

CARDASSIAN COLONIST



MINOR NPC

9

CONTROL

1

COMMAND

7

DARING

1

CONN

8

FITNESS

2

ENGINEERING

9

INSIGHT

0

SECURITY

7

PRESENCE

0

MEDICINE

8

REASON

2

SCIENCE

TRAITS:

- Cardassian
- Colonist

FOCUSES:

- None

PERSONAL THREAT: 0

PROTECTION: 0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Knife:** Melee, Deadly 2, Size 1H, Hidden 1
- Bludgeon:** Melee, Stun/ Deadly 3, Size 1H
- Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense

LCARS 40084

CARDASSIAN COLONIST

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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1914-819

7232-838

06-211934

SPECIAL RULES:

◀ Healthy Suspicion

When interacting with another character, the Cardassian may spend 1 Threat to determine if that character is lying or not. This does not tell the Cardassian what the lie is about, merely whether another character is lying.

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02-221978

05-152003

FEDERATION COLONIST



MINOR NPC

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CONTROL

0

COMMAND

9

DARING

1

CONN

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FITNESS

2

ENGINEERING

8

INSIGHT

1

SECURITY

7

PRESENCE

0

MEDICINE

8

REASON

2

SCIENCE

TRAITS:

- Human
- Colonist

PERSONAL THREAT:

0

PROTECTION:

0

ATTACKS:

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

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FEDERATION COLONIST

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SPECIAL RULES:

◀ **Cosmopolitan**

You may replace this character's 'Human' species trait with the species trait for another Federation species.

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MAQUIS SYMPATHIZER



MINOR NPC

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CONTROL

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COMMAND

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DARING

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CONN

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FITNESS

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ENGINEERING

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INSIGHT

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SECURITY

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PRESENCE

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MEDICINE

7

REASON

1

SCIENCE

TRAITS:

- Bolian
- Colonist
- Supports the Maquis

PERSONAL THREAT: 0

PROTECTION: 0

ATTACKS:

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

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MAQUIS SYMPATHIZER

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SPECIAL RULES:

◀ Amiable

When a Bolian succeeds at a Presence-based task roll, the Momentum cost to restore an allied PC's Stress is reduced to 1. When a Bolian spends part of a rest with an allied player character, the PC recovers 1 more Stress than normal.

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BREEN PRIVATEER



MINOR NPC

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CONTROL

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COMMAND

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DARING

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CONN

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FITNESS

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ENGINEERING

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INSIGHT

2

SECURITY

7

PRESENCE

0

MEDICINE

7

REASON

0

SCIENCE

TRAITS:

- Breen
- Privateer

PERSONAL THREAT: 1

PROTECTION: 1

ATTACKS:

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

LCARS 40084

BREEN PRIVATEER

06-301971

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SPECIAL RULES:

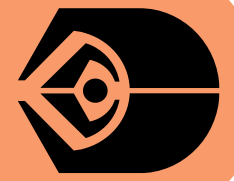
◀ Cold Warrior

Gain 1 Protection from refrigeration suit, and may spend Threat to Avoid Injury (even if only a Minor NPC). When attempting a task to conceal themselves from technological forms of detection, treat one die as if it had rolled a 1.

◀ Mean Right Hook

Unarmed attack has the Intense quality (included above).

FERENGI PIRATE



MINOR NPC

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MEDICINE

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REASON

0

SCIENCE

TRAITS:

- Ferengi
- Hostile Entrepreneur

PERSONAL THREAT: 0

PROTECTION: 0

ATTACKS:

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

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FERENGI PIRATE

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4592 7152 2703 3199 1328 9020 4338 7909 0800
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ALPHA QUADRANT SOURCEBOOK

SPECIAL RULES:

← Greed is Eternal

When engaged in negotiations, including in social conflict, where personal profit is a possible outcome, a Ferengi may add 1 Threat to re-roll their dice pool.

← Guile and Cunning

When attempting to remain hidden or unnoticed, a Ferengi Pirate may spend 1 Threat to increase the Difficulty of enemy tasks to detect them by +1.

← Pack Tactics

Whenever a Ferengi pirate assists another character during combat, the assisted character gains 1 bonus Momentum if they succeed. Bonus Momentum may not be saved.

GORN MERCENARY



MINOR NPC

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PRESENCE

0

MEDICINE

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REASON

0

SCIENCE

TRAITS:

- Ssessekh Gorn
- Mercenary

PERSONAL THREAT: 0

PROTECTION: 1 [2vS]

ATTACKS:

- **Claws:** Melee, Stun/Deadly 3, Size 1H, Intense
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- **Escalation 1**
Disruptor Rifle: Ranged, Deadly 5, Size 2H, Accurate, Intense

LCARS 40084

GORN MERCENARY

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SPECIAL RULES:

◀ Cold-Blooded

Gorn increase the difficulty of all tasks by +1 when exposed to extreme cold, and reduce their Protection to 0 against Injuries inflicted by extreme cold.

◀ Durable

The severity of attacks against Gorn can be reduced to 0 by their Protection. Gorn gain +1 Protection against Stun attacks. Further, despite being Minor NPCs, Gorn Mercenaries may spend Threat to Avoid Injury.

