.

09-202009

02-221978

05-152003

# BORG TACTICAL DRONE



## MINOR NPC

11

CONTROL

0

COMMAND

8

DARING

2

CONN

10

FITNESS

1

ENGINEERING

6

INSIGHT

2

SECURITY

6

PRESENCE

0

MEDICINE

10

REASON

1

SCIENCE

### TRAITS:

- Borg
- Klingon
- Tactical Drone

PERSONAL THREAT:

0

PROTECTION:

2

### ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Escalation 1**  
**Assimilation Tubules:** Melee, Deadly 3, Size 1H, Debilitating, Intense
- **Escalation 1**  
**Integrated Energy Weapons:** Ranged, Stun/ Deadly 3, Size 1H

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# BORG TACTICAL DRONE

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

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06-211934

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05-152003

CORPORATION CORE RULEBOOK

## SPECIAL RULES:

### Adaptive Shielding

When defeated by a type of ranged weapon, roll 1d20 with the difficulty equal to 3 times the number of drones defeated in the scene by that weapon type. If equal to or less than the difficulty, all drones in the scene gain Immune to that type of weapon.

### Assimilation

A character Injured by Assimilation Tubules has been injected with Borg nanoprobes, beginning the process of assimilation.

### Immune to Fear

The creature is incapable of feeling fear, continuing undeterred despite the greatest terror. The creature cannot be intimidated or threatened.

### Immune to Pain

The creature is incapable of feeling pain, continuing undeterred despite the most horrific Injury. The creature ignores all Stun Injuries, and cannot be Defeated by an attack which inflicts a Stun Injury.

### Machine

Reduce the Difficulty of tasks to resist extremes of heat and cold by 2; Immune to suffocation, hard vacuum, starvation, and thirst.

### Night Vision

The creature is unaffected by any traits which represent darkness or poor lighting.

### Threat Protocols

Borg drones will not attack or take any other hostile or tactical actions unless attacked first or directed to do so by the Collective.

# BORG TECHNICAL DRONE



## MINOR NPC

11

CONTROL

0

COMMAND

8

DARING

2

CONN

9

FITNESS

2

ENGINEERING

6

INSIGHT

1

SECURITY

6

PRESENCE

0

MEDICINE

11

REASON

1

SCIENCE

### TRAITS:

- Borg
- Vulcan
- Tactical Drone

PERSONAL THREAT:

0

PROTECTION:

2

### ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Integrated Tools:** Melee, Deadly 4, Size 1H, Cumbersome
- **Escalation 1**  
**Assimilation Tubules:** Melee, Deadly 3, Size 1H, Debilitating, Intense

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# BORG TECHNICAL DRONE

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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8454-272

0128-069

1914-819

7232-838

06-211934

09-202009

02-221978

05-152003

## SPECIAL RULES:

### Adaptive Shielding

When defeated by a type of ranged weapon, roll 1d20 with the difficulty equal to 3 times the number of drones defeated in the scene by that weapon type. If equal to or less than the difficulty, all drones in the scene gain Immune to that type of weapon.

### Assimilation

A character Injured by Assimilation Tubules has been injected with Borg nanoprobes, beginning the process of assimilation.

### Immune to Fear

The creature is incapable of feeling fear, continuing undeterred despite the greatest terror. The creature cannot be intimidated or threatened.

### Immune to Pain

The creature is incapable of feeling pain, continuing undeterred despite the most horrific Injury. The creature ignores all Stun Injuries, and cannot be Defeated by an attack which inflicts a Stun Injury.

### Machine

Reduce the Difficulty of tasks to resist extremes of heat and cold by 2; Immune to suffocation, hard vacuum, starvation, and thirst.

### Night Vision

The creature is unaffected by any traits which represent darkness or poor lighting.

### Threat Protocols

Borg drones will not attack or take any other hostile or tactical actions unless attacked first or directed to do so by the Collective.

# BORG MEDICAL DRONE



## MINOR NPC

11

CONTROL

0

COMMAND

8

DARING

0

CONN

9

FITNESS

1

ENGINEERING

6

INSIGHT

1

SECURITY

6

PRESENCE

2

MEDICINE

11

REASON

2

SCIENCE

### TRAITS:

- Borg
- Cardassian
- Medical Drone

PERSONAL THREAT:

0

PROTECTION:

2

### ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Integrated Tools:** Melee, Deadly 4, Size 1H, Cumbersome
- **Escalation 1**  
**Assimilation Tubules:** Melee, Deadly 3, Size 1H, Debilitating, Intense

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# BORG MEDICAL DRONE

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

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1914-819

7232-838

06-211934

09-202009

02-221978

05-152003

## SPECIAL RULES:

### Adaptive Shielding

When defeated by a type of ranged weapon, roll 1d20 with the difficulty equal to 3 times the number of drones defeated in the scene by that weapon type. If equal to or less than the difficulty, all drones in the scene gain Immune to that type of weapon.

### Assimilation

A character Injured by Assimilation Tubules has been injected with Borg nanoprobes, beginning the process of assimilation.

### Immune to Fear

The creature cannot be intimidated or threatened.

### Immune to Pain

The creature ignores all Stun Injuries, and cannot be Defeated by an attack which inflicts a Stun Injury.

### Machine

Reduce the Difficulty of tasks to resist extremes of heat and cold by 2; Immune to suffocation, hard vacuum, starvation, and thirst.

### Night Vision

The creature is unaffected by any traits which represent darkness or poor lighting.

### Threat Protocols

Borg drones will not attack or take any other hostile or tactical actions unless attacked first or directed to do so by the Collective.

### Reclamation

A Borg medical drone may attempt a **Reason + Medicine** Task with a Difficulty of 0 on an Injured Borg drone within Reach as a Major Action. If successful, the Injured drone dies, and its parts are reclaimed. Any Momentum generated is added directly to Threat.

# GLOMMER



## MINOR NPC

6

CONTROL

0

COMMAND

7

DARING

0

CONN

6

FITNESS

0

ENGINEERING

7

INSIGHT

2

SECURITY

5

PRESENCE

0

MEDICINE

6

REASON

0

SCIENCE

### TRAITS:

- Glommer
- Tribble Hunter

PERSONAL THREAT: 0

PROTECTION: 0

### ATTACKS:

- Bite:** Melee, Deadly 2, Size 1H

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# GLOMMER

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:

### ■ Solitary Prey

Glommer do not hunt or attack anything other than Tribbles.

09-202009

02-221978

05-152003