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NAUSICAAAN BRUTE



MINOR NPC

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FITNESS

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ENGINEERING

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INSIGHT

2

SECURITY

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PRESENCE

0

MEDICINE

7

REASON

1

SCIENCE

TRAITS:

- Nausicaan
- Hired Muscle

PERSONAL THREAT: 0

PROTECTION: 0 [1vS]

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H, Intense
- **Serrated Dagger:** Melee, Deadly 2, Size 1H, Hidden 1
- **Bludgeon:** Melee, Stun/ Deadly 3, 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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NAUSICAA BRUTE

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SPECIAL RULES:

◀ Brute Force

When a Nausicaan attempts a melee attack or a Fitness-based task roll to break or force his way through an obstacle or other problem, they may re-roll 1d20, and score one bonus Momentum if the task succeeds. Bonus Momentum may not be saved.

Additionally, they have +1 Protection against Stun Attacks, and may Avoid Injury against Stun Attacks despite being Minor NPCs.

◀ Pack Tactics

Whenever a Nausicaan brute assists another character during combat, the assisted character gains one bonus Momentum if they succeed. Bonus Momentum cannot be saved.

TZENKETHI LOR-C



MINOR NPC

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CONTROL

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COMMAND

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DARING

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FITNESS

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ENGINEERING

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INSIGHT

2

SECURITY

9

PRESENCE

0

MEDICINE

7

REASON

1

SCIENCE

TRAITS:

- Nausicaan
- Hired Muscle

PERSONAL THREAT: 2

PROTECTION: 1 [2vS]

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H, Intense
- **Tzenkethi Dagger:** Melee, Deadly 2, Size 1H, Hidden 1
- **Particle Rifle:** Ranged, Deadly 5, Size 2H, Accurate

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TZENKETHI LOR-C

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SPECIAL RULES:

◀ Durable

The severity of attacks against Tzenkethi can be reduced to 0 by their Protection. Tzenkethi gain +1 Protection against Stun attacks. Further, despite being Minor NPCs, Tzenkethi Lor-C may spend Threat to Avoid Injury.

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STARFLEET BORDER AGENT



NOTABLE NPC

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CONTROL

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DARING

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FITNESS

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ENGINEERING

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INSIGHT

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SECURITY

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PRESENCE

1

MEDICINE

9

REASON

1

SCIENCE

TRAITS:

- Vulcan
- Starfleet Intelligence Agent
- Undercover Operative

VALUES:

- Observe and report.

FOCUSES:

- Infiltration
- Persuasion
- Observation

PERSONAL THREAT: 3

PROTECTION: 0

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Vulcan Nerve Pinch:** Melee, Stun 3, Size 1H, Intense
- **Stiletto:** Melee, Deadly 2, Size 1H, Hidden 1, Intense
- **Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 1
- **Escalation 1**
Pulse Grenade: Ranged, Stun/Deadly 4, Size 1H, Area, Grenade

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STARFLEET BORDER AGENT

06-301971

4488 4572 8499 6815 8037 2478 6346 1534 3794
4592 7152 2703 3199 1328 9020 4338 7909 0800
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ALPHA QUADRANT SOURCEBOOK

SPECIAL RULES:

← Effective Concealment

When hidden or moving unnoticed, the border agent may spend 1 Threat to increase the Difficulty of enemy tasks to detect them by +1.

← Intensive Training

This character has a minimum of 1 in all departments.

← Nerve Pinch

The nerve pinch counts as a Melee Attack which inflicts Stun Injuries with a Severity of 3 and the Intense quality. You may use Science or Medicine instead of Security when attempting a Nerve Pinch Attack.

← Wary

Whenever a border agent attempts a task to notice or detect an enemy or hazard, they may re-roll one d20.

MAQUIS SMUGGLER



NOTABLE NPC

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CONTROL

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COMMAND

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DARING

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CONN

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FITNESS

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ENGINEERING

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INSIGHT

2

SECURITY

9

PRESENCE

1

MEDICINE

8

REASON

0

SCIENCE

TRAITS:

- Betazoid,
- Maquis
- Smuggler

VALUES:

- It's not illegal if you don't get caught.

FOCUSES:

- Black Market Dealings
- Negotiation
- Small Craft Operations

PERSONAL THREAT:

3

PROTECTION:

0

ATTACKS:

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

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MAQUIS SMUGGLER

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4488 4572 8499 6815 8037 2478 6346 1534 3794
4592 7152 2703 3199 1328 9020 4338 7909 0800
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ALPHA QUADRANT SOURCEBOOK

SPECIAL RULES:

◀ Nerve Pinch

The nerve pinch counts as a Melee Attack which inflicts Stun Injuries with a Severity of 3 and the Intense quality. You may use Science or Medicine instead of Security when attempting a Nerve Pinch Attack.

◀ Empathy

See page 155 CRB.

◀ One With the Ship

Whenever the Maquis smuggler attempts a task to pilot their ship, they may reduce the difficulty by 1, to a minimum of 0.

◀ Wary

Whenever a Maquis smuggler attempts a task to notice or detect an enemy or hazard, they may re-roll one d20.

GUL EVEK



NOTABLE NPC

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CONTROL

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COMMAND

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DARING

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FITNESS

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ENGINEERING

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INSIGHT

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SECURITY

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PRESENCE

1

MEDICINE

9

REASON

1

SCIENCE

TRAITS:

- Cardassian
- Military Commander

VALUES:

- Loyal defender of Cardassia.

FOCUSES:

- Cardassian Law
- Military Tactics
- Politics

PERSONAL THREAT: 3

PROTECTION: 0

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 EVEK

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ALPHA QUADRANT SOURCEBOOK

SPECIAL RULES:

◀ Ambushes and Traps:

Whenever Gul Evек uses the Ready major action to ready a ranged attack, the first bonus d20 on the attack is free.

◀ Healthy Suspicion

When interacting with another character, the Cardassian may spend 1 Threat to determine if that character is lying or not. This does not tell the Cardassian what the lie is about, merely whether another character is lying.

◀ Ruthless and Determined

Evek may spend 2 Threat to gain the effects of a point of Determination, rather than the normal 3.

◀ Intensive Training

This character has a minimum of 1 in all departments.

GLINN DAMAR



NOTABLE NPC

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CONTROL

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COMMAND

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DARING

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FITNESS

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ENGINEERING

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INSIGHT

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SECURITY

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PRESENCE

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MEDICINE

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REASON

1

SCIENCE

TRAITS:

- Cardassian
- Military Officer
- Gul Dukat's Aide-de-camp

VALUES:

- Dukat's right hand.

FOCUSES:

- Starship Operations
- Military Tactics
- Politics

PERSONAL THREAT: 3

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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GLINN DAMAR

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ALPHA QUADRANT SOURCEBOOK

SPECIAL RULES:

▀ Duty and Discipline

When Damar assists a superior officer, or is assisted by a superior officer, a successful task generates one bonus Momentum. Bonus Momentum may not be saved.

▀ Ambushes and Traps

Whenever Gul Evек uses the Ready major action to ready a ranged attack, the first bonus d20 on the attack is free.

▀ Healthy Suspicion

When interacting with another character, the Cardassian may spend 1 Threat to determine if that character is lying or not. This does not tell the Cardassian what the lie is about, merely whether another character is lying.

▀ Intensive Training

This character has a minimum of 1 in all departments.

LEGATE PARM



NOTABLE NPC

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CONTROL

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COMMAND

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DARING

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FITNESS

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ENGINEERING

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INSIGHT

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SECURITY

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PRESENCE

1

MEDICINE

9

REASON

1

SCIENCE

TRAITS:

- Cardassian
- Military Flag Officer
- Officer of Cardassian Central Command

VALUES:

- Crucial business demands immediate attention.

FOCUSES:

- Cardassian Law
- Military Tactics
- Politics

PERSONAL THREAT:

3

PROTECTION:

0

ATTACKS:

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

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LEGATE PARN

06-301971

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4592 7152 2703 3199 1328 9020 4338 7909 0800
0651 9668 3016 4265 8022 7825 8735 6389 8089
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ALPHA QUADRANT SOURCEBOOK

SPECIAL RULES:

▀ Healthy Suspicion

When interacting with another character, the Cardassian may spend 1 Threat to determine if that character is lying or not. This does not tell the Cardassian what the lie is about, merely whether another character is lying.

▀ Ruthless

When making an attack against an enemy who is unaware or unprepared for an attack, Legate Parn may reroll any number of d20s in his dice pool.

▀ Supreme Authority

Whenever a Cardassian under Legate Parn's command attempts a task to resist persuasion or intimidation, Parn may spend 1 Threat to allow that Cardassian to reroll any number of dice, even if Parn is not present in the scene himself.

▀ Intensive Training

This character has a minimum of 1 in all departments.

MAQUIS GUERRILLA



NOTABLE NPC

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COMMAND

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DARING

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FITNESS

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ENGINEERING

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INSIGHT

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SECURITY

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PRESENCE

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MEDICINE

8

REASON

1

SCIENCE

TRAITS:

- Caitian
- Maquis Fighter
- Former Starfleet Officer

VALUES:

- Safety of the family first.

FOCUSES:

- Starship Operations
- Military Tactics
- Politics

PERSONAL THREAT:

3

PROTECTION:

0

ATTACKS:

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

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MAQUIS GUERRILLA

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SPECIAL RULES:

◀ Ambush

When attacking an unaware opponent, the Maquis guerilla may spend 2 Threat to allow the guerilla and all Maquis under their command to re-roll any number of d20s on their first attack rolls.

◀ Feline Form

Whenever attempting a task to maintain balance or climb, the first d20 the Caitian purchases is free. Further, due to their claws, the Caitian's unarmed attacks may inflict both Stun and Deadly injuries.

◀ Wary

Whenever the Maquis guerilla attempts a task to notice or detect an enemy or hazard, they may reroll one d20.

◀ Intensive Training:

This character has a minimum of 1 in all departments.

MAQUIS PILOT



NOTABLE NPC

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FITNESS

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ENGINEERING

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INSIGHT

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SECURITY

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PRESENCE

1

MEDICINE

8

REASON

1

SCIENCE

TRAITS:

- Grazerite
- Maquis
- Former Starfleet Officer

VALUES:

- I feel the need for speed.

FOCUSES:

- Combat Maneuvers
- Small Craft Operations
- Starship Systems

PERSONAL THREAT:

3

PROTECTION:

0

ATTACKS:

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

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MAQUIS PILOT

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:

◀ Agreeable

When a Grazerite succeeds at an Insight-based task to discern another creature's mood, or a Presence-based task to try and defuse a conflict or confrontation, they immediately gain 1 Personal Threat.

◀ One With The Ship

Whenever the Maquis pilot attempts a task to pilot their ship, they may reduce the difficulty by 1, to a minimum of 0.

◀ Wary

Whenever a Maquis smuggler attempts a task to notice or detect an enemy or hazard, they may re-roll one d20.

MAQUIS SABOTEUR



NOTABLE NPC

11

CONTROL

1

COMMAND

9

DARING

2

CONN

8

FITNESS

2

ENGINEERING

10

INSIGHT

3

SECURITY

7

PRESENCE

1

MEDICINE

9

REASON

1

SCIENCE

TRAITS:

- Efrosian
- Maquis
- Former Starfleet Officer
- Demolitions Expert

VALUES:

- Deny by demolition.

FOCUSES:

- Black Market Dealings
- Negotiation
- Small Craft Operations

PERSONAL THREAT:

3

PROTECTION:

0

ATTACKS:

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

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MAQUIS SABOTEUR

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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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ALPHA QUADRANT SOURCEBOOK

SPECIAL RULES:

◀ Visual Spectrum

An Efrosian can see beyond the normal visual spectrum perceived by most species. Any task in which detecting the infrared and ultraviolet spectrum is useful reduce in difficulty by 1. Location or situation traits which relate to low light or darkness do not affect an Efrosian.

◀ Hidden Weakness

When attempting an Engineering or Security task to sabotage the technology—such as starship systems—of an enemy, the Saboteur may spend 2 Threat to re-roll any number of d20s.

◀ Wary

Whenever a Maquis smuggler attempts a task to notice or detect an enemy or hazard, they may re-roll one d20.

REBECCA SULLIVAN



NOTABLE NPC

10

CONTROL

2

COMMAND

10

DARING

1

CONN

8

FITNESS

0

ENGINEERING

10

INSIGHT

3

SECURITY

8

PRESENCE

1

MEDICINE

8

REASON

2

SCIENCE

TRAITS:

- Human
- Maquis
- Scientist and Medic

VALUES:

- If we go, we go together.

FOCUSES:

- Persuasion
- Phaser Weapons
- Subterfuge

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

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REBECCA SULLIVAN

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:

■ **Bold (Command)**

Whenever Rebecca Sullivan attempts a Command task and buys one or more d20s with Threat, she may re-roll one d20.

■ **Faith of the Heart**

When Rebecca Sullivan uses one of her Values, add 1 Threat if she is an adversary or add 1 to the group's Momentum pool if she is an ally.

■ **Wary**

Whenever Rebecca Sullivan attempts a task to notice or detect an enemy or hazard, they may re-roll one d20.

BREEN SLAVER



NOTABLE NPC

10

CONTROL

3

COMMAND

9

DARING

0

CONN

8

FITNESS

2

ENGINEERING

8

INSIGHT

2

SECURITY

9

PRESENCE

1

MEDICINE

7

REASON

1

SCIENCE

TRAITS:

- Breen
- Slaver

VALUES:

- All others are meant to serve us.

FOCUSES:

- Intimidation
- Security Systems
- Willpower

PERSONAL THREAT:

5

PROTECTION:

1

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: Deadly 5, Size 1H, Accurate, Intense

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BREEN SLAVER

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:

◀ Cold Warrior

Gain 1 Protection from refrigeration suit. When attempting a task to conceal themselves from technological forms of detection, treat one die as if it had rolled a 1.

◀ Ruthless and Determined

A Breen Slaver may spend 2 Threat to gain the effects of a point of Determination, rather than the normal 3.

FERENGI DEBT COLLECTOR



NOTABLE NPC

10

CONTROL

3

COMMAND

10

DARING

1

CONN

7

FITNESS

1

ENGINEERING

10

INSIGHT

3

SECURITY

9

PRESENCE

0

MEDICINE

8

REASON

1

SCIENCE

TRAITS:

- Ferengi
- Debt Collector

VALUES:

- Treat people in your debt like family: exploit them.

FOCUSES:

- Finances
- Persuasion
- Politics

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

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FERENGI DEBT COLLECTOR

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
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ALPHA QUADRANT SOURCEBOOK

SPECIAL RULES:

◀ Defuse the Tension

Whenever the Ferengi debt collector attempts a task to persuade someone not to resort to violence, the first d20 they purchase is free.

◀ Greed is Eternal

When engaged in negotiations, including in social conflict, where personal profit is a possible outcome, a Ferengi may add 1 Threat to re-roll their dice pool.

◀ Interrogation

Whenever a Ferengi debt collector succeeds at a task to coerce someone to reveal information in a Social Conflict, they gain one bonus Momentum, which may only be spent on the Obtain Information Momentum Spend. Bonus Momentum may not be saved.

GORN RAIDER



NOTABLE NPC

7

CONTROL

2

COMMAND

10

DARING

1

CONN

11

FITNESS

2

ENGINEERING

8

INSIGHT

3

SECURITY

9

PRESENCE

0

MEDICINE

8

REASON

1

SCIENCE

TRAITS:

- Ssessekh Gorn
- Independent Raider

VALUES:

- Hungry for dangerous situations.

FOCUSES:

- Intimidation
- Martial Arts
- Ranged Weapons

PERSONAL THREAT:

3

PROTECTION:

1

[2vS]

ATTACKS:

- **Claws:** Melee, Stun/Deadly 3, Size 1H, Intense
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- **Escalation 1**
Disruptor Rifle: Ranged, Deadly 5, Size 2H, Accurate, Intense

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GORN RAIDER

06-301971

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SPECIAL RULES:

◀ Cold Blooded

Gorn increase the difficulty of all tasks by +1 when exposed to extreme cold, and reduce their Protection to 0 against Injuries inflicted by extreme cold.

◀ Durable

The severity of attacks against Gorn can be reduced to 0 by their Protection. Gorn gain +1 Protection against Stun attacks. Further, despite being Minor NPCs, Gorn Mercenaries may spend Threat to Avoid Injury.

NAUSICAAN MARAUDER



NOTABLE NPC

8

CONTROL

1

COMMAND

11

DARING

2

CONN

10

FITNESS

2

ENGINEERING

8

INSIGHT

3

SECURITY

10

PRESENCE

0

MEDICINE

7

REASON

1

SCIENCE

TRAITS:

- Nausicaan
- Hired Muscle

VALUES:

- All others are weak.

FOCUSES:

- Gambling
- Ranged Weapons
- Unarmed Combat

PERSONAL THREAT:

3

PROTECTION:

0 [1vS]

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Serrated Dagger:** Melee, Deadly 2, Size 1H, Hidden 1
- **Bludgeon:** Melee, Stun/ Deadly 3, 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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NAUSICAAAN MARAUDER

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SPECIAL RULES:

▀ Brute Force

When a Nausicaan attempts a melee attack or a Fitness-based task roll to break or force his way through an obstacle or other problem, they may re-roll 1d20, and score one bonus Momentum if the task succeeds. Bonus Momentum may not be saved. They have +1 Protection against Stun Attacks.

▀ Pack Tactics

Whenever a Nausicaan brute assists another character during combat, the assisted character gains one bonus Momentum if they succeed. Bonus Momentum cannot be saved.

TZENKETHI LOR-BB



NOTABLE NPC

9

CONTROL

1

COMMAND

9

DARING

2

CONN

11

FITNESS

2

ENGINEERING

7

INSIGHT

3

SECURITY

10

PRESENCE

0

MEDICINE

8

REASON

1

SCIENCE

TRAITS:

- Tzenkethi
- Elite Warrior

VALUES:

- There is no higher calling than to serve.

FOCUSES:

- Composure
- Interrogation
- Leadership

PERSONAL THREAT:

6

PROTECTION:

1

[2vS]

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Tzenkethi Dagger:** Melee, Deadly 2, Size 1H, Hidden 1
- **Particle Rifle:** Ranged, Deadly 5, Size 2H, Accurate

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TZENKETHI LOR-BB

06-301971

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

◀ Durable

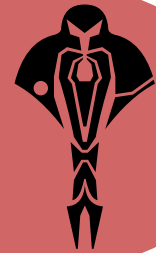
The severity of attacks against Tzenkethi can be reduced to 0 by their Protection. Tzenkethi gain +1 Protection against Stun attacks.

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GUL DUKAT



MAJOR NPC

9

CONTROL

5

COMMAND

11

DARING

2

CONN

8

FITNESS

2

ENGINEERING

10

INSIGHT

3

SECURITY

12

PRESENCE

2

MEDICINE

9

REASON

2

SCIENCE

TRAITS:

- Cardassian
- Military Commander
- Former Prefect of Bajor

VALUES:

- A disciplined Cardassian mind
- What I have lost, I will regain
- One man's villain is another man's hero
- They don't know what it means to be my enemy

FOCUSES:

- Bajoran Culture
- Debate
- Military Tactics
- Persuasion
- Politics
- Willpower

PERSONAL THREAT: 10

PROTECTION: 0

ATTACKS:

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

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GUL DUKAT

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4488	4572	8499	6815	8037	2478	6346	1534	3794
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ALPHA QUADRANT SOURCEBOOK

SPECIAL RULES:

◀ **Bold (Command)**

Whenever Gul Dukat attempts a Command task and buys one or more d20s with Threat, he may re-roll one d20.

◀ **Ambushes and Traps**

Whenever Dukat uses the Ready major action to ready a ranged attack, the first bonus d20 on the attack is free.

◀ **Healthy Suspicion**

When interacting with another character, the Cardassian may spend 1 Threat to determine if that character is lying or not. This does not tell the Cardassian what the lie is about, merely whether another character is lying.

◀ **Ruthless**

When making an attack against an enemy who is unaware or unprepared for an attack, Gul Dukat may reroll any number of d20s in his dice pool.

◀ **Supreme Authority**

Whenever a Cardassian under Gul Dukat's command attempts a task to resist persuasion or intimidation, Dukat may spend 1 Threat to allow that Cardassian to reroll any number of dice, even if Dukat is not present in the scene himself.

◀ **Intensive Training**

This character has a minimum of 1 in all departments.

RO LAREN



MAJOR NPC

10

CONTROL

3

COMMAND

11

DARING

3

CONN

11

FITNESS

3

ENGINEERING

8

INSIGHT

4

SECURITY

10

PRESENCE

1

MEDICINE

9

REASON

2

SCIENCE

TRAITS:

- Bajoran
- Maquis
- Former Starfleet Officer

VALUES:

- I will never be defeated
- Rarely refuses an interesting challenge
- I will aid Bajorans at any cost
- I belong with the Maquis

FOCUSES:

- Politics
- Power Systems
- Starfleet Regulations
- Starship Operations
- Subterfuge
- Guerilla
- Tactics

PERSONAL THREAT: 10

PROTECTION: 0

ATTACKS:

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

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RO LAREN

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4488 4572 8499 6815 8037 2478 6346 1534 3794
4592 7152 2703 3199 1328 9020 4338 7909 0800
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ALPHA QUADRANT SOURCEBOOK

SPECIAL RULES:

▀ Ambushes and Traps

Whenever Ro uses the Ready major action to ready a ranged attack, the first bonus d20 on the attack is free.

▀ Bold (Security)

Whenever Ro attempts a Command task and buys one or more d20s with Threat, she may re-roll one d20.

▀ Dauntless

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

▀ Tough

Ro's Personal Threat is increased by +2.

▀ The Will of the Prophets

Once per adventure, when the gamemaster gains 3+ Threat in one go, Ro also gains 3 Personal Threat.

CALVIN HUDSON



MAJOR NPC

10

CONTROL

3

COMMAND

11

DARING

3

CONN

11

FITNESS

3

ENGINEERING

8

INSIGHT

4

SECURITY

10

PRESENCE

1

MEDICINE

9

REASON

2

SCIENCE

TRAITS:

- Human
- Maquis
- Former Starfleet Officer

VALUES:

- A treaty is just a piece of paper
- I'm beginning a new life
- We're in a war and I intend to win it
- We will take care of ourselves

FOCUSES:

- Cardassian Tactics
- Ground Tactics
- Infiltration
- Phaser Weapons
- Politics
- Subterfuge

PERSONAL THREAT:

8

PROTECTION:

0

ATTACKS:

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

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CALVIN HUDSON

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
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ALPHA QUADRANT SOURCEBOOK

SPECIAL RULES:

▀ Ambushes and Traps

Whenever Hudson uses the Ready major action to ready a ranged attack, the first bonus d20 on the attack is free.

▀ Faith of the Heart

When Hudson uses one of his values, add 1 Threat if he is an adversary or add 1 to the group's Momentum pool if he is an ally.

▀ Menacing 2

When Hudson enters a scene, immediately add 2 Threat. This applies whether the NPC is an adversary or an ally.

▀ Ruthless and Determined

Hudson may spend 2 Threat to gain the effects of a point of Determination, rather than the normal 3.

▀ Wary

Whenever Hudson attempts a task to notice or detect an enemy or hazard, they may re-roll one d20.

MICHAEL EDDINGTON



MAJOR NPC

10

CONTROL

3

COMMAND

11

DARING

2

CONN

10

FITNESS

3

ENGINEERING

10

INSIGHT

5

SECURITY

10

PRESENCE

1

MEDICINE

8

REASON

2

SCIENCE

TRAITS:

- Human
- Maquis
- Former Starfleet Officer

VALUES:

- I can always do more for my people
- I left Starfleet for a higher cause
- Rebecca, my love
- Valjean, Hero of the People

FOCUSES:

- Cardassian Tactics
- Ground Tactics
- Infiltration
- Phaser Weapons
- Politics
- Subterfuge

PERSONAL THREAT:

8

PROTECTION:

0

ATTACKS:

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

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MICHAEL EDDINGTON

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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ALPHA QUADRANT SOURCEBOOK

SPECIAL RULES:

◀ Ambush

When attacking an unaware opponent, Eddington may spend 2 Threat to allow the guerilla and all Maquis under their command to re-roll any number of d20s on their first attack rolls.

◀ Bold (Command)

Whenever Michael Eddington attempts a Command task and buys one or more d20s with Threat, he may re-roll one d20.

◀ Faith of the Heart

When Eddington uses one of his values, add 1 Threat if he is an adversary or add 1 to the group's Momentum pool if he is an ally.

◀ Menacing 2

When Eddington enters a scene, immediately add 2 Threat. This applies whether the NPC is an adversary or an ally.

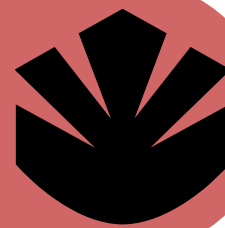
◀ Ruthless and Determined

Eddington may spend 2 Threat to gain the effects of a point of Determination, rather than the normal 3.

◀ Wary

Whenever Eddington attempts a task to notice or detect an enemy or hazard, they may re-roll one d20.

THOMAS RIKER



MAJOR NPC

10

CONTROL

3

COMMAND

11

DARING

2

CONN

10

FITNESS

3

ENGINEERING

10

INSIGHT

5

SECURITY

10

PRESENCE

1

MEDICINE

8

REASON

2

SCIENCE

TRAITS:

- Human
- Maquis
- Former Starfleet Officer
- Transporter Clone of Will Riker

VALUES:

- I'll try my luck again.
- I'm not going to let anything stop me from getting what I want.
- Things don't always turn out quite the way you expect them to.
- William T. in all but name.

FOCUSES:

- Astrophysics
- Combat Maneuvers
- Gambling
- Politics
- Small Craft
- Starship Tactics

PERSONAL THREAT:

8

PROTECTION:

0

ATTACKS:

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

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THOMAS RIKER

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:

◀ **Bold (Command)**

Whenever Thomas Riker attempts a Command task and buys one or more d20s with Threat, he may re-roll one d20.

◀ **Faith of the Heart**

When Riker uses one of his values, add 1 Threat if he is an adversary or add 1 to the group's Momentum pool if he is an ally.

◀ **Transporter Clone**

Thomas Riker is genetically identical to the original Commander William Riker; Starfleet security systems cannot distinguish the two.

◀ **Use My Experience**

Once per scene, when Riker succeeds at a task during combat or another perilous situation, he may spend 2 Threat to give a subordinate assistance on their next task, using his **Presence + Command**.

THOT KERT



MAJOR NPC

10

CONTROL

3

COMMAND

11

DARING

2

CONN

10

FITNESS

3

ENGINEERING

10

INSIGHT

5

SECURITY

10

PRESENCE

1

MEDICINE

8

REASON

2

SCIENCE

TRAITS:

- Breen
- Slaver

VALUES:

- All others are meant to serve us.
- Brutally effective
- Do not cross me
- My soldiers are my tools

FOCUSES:

- Composure
- Interrogation
- Leadership
- Military Tactics
- Starship Systems
- Willpower

PERSONAL THREAT:

8

PROTECTION:

1

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Blade:** Melee, Deadly 3, Size 1H
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- **Escalation 1**
Disruptor Rifle: Deadly 5, Size 1H, Accurate, Intense

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THOT KERT

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4488 4572 8499 6815 8037 2478 6346 1534 3794
4592 7152 2703 3199 1328 9020 4338 7909 0800
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ALPHA QUADRANT SOURCEBOOK

SPECIAL RULES:

► Accomplished Strategist

Thot Kert is a skilled commander who learned the arts of warfare commanding ships in battle. Whenever attempting a task to formulate, execute, or explain a strategy, he may spend 1 Threat to reroll his dice pool.

► Cold Warrior

Gain 1 Protection from refrigeration suit. When attempting a task to conceal themselves from technological forms of detection, treat one die as if it had rolled a 1.

► Commanding Presence

Whenever Thot Kert attempts the Rally major action during starship combat, the first bonus d20 he purchases is free.

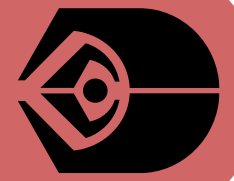
► Menacing 2

When Thot Kert enters a scene, immediately add 2 Threat. This applies whether the NPC is an adversary or an ally.

► Supreme Authority

Whenever a Breen currently under Thot Kert's command attempts a task to resist persuasion or intimidation, he may spend 1 Threat to allow that Breen to reroll, even if Thot Kert is not present in that scene himself.

DAIMON ZARG



MAJOR NPC

10

CONTROL

5

COMMAND

10

DARING

2

CONN

7

FITNESS

3

ENGINEERING

11

INSIGHT

3

SECURITY

11

PRESENCE

1

MEDICINE

10

REASON

2

SCIENCE

TRAITS:

- ◀ Ferengi
- ◀ Prominent Businessman
- ◀ Information Broker

VALUES:

- ◀ Knowledge equals profit (74th)
- ◀ Every man has his price (98th)
- ◀ Whisper your way to success (168th)
- ◀ Hear all, trust nothing (190th)

FOCUSES:

- ◀ Bribery
- ◀ Leadership
- ◀ Melee Weapons
- ◀ Negotiation
- ◀ Psychology
- ◀ Surveillance

PERSONAL THREAT:

8

PROTECTION:

0

ATTACKS:

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

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DAIMON ZARG

06-301971

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4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
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ALPHA QUADRANT SOURCEBOOK

SPECIAL RULES:

Free Advice is Seldom Cheap

Increase the Difficulty of all Persuade tasks against DaiMon Zarg by 2. This Difficulty increase is removed as soon as Zarg is offered something valuable in trade.

Greed is Eternal

When engaged in negotiations, including in social conflict, where personal profit is a possible outcome, a Ferengi may add 1 Threat to re-roll their dice pool.

Keep Your Ears Open

Whenever Zarg attempts a task to detect danger or hidden enemies, or to eavesdrop on another's conversation, he may reduce the Difficulty by 1.

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

Zarg must spend 2 Threat, rather than 1, to make a Deadly attack. Further, when he attempts a task to persuade an enemy who he has incapacitated, or who obviously outmatches him, the first bonus d20 he buys is free.

CAPTAIN SS'LETH



MAJOR NPC

10

CONTROL

5

COMMAND

10

DARING

2

CONN

10

FITNESS

3

ENGINEERING

10

INSIGHT

3

SECURITY

9

PRESENCE

1

MEDICINE

10

REASON

2

SCIENCE

TRAITS:

- Ssessekh Gorn
- Independent Captain
- Ex-Military

VALUES:

- Discover and conquer
- The Gorn will be remembered
- Seeking fortune for my family
- They will fear me

FOCUSES:

- Alien Cultures
- Hand-to-Hand Combat
- Intimidation
- Persuasion
- Military Tactics
- Willpower

PERSONAL THREAT: 8

PROTECTION: 1 [2vS]

ATTACKS:

- **Claws:** Melee, Stun/Deadly 3, Size 1H, Intense
- **Ceremonial Blade:** Melee, Deadly 4, Size 1H
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- **Escalation 1**
Disruptor Rifle: Deadly 5, Size 1H, Accurate, Intense

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CAPTAIN SS'LETH

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ALPHA QUADRANT SOURCEBOOK

SPECIAL RULES:

◀ Cold-Blooded

Gorn increase the difficulty of all tasks by +1 when exposed to extreme cold, and reduce their Protection to 0 against Injuries inflicted by extreme cold.

◀ Durable

The severity of attacks against Gorn can be reduced to 0 by their Protection. Gorn gain +1 Protection against Stun attacks. Further, despite being Minor NPCs, Gorn Mercenaries may spend Threat to Avoid Injury.

◀ Ruthless and Determined

Ss'Leth may spend 2 Threat to gain the effects of a point of Determination, rather than the normal 3.

◀ Supreme Authority

Whenever a Gorn currently under Captain Ss'Leth's command attempts a task to resist persuasion or intimidation, he may spend 1 Threat to allow that Breen to re-roll, even if Ss'Leth is not present in that scene himself.

CAPTAIN KELSHOTH



MAJOR NPC

9

CONTROL

4

COMMAND

12

DARING

3

CONN

11

FITNESS

3

ENGINEERING

8

INSIGHT

4

SECURITY

10

PRESENCE

1

MEDICINE

9

REASON

1

SCIENCE

TRAITS:

- Nausicaan
- Pirate Captain

VALUES:

- My crew is my family
- Sometimes family hurts family
- The Very Model of a Modern Klingon General
- They will respect my authority

FOCUSES:

- Brawling
- Combat Tactics
- Intimidation
- Persuasion
- Starship Tactics
- Willpower

PERSONAL THREAT: 8

PROTECTION: 0 [1vS]

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Serrated Dagger:** Melee, Deadly 2, Size 1H, Hidden 1
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- **Escalation 1**
Heavy Nausicaan Broadsword: Melee, Deadly 3, Size 2H, Intense

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CAPTAIN KELSHOTH

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ALPHA QUADRANT SOURCEBOOK

SPECIAL RULES:

◀ Brute Force

When a Nausicaan attempts a melee attack or a Fitness-based task roll to break or force his way through an obstacle or other problem, they may re-roll 1d20, and score one bonus Momentum if the task succeeds. Bonus Momentum may not be saved. They have +1 Protection against Stun Attacks.

◀ Nausicaan Bloodlust

When Kelshoth attempts a melee attack, and purchases one or more additional d20s, he may re-roll any number of d20s.

◀ Pact Tactics

Whenever a Nausicaan brute assists another character during combat, the assisted character gains one bonus Momentum if they succeed. Bonus Momentum cannot be saved.

◀ Ruthless and Determined

Kelshoth may spend 2 Threat to gain the effects of a point of Determination, rather than the normal 3.

TZENKETHI LOR-AA



MAJOR NPC

9

CONTROL

1

COMMAND

9

DARING

2

CONN

11

FITNESS

2

ENGINEERING

7

INSIGHT

3

SECURITY

10

PRESENCE

0

MEDICINE

8

REASON

1

SCIENCE

TRAITS:

- Tzenkethi
- Exceptional Warrior
- Canny Tactician

VALUES:

- Sometimes the mind is sharper than the blade.
- The Echelons must be protected at all costs.
- There is perfect order into which all things fit.
- Trust is hard-earned and irreparable if broken.

FOCUSES:

- Composure
- Personal Energy Weapons
- Hand-to-Hand Combat
- Interrogation
- Leadership
- Linguistics

PERSONAL THREAT:

8

PROTECTION:

0 [1vS]

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Tzenkethi Grade-AA Heavy Blade:** Melee, Deadly 3, Size 2H, Intense
- Particle Rifle:** Ranged, Deadly 5, Size 2H, Accurate

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TZENKETHI LOR-AA

06-301971

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SPECIAL RULES:

■ Bold (Command)

When the Tzenkethi Lor-AA attempts a task using Command, and buys one or more d20s with Threat, they may re-roll one d20.

■ Durable

The severity of attacks against Tzenkethi can be reduced to 0 by their Protection. Tzenkethi gain +1 Protection against Stun attacks.

■ Fast Recovery

At the start of each turn, roll 1d20 for the Lor-AA: if it rolls equal to or under its Fitness, it recovers one Injury. If it has no more Injuries, it ceases to be Defeated